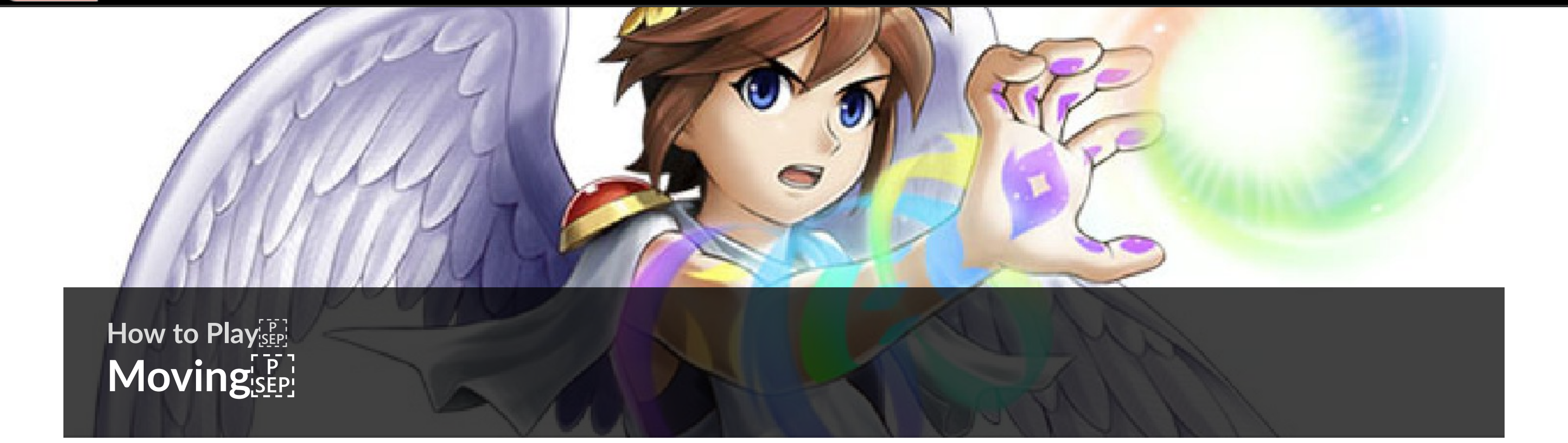


How to Play

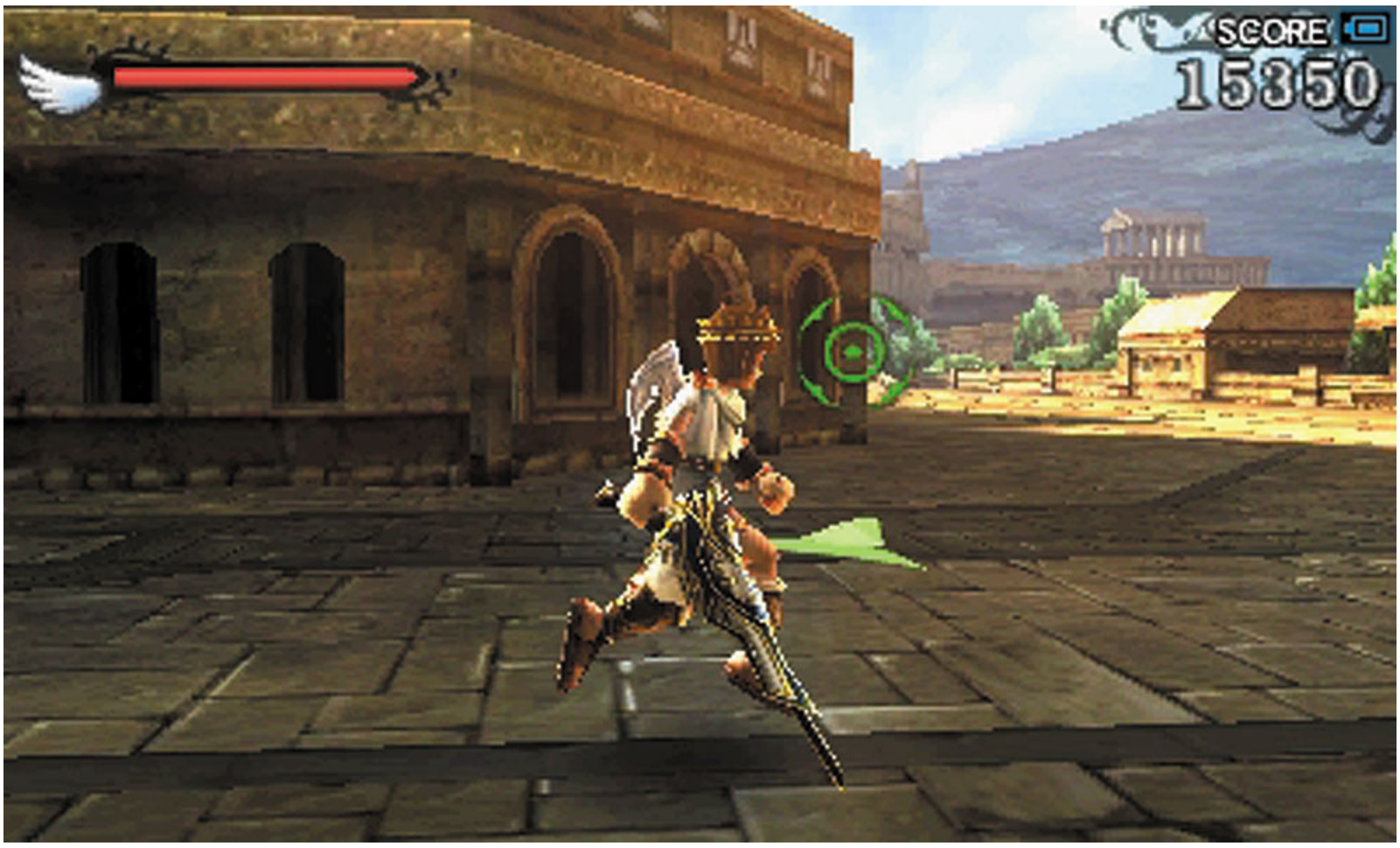
Moving

How to Play

Kid Icarus: Uprising has a unique control scheme. You play using the Circle Pad, L Button, and your stylus on the Touch Screen—that's it! As simple as this sounds, the controls take some time to get used to. You have multiple offensive and defensive options available at any given time. Being able to consistently execute the moves you want while under pressure will require practice, particularly in multiplayer. This is a game that greatly rewards precision play.

Note

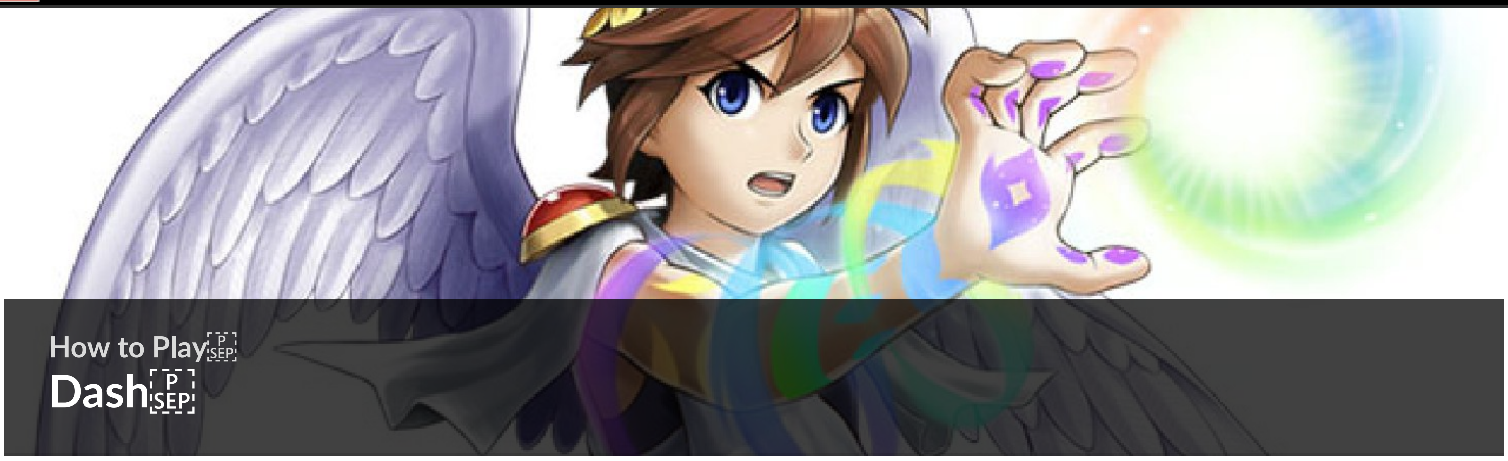
This section is written based on the default control settings. If you're not satisfied with the defaults, go into the Options menu, and tap on the Controls button. There you will find three more menus: Control Configuration, Reticle/Camera, and More Controls. Here you can adjust every aspect of the controls to your liking, from Touch Screen sensitivity to whether or not use the Touch Screen for aiming. You're even able to quickly try out all of your control changes within these menus. Remember that in addition to practicing, simply being comfortable with the controls can also improve your performance.



Use the Circle Pad to move Pit around the screen. Simply hold a direction and Pit will head in that direction. During Air Battles, not shooting for a period of time places Pit in glide, which allows you to move faster and dodge enemy shots easier.

Standard movement is actually quite valuable on the ground, where you also have the option to dash. Walking, while slower than dashing, offers you the most control over your character. For the single-player campaign, there are a number of sections that require precise movements through precarious terrain, and during multiplayer this can help you get to good sniping positions. You can use continuous fire attacks while walking, which is a good way to finish off a downed opponent who is low on health.

Walking has the distinct advantage of not costing any stamina to use. Combined with weapon abilities that increase your standard movement speed, you can use a fast walking speed to get around a map quickly while you conserve stamina for crucial dodging and dash shots.



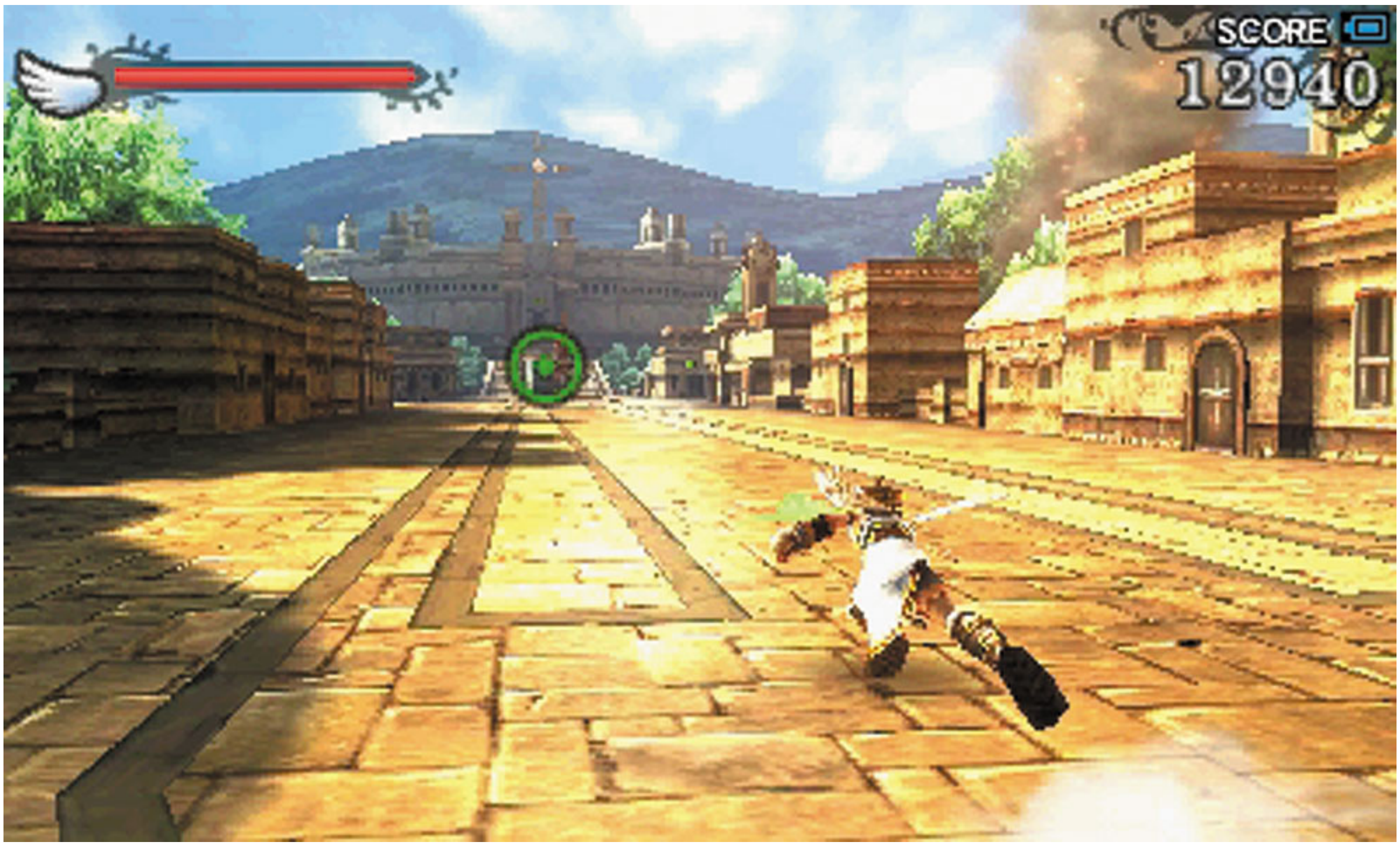
How to Play

Dash

Quickly flick the Circle Pad to have your character make a dash in the direction pressed. Dashing is faster than walking, but there are two major issues to be aware of while dashing: You lose the precision that walking has, and you have limited stamina to dash with. Running out of stamina in single-player is bad enough, as you're vulnerable to the enemy while Pit catches his breath. In multiplayer, running out of stamina is almost certainly fatal against a human opponent.

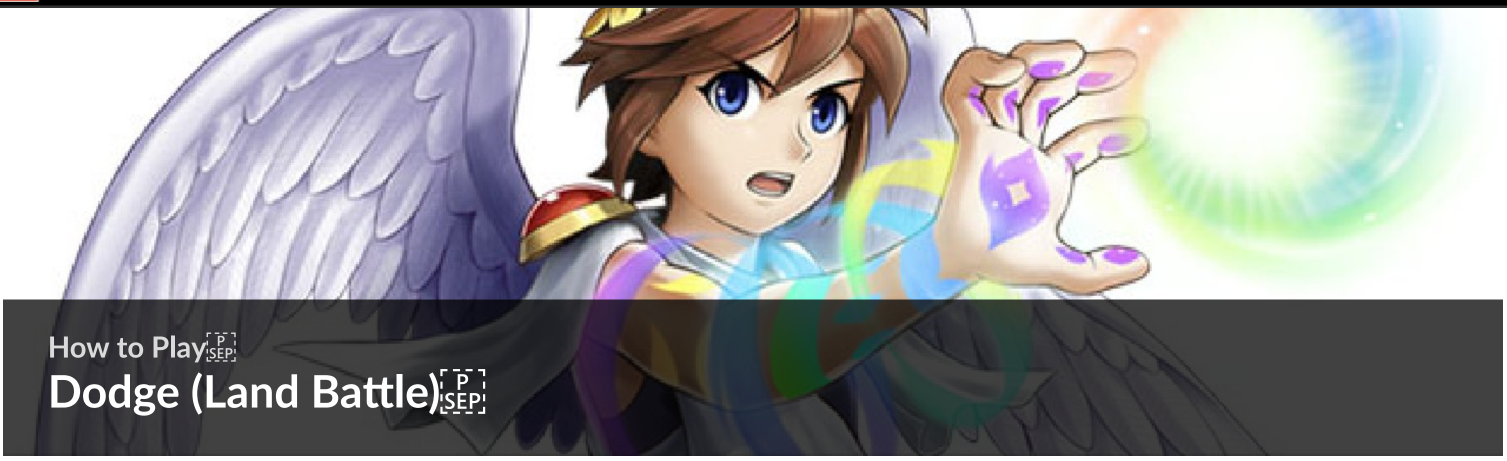
One of the primary uses of dashing is to get from point A to point B as quickly as possible, but it's not the safest way to travel. As both dashing and dodging consume stamina, we suggest that once battle begins, you try to save your stamina for dodging the enemy.

The other major function of dashing is that it acts as a modifier to your ranged attacks during Land Battle. Every weapon has a unique set of ranged attacks with many different properties, and the direction you dash in before firing off a ranged attack can actually determine what attacks come out. Dashing toward an opponent, dashing away from an opponent (toward the camera), or dashing to the side all change what ranged attack is used, and this also works in conjunction with your weapon's charged state.



Note

All movement speed is modified by the properties of your chosen weapon. Each weapon class has its own natural speed modifier, and bonus properties within each weapon can further affect your movement speed.



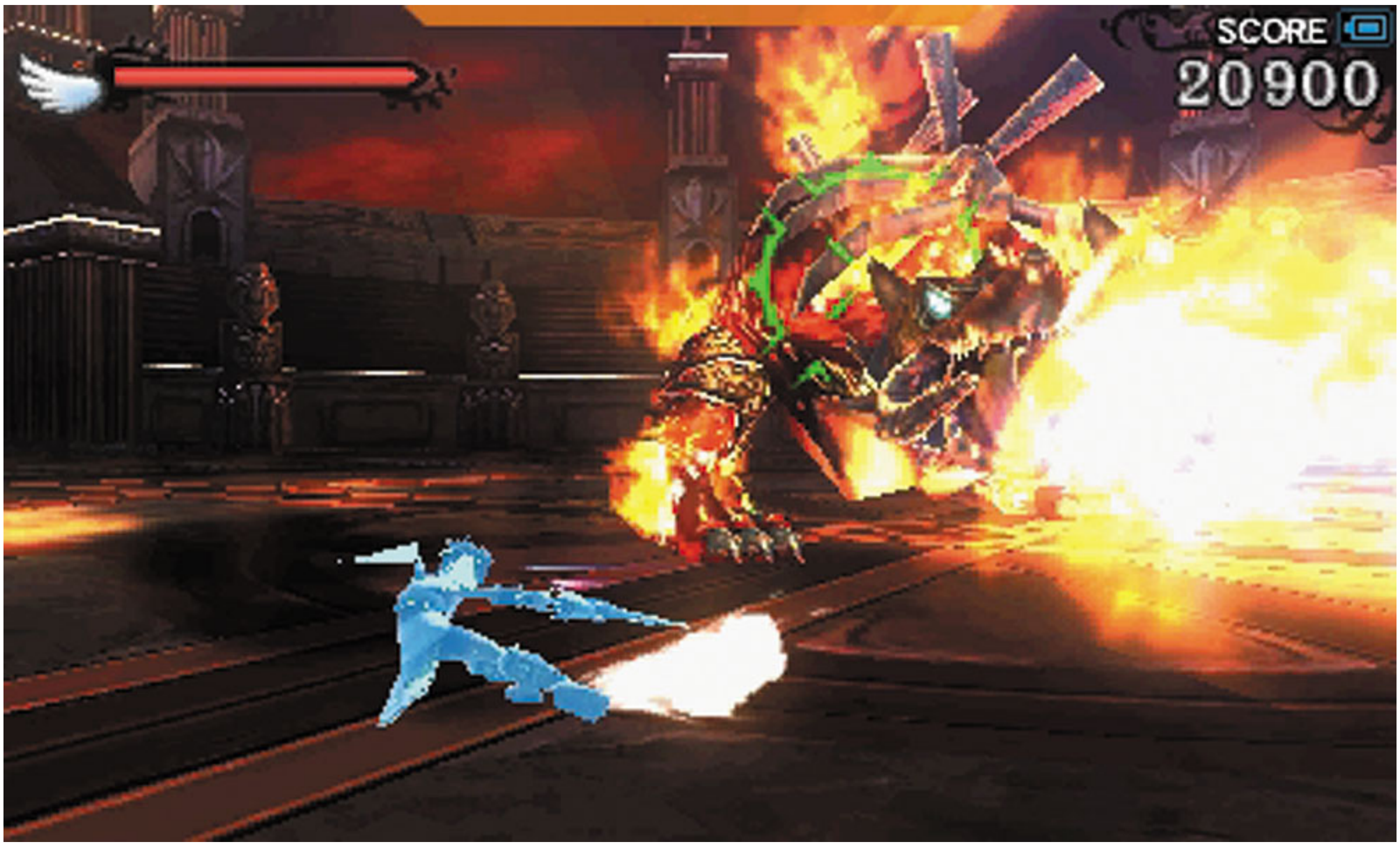
How to Play

Dodge (Land Battle)

Quickly flick the Circle Pad just before getting hit by an enemy attack to make Pit dodge out of the way unharmed. Dodging on the ground consumes stamina and it can't be done indefinitely.

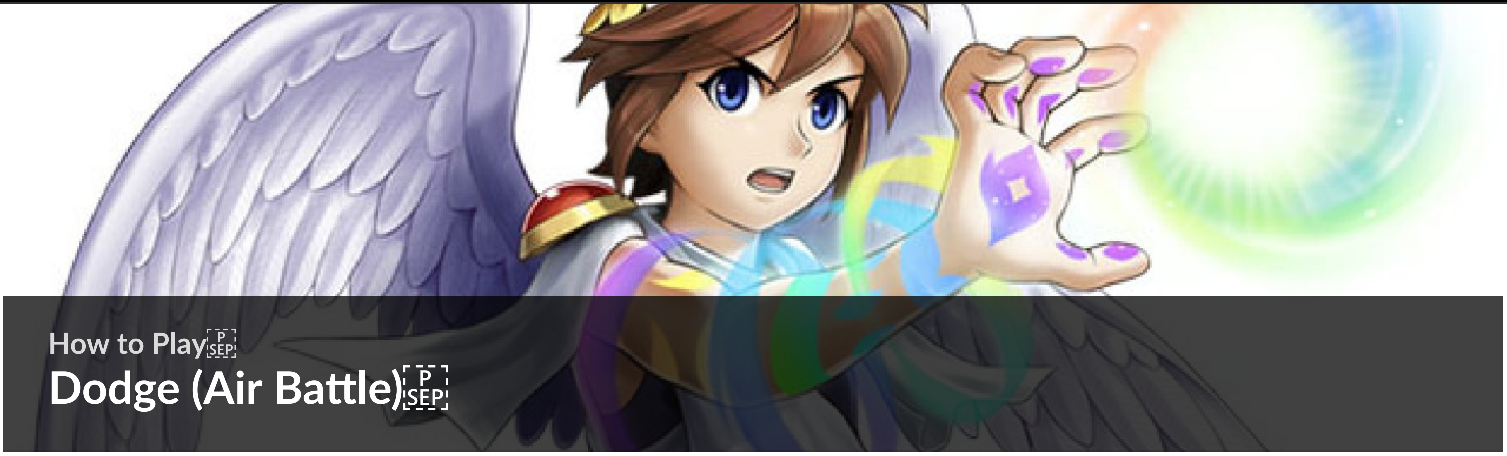
It's extremely important to master dodging in single- and multiplayer. Timing a dodge to take you around a powerful attack can be the set up to a counterattack, or simply a way to escape from a determined enemy. During a dodge, your character experiences temporary invulnerability, allowing you to dodge through almost any attack if your timing is good. This is absolutely essential when trying to evade certain attacks. The direction you choose to dodge matters! For example, if an enemy fires a long-ranged laser beam, dodging into the laser stream will only get you hit. However, dodging to the side can allow you pass through the beam unharmed.

Dodging isn't strictly a defensive option. A well-timed dodge while rushing at an enemy who is sniping at you can be just enough to throw off their aim and give you the opening you need to punish them.



Tip

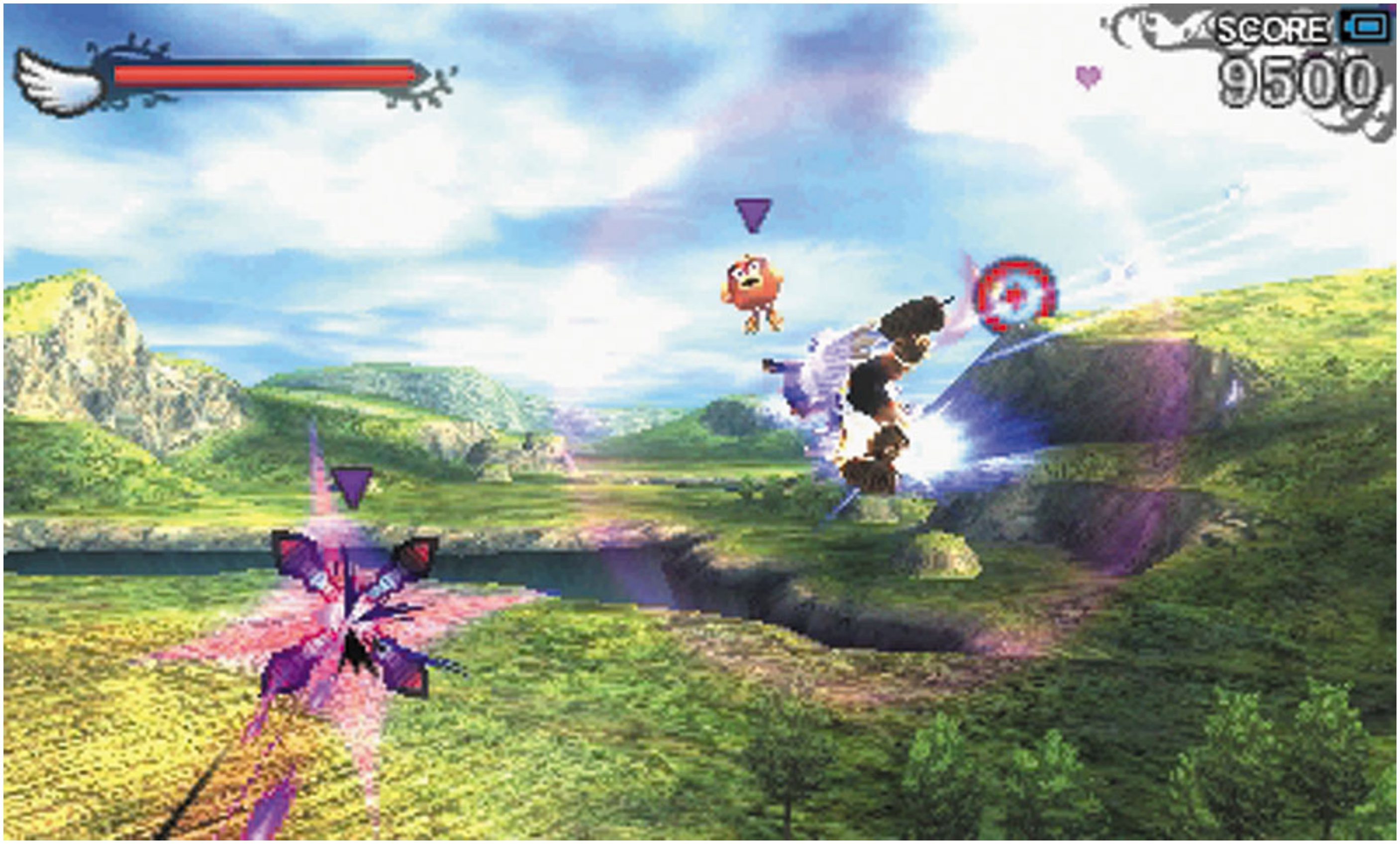
A devious little tactic to use on less experienced players is to bait them into dodging repeatedly by firing continuous fire at them. If they are already low on stamina, you can potentially force them into the recovery state, leaving them open for a big charged shot or melee combo.

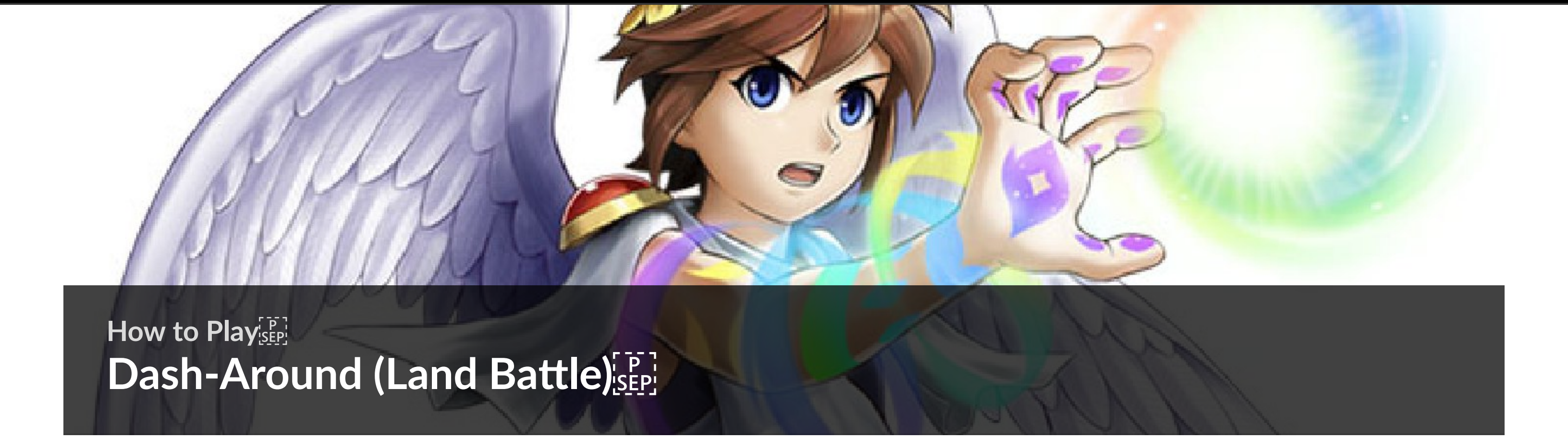


How to Play

Dodge (Air Battle)

If you quickly press left to right on the Circle Pad, or vice versa, you can do a quick dodge in midair to avoid enemy fire. Dodging during an Air Battle is not easy, but the temporary invincibility will allow you to cruise through attacks unharmed. Combined with Gliding Mode, you can knife through the skies with ease.



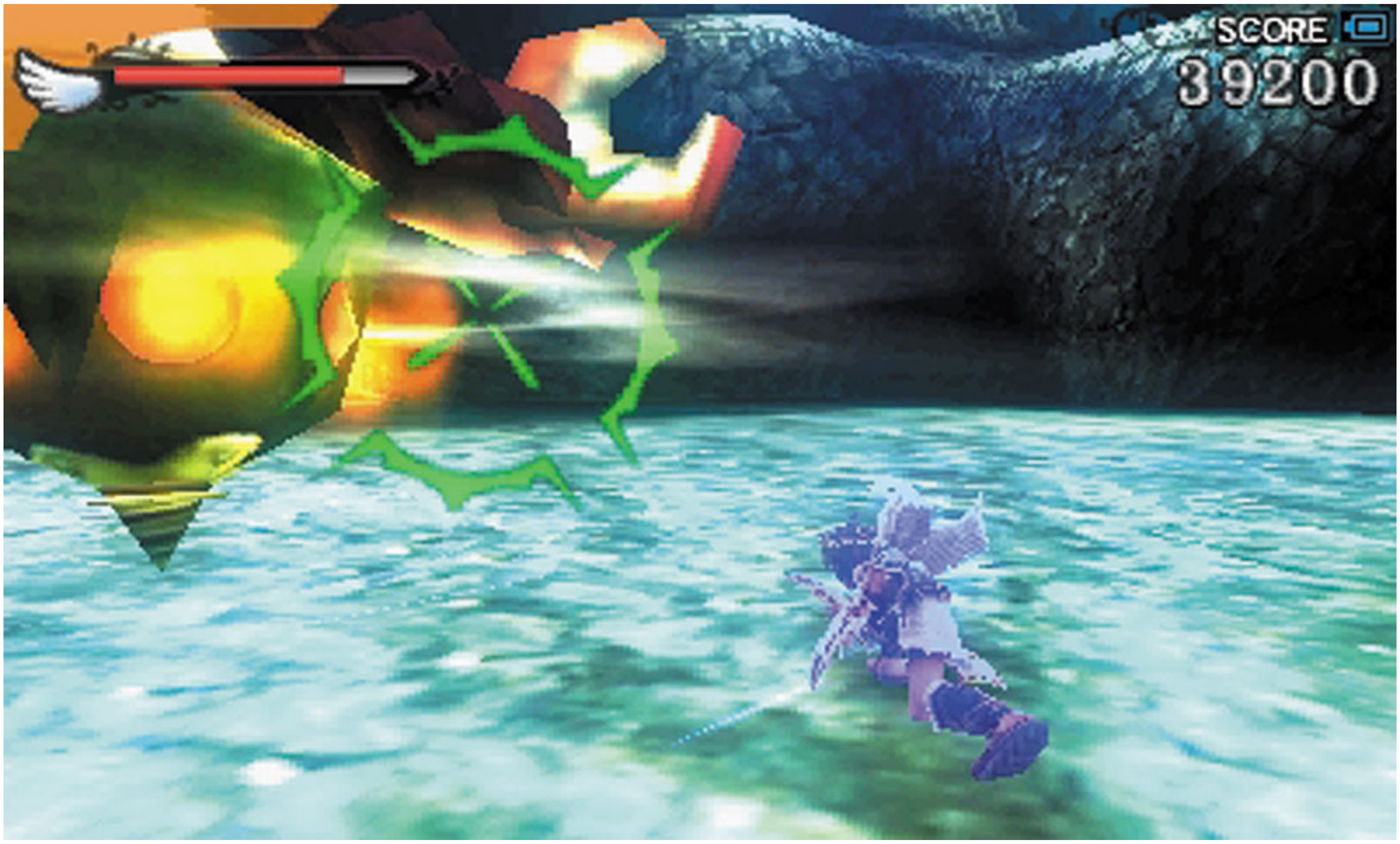


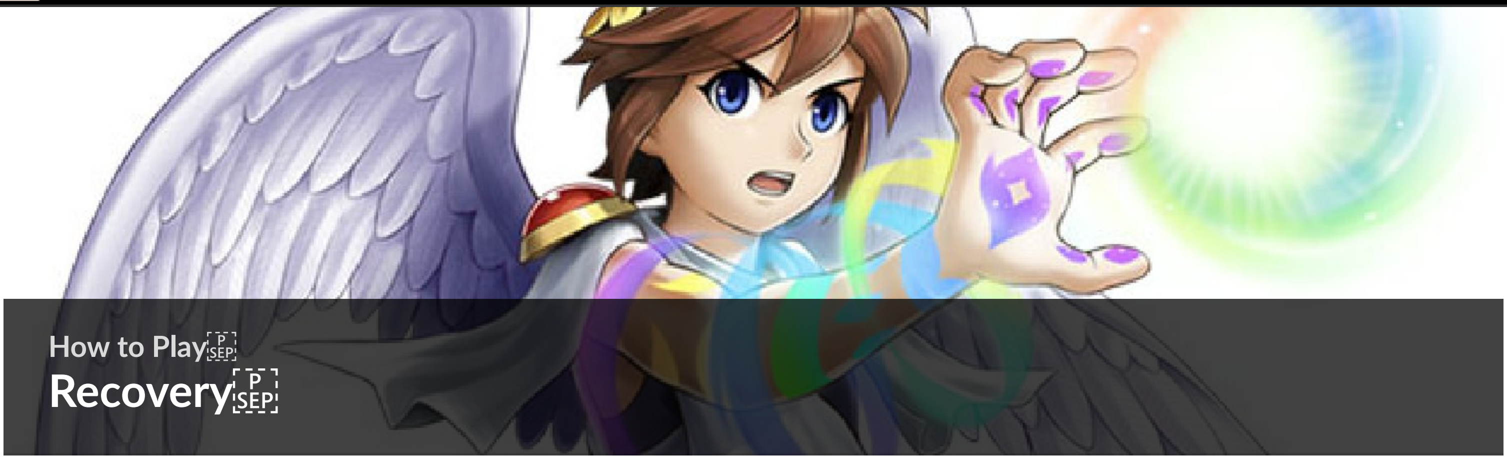
How to Play

Dash-Around (Land Battle)

Keep your aiming reticle on an enemy and quickly flick the Circle Pad to dash around the enemy. This is the perfect way to get behind enemies that are impervious to attacks from the front.

Dash-around acts as a close-range dodge against melee attacks. For aggressive players using weapons like claws and blades, the dash-around can allow you to maintain pressure on an opponent who is mounting a skilled defense. It can also be a way to turn a situation around on your attacker and go back on the offensive. As with dodging, the dash-around consumes stamina, so make sure not to use this excessively.



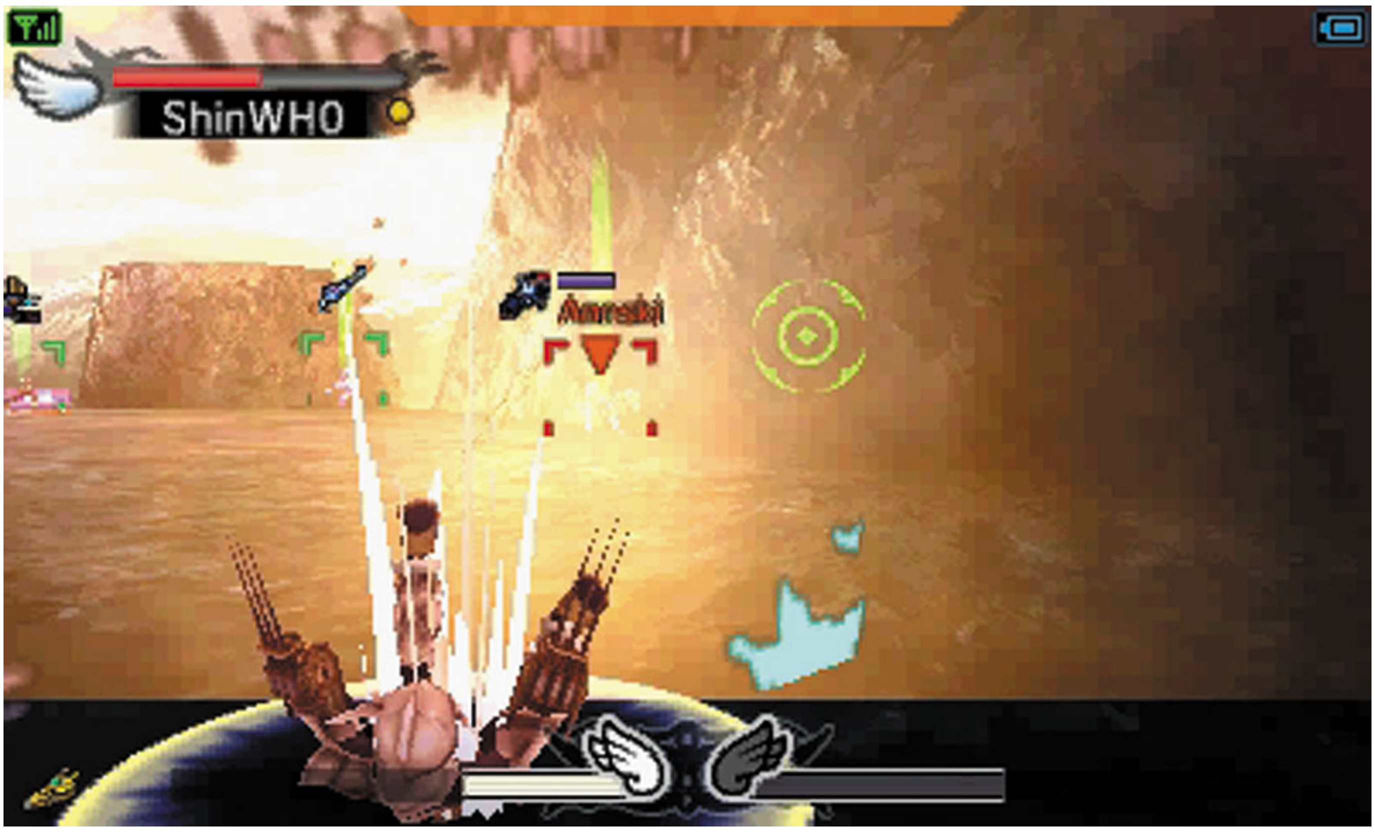


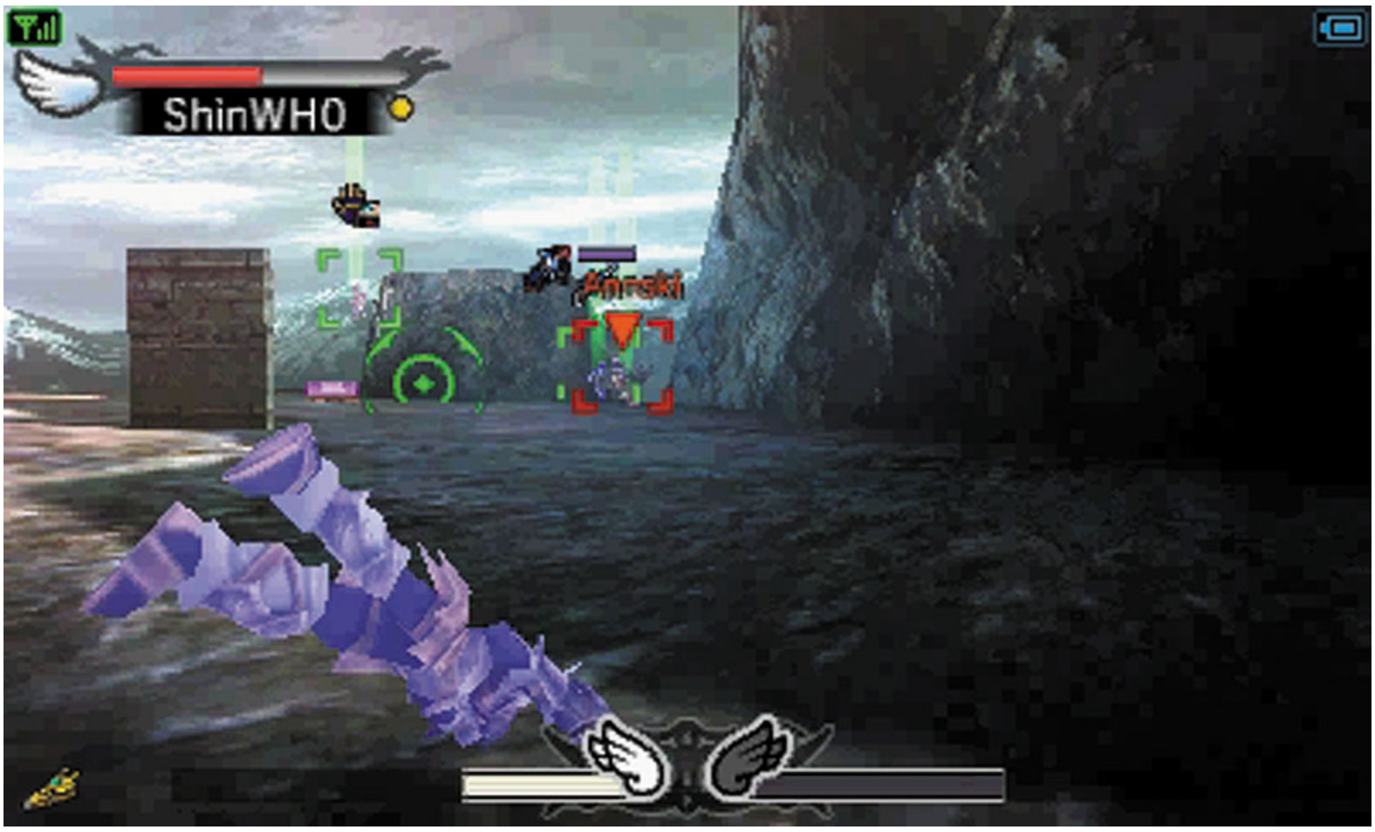
How to Play

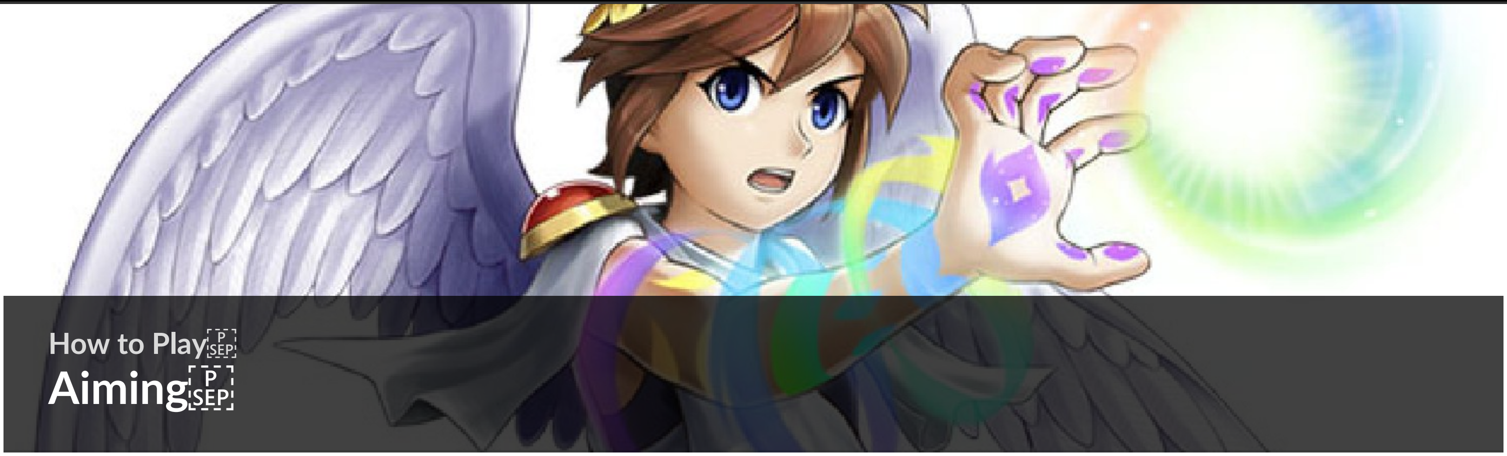
Recovery

Whenever you suffer a powerful enough attack, you can be sent flying. You're not entirely helpless during these moments. The moment you hit the ground, if you press the L Button, you will execute a quick recovery. This is an important technique that grants you a brief period of invincibility, and also gets you get back on your feet, giving you a chance to either get out of harm's way, or to mount a counterattack. This quick recovery can even be done off a wall, giving you a chance to shoot back at your opponent.

If you fail the quick recovery, you'll be vulnerable on the ground for a short period of time, but you're still not completely helpless. You can do a rolling recovery from your prone position by tapping the L Button and flicking the Circle Pad in the direction you want to go. This also gives you a brief window of invincibility.





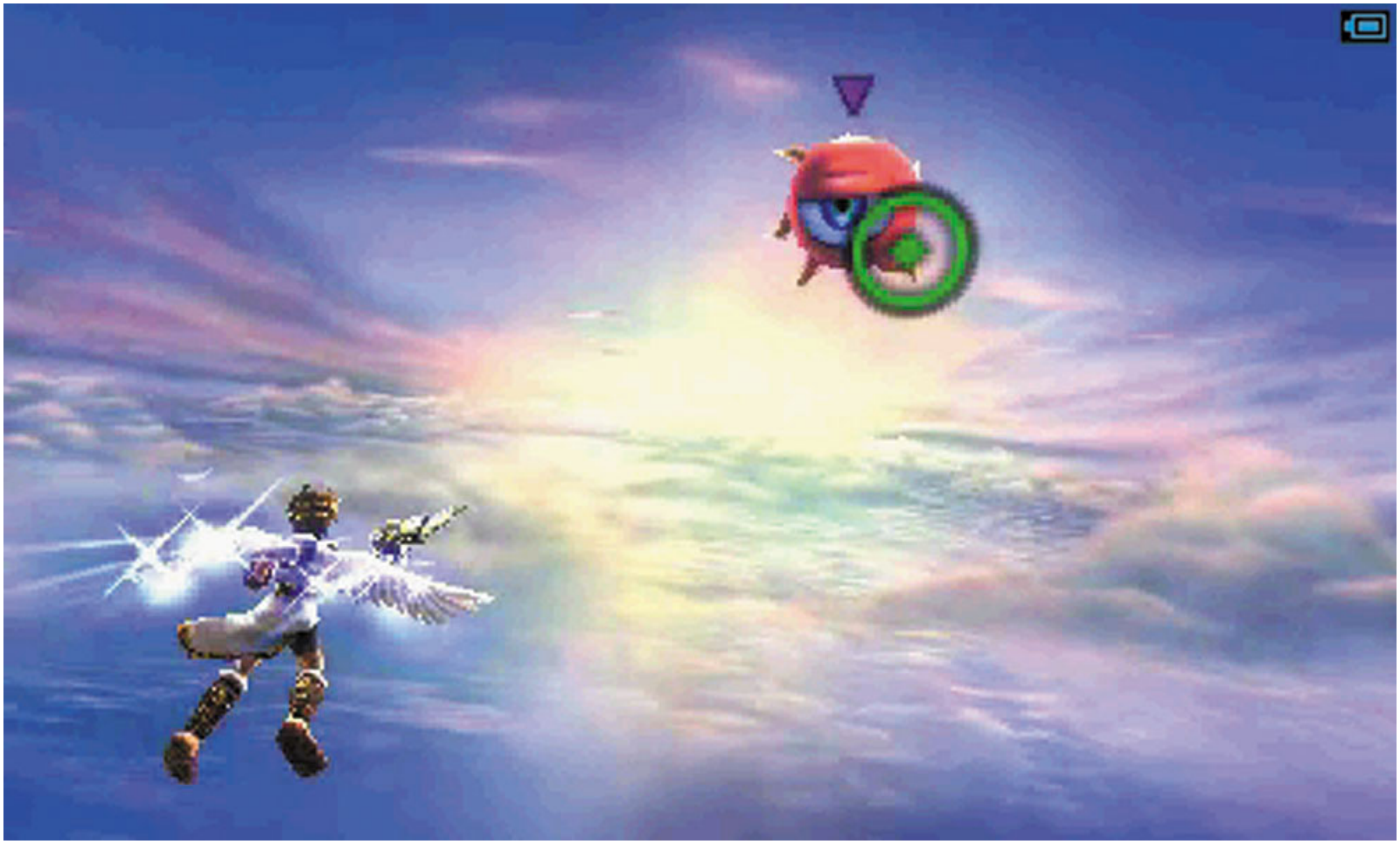


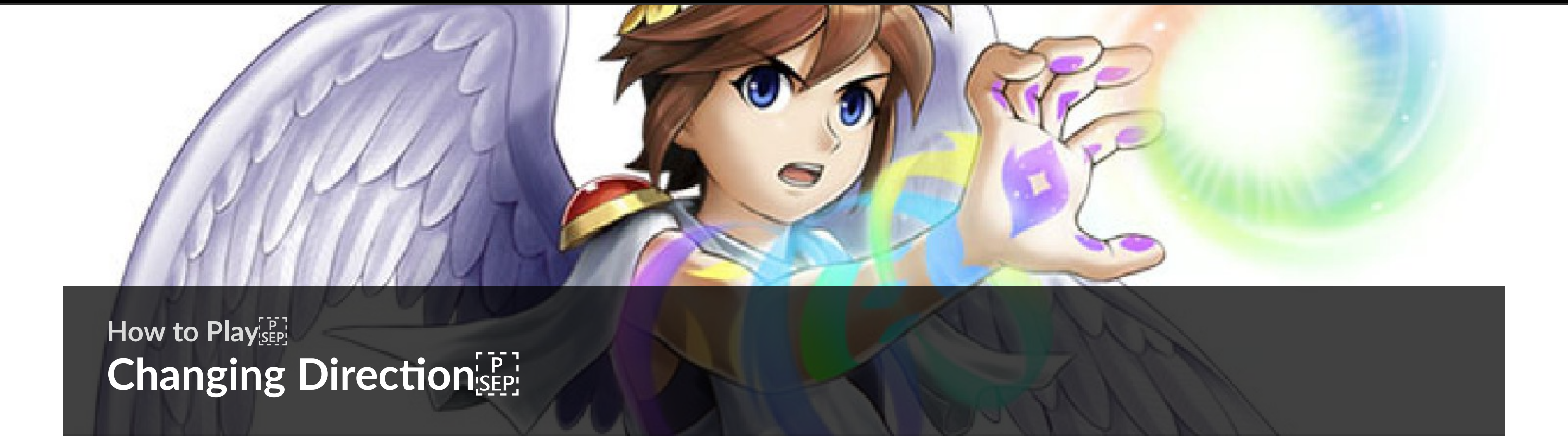
How to Play

Aiming

You can aim at Pit's enemies by sliding the stylus along the Touch Screen. Keep an eye on the green reticle that appears on the upper screen. That's where your attacks will go.

Your reticle tells you what sort of attack you are about to use. It indicates whether you have a charged shot available, and even tells you if you're in melee range of a target. If it turns yellow, it means that you've picked up a throwing item that is ready to use. Pay attention to the state of the targeting reticle, so that you are not surprised by your own actions in battle!





How to Play

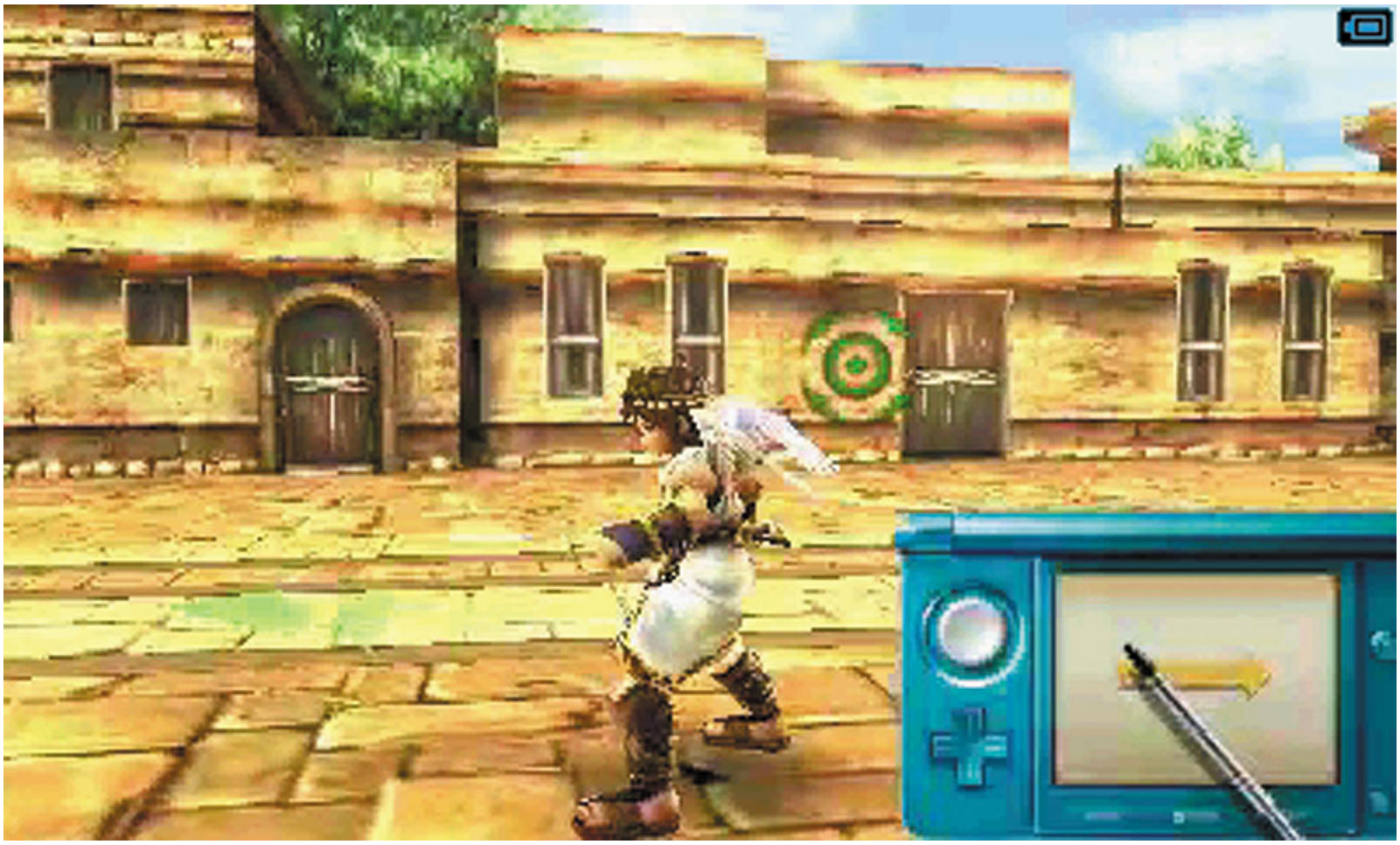
Changing Direction

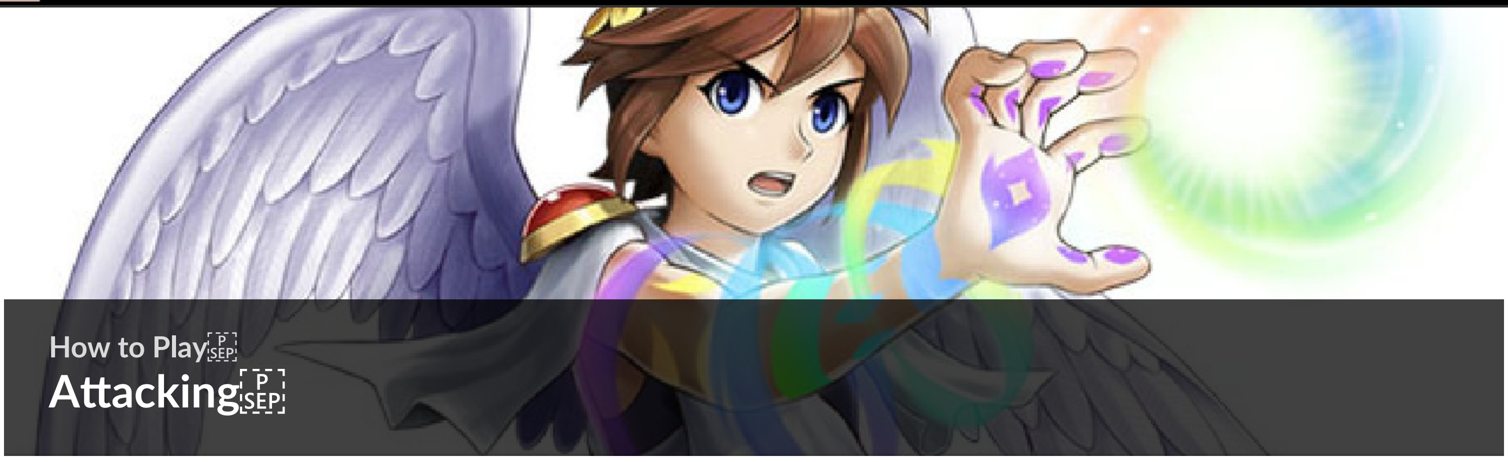
During a Land Battleyou have full control over the camera. To turn the camera, drag the stylus over the Touch Screen. If you flick the stylus on the Touch Screen, it will turn the camera faster! This can be a big help on the harder Intensities. If you find the camera is turning too much for you liking, you can simply tap the Touch Screen again after you flick it to stop it completely.

During multiplayer, the ability to quickly scan your environment is one of the most important skills to have. This is a fast-paced game, and knowing where the enemy is requires you to master changing the camera with ease.

Note

A big part of changing your direction relies on your sensitivity settings in the Options menus. Test out various settings to see what works best for you!





How to Play

Attacking

Attacking in Kid Icarus: Uprising is primarily handled with L. This works for both your melee and ranged attacks.

Continuous Fire: The basic ranged attack of most weapons in the game, continuous fire is used to maintain a stream of damage on an enemy. In multiplayer, a barrage of continuous fire can force players to dodge or sprint out of your line of fire. If they're in a low health/low stamina situation, continuous fire can finish them off before they have a chance to react.

Note

The club weapon type has no ranged continuous fire during Land Battles. Instead, these weapons have a series of quick swings that act both as a melee attack as well as a means to reflect incoming shots. For the other weapon types, continuous fire has unique properties for each individual weapon.

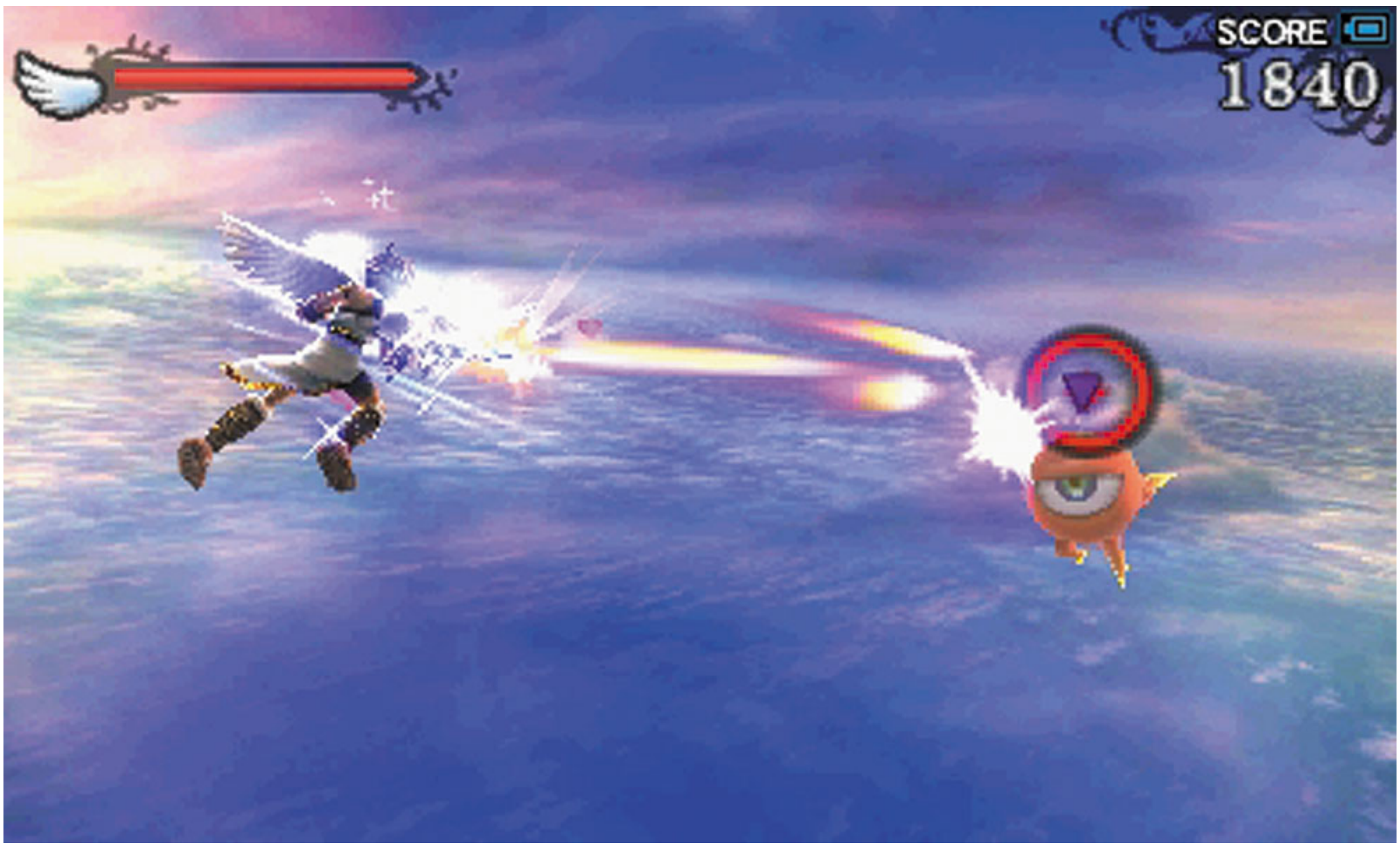
Charged Shots: When you have not fired your weapon for a short time, your reticle changes to reflect that you have a charged shot available. This is far more powerful than any individual rapid shot, and it's a great way to open or finish any encounter with an enemy.

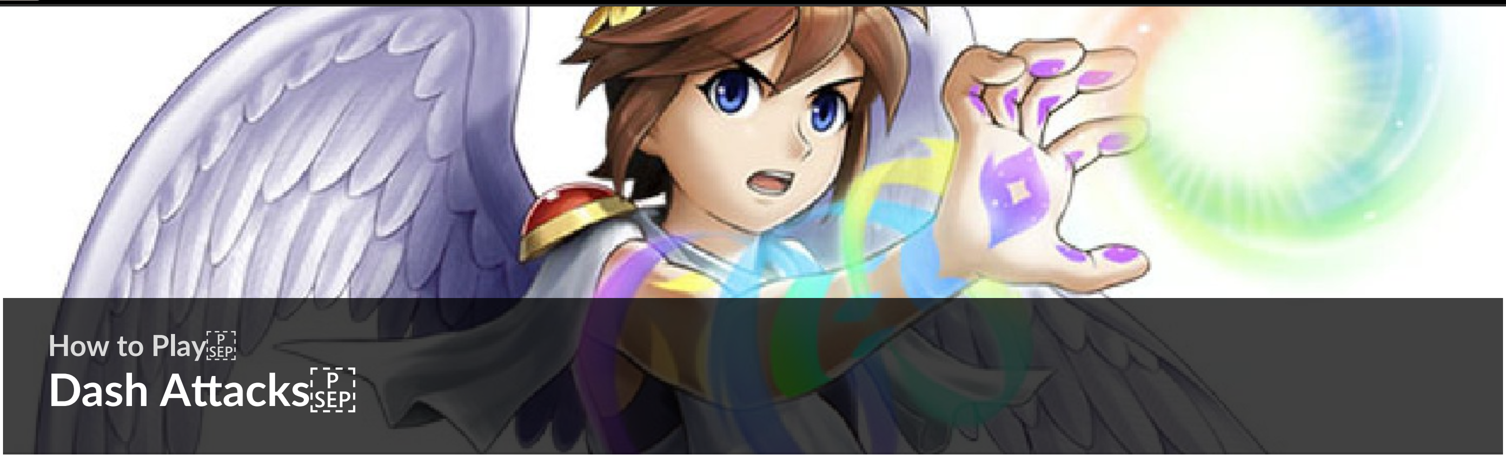
Tip

As with continuous fire, charged shots vary between each individual weapon within a given type. Experiment in Practice Range to see the full arsenal of your weapon.

Melee Combat: When you get close enough to a target, and your reticle is lined up, it will change to reflect that you are aiming a melee strike at that enemy. Each weapon type has its own unique melee combination with its own special properties.

In multiplayer, it would be unwise to think of melee combat as a last resort to a bad situation. If anything, melee combat is just another way to create bad situations for other players. All melee combos end with a strike that sends your victim flying away from you. Use this to send your enemies into bottomless pits, lava flows, or even into ranged attacks set up by other players on your team.





How to Play

Dash Attacks

Dashing while attacking can yield many different results. You can dash forward, sideways and even backward while attacking. Each direction you dash and attack in results in a completely different attack. There are two distinct dashing ranged attacks: rapid shot and charged shot. These are affected by the direction you choose to dash in before firing.

Continuous Fire Dash Shot: Except for club weapons, every weapon has some form of dashing continuous fire. Each weapon type has special properties for this attack. Some weapons fire shots that home in better on targets than others. Other weapons may fire more shots while dashing forward.

Charged Dash Shot: These attacks are among the most damaging ranged abilities at your disposal and have a wide variety of special properties. Some weapons gain enhanced elemental damage properties during a forward dash. Other Charged Dash Shots may act as a powerful area-of-effect attack.

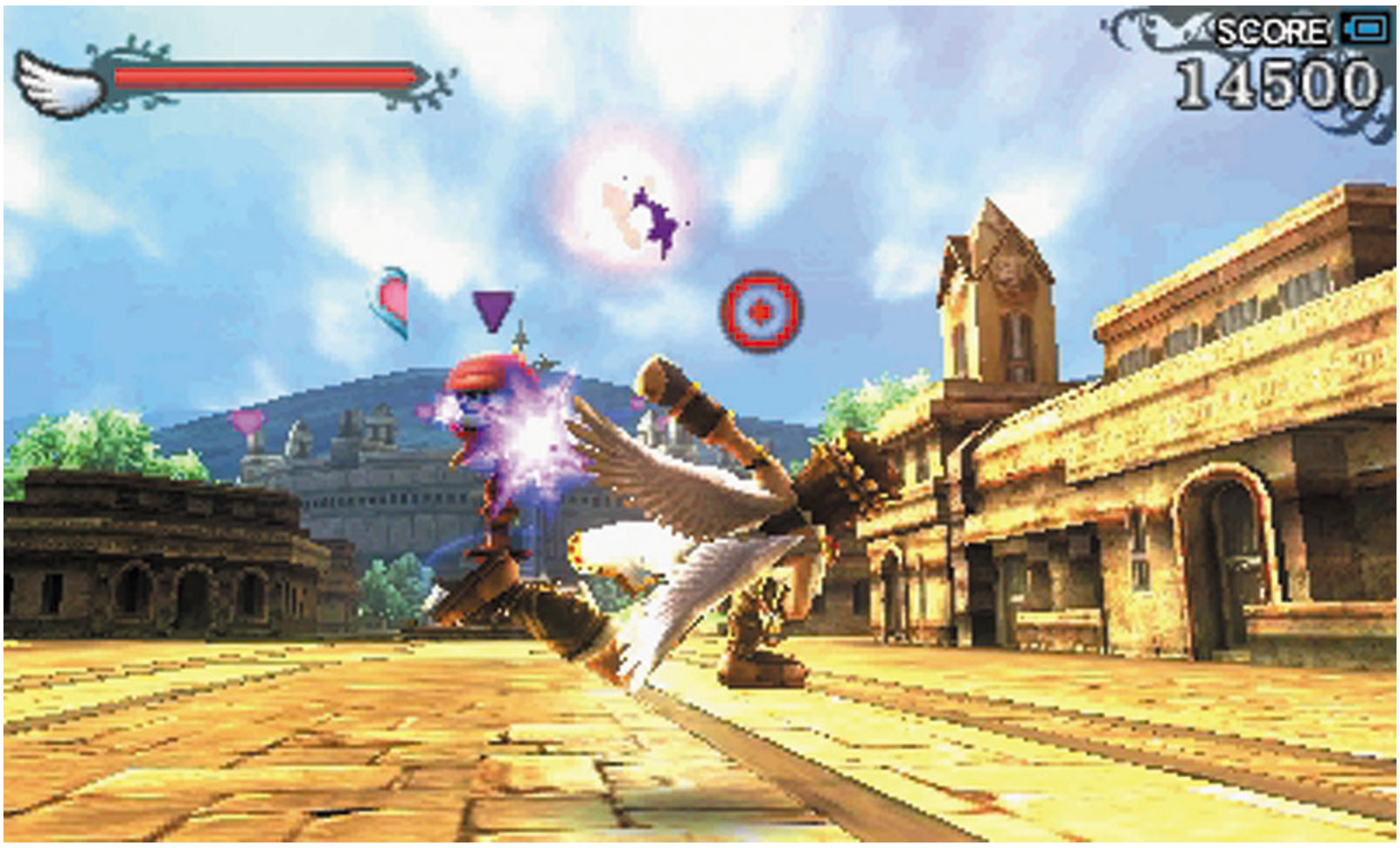
For melee combat, there is only the forward dash attack. The range and effectiveness of the forward dash melee attack varies between weapon types. However, it is possible to use this attack outside of its normal range. While dashing at an opponent, flick the Circle Pad in the opposite direction and press the L button. Be aware that you must wait a few moments before you can perform this attack again outside of melee range.

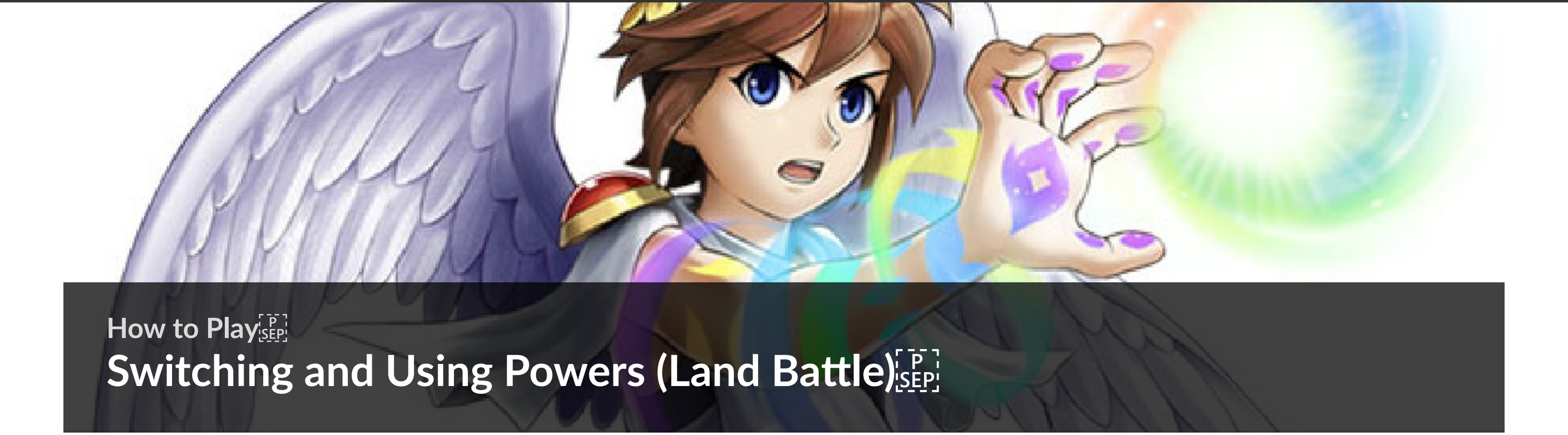
Note

All attacks of any kind can be enhanced by special weapon bonuses.

Note

Whenever you acquire a new weapon, be sure to test it out in the Practice Range to see what your dash attacks are. You can then plan your combat tactics around these attacks.

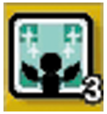




How to Play

Switching and Using Powers (Land Battle)

As you progress through Kid Icarus: Uprising, you'll acquire new powers for Pit. After your powers are equipped, you can select them by sliding the stylus across the Power Palette on the Touch Screen, or by pressing Left on the +Control Pad or Right on the +Control Pad. To use the power, simply tap the icon on the Touch Screen, or press Down on the +Control Pad.



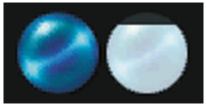
How to Play

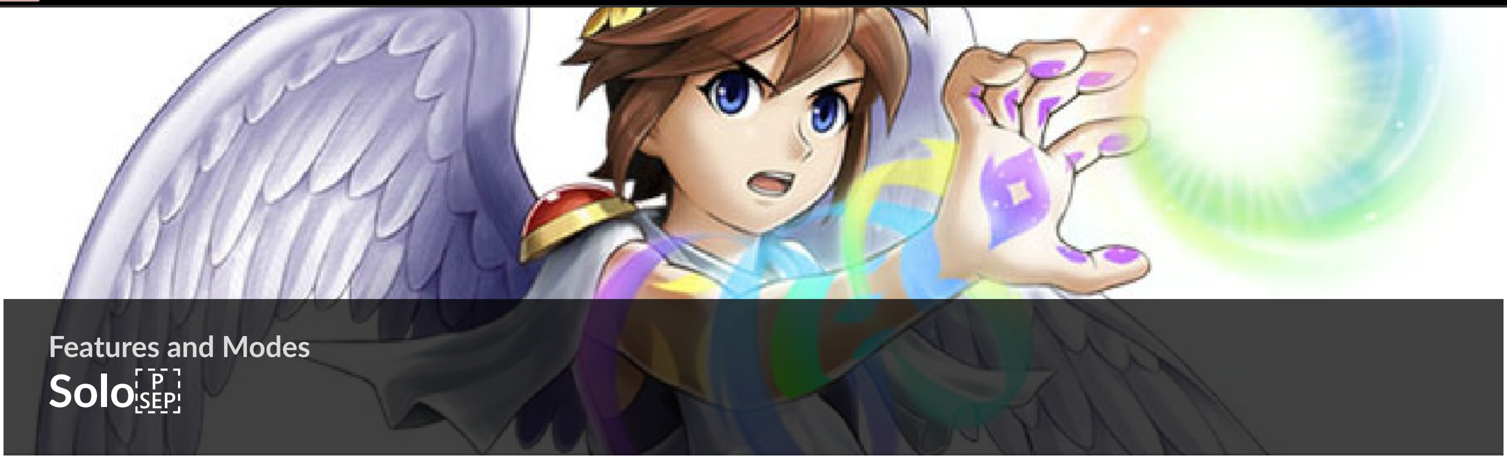
Special Attack (Air Battle)

Finding yourself overwhelmed in an Air Battle? Use the Special Attack! Tap one of the two blue circles in the lower left corner of the Touch Screen or press Down on the +Control Pad. This will clear the screen of enemies (or severely weaken them on higher difficulties) and allow you to catch your breath.

Tip

Don't hold back on using the Special Attack. Each of the Special Attack circles will recharge with time throughout the Air Battle.



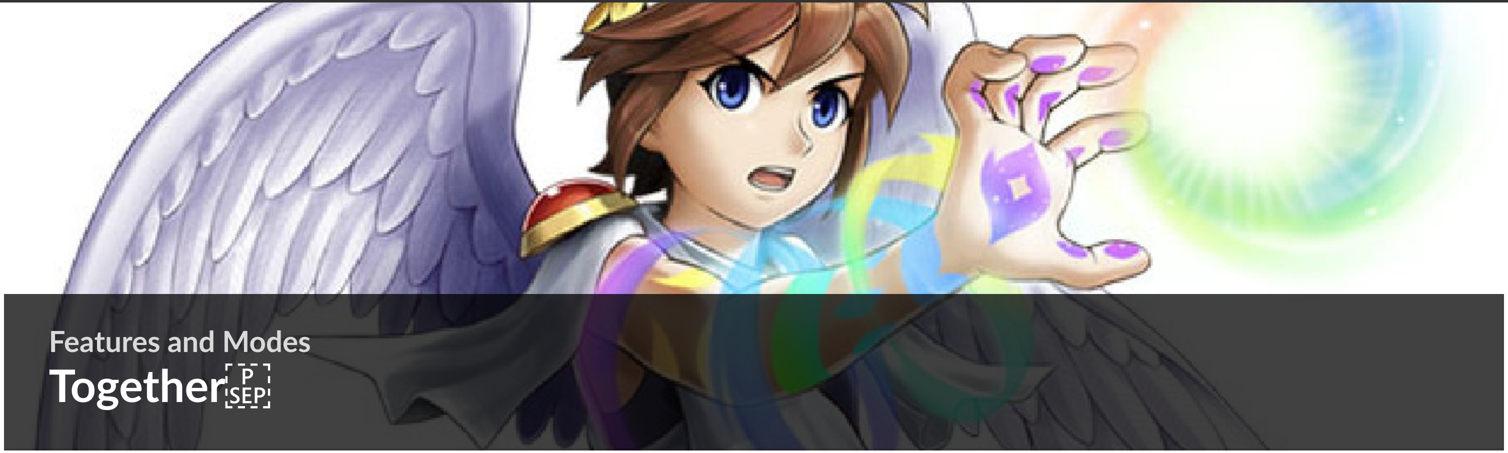


Features and Modes

After you start your game file, you're greeted with seven buttons on the Touch Screen, representing the different available game modes.

The entire single-player story of Kid Icarus: Uprising can be experienced in this mode. Tapping on this button presents another group of options.

- Move Out!—This button takes you to the Chapter Select menu for the main story line. Progression is simple: Complete one chapter, move on to the next. When you begin a chapter, you are taken to the Fiend's Cauldron. It is here that you can spend hearts you've earned while playing the game to increase the Intensity of the chapter. The higher the Intensity, the greater the challenge. The value of your treasures you find and the hearts you earn in battle also increases with the Intensity level. Standard Intensity is Level 2, the hardest is Level 9.
- Treasure Hunt—You earn rewards from the Treasure Hunts by completing certain criteria in single-player and multiplayer. Some rewards will unlock just by beating levels, others are used to fuse a certain weapon. Three Treasure Hunts appear as you play: Palutena's Treasure Hunt is available immediately, with two more Treasure Hunts unlocking over the course of the game.
- Practice Range—Curious about how a particular weapons handles but worried about going into a level with it? Try it out at the Practice Range first! This is the perfect place to see how much damage a weapon can do, and how its charged shots work.
- Arms Altar—In this menu, you have three major options: Redeem Hearts, Fuse Weapons, and Convert To Hearts. The Redeem Hearts button takes you to a shop where you can use your hearts to buy a random selection of weapons from Lady Palutena. The Fuse Weapons button takes you into the weapon fusion system. Convert To Hearts allows you to take old weapons that you have no use for and convert them to hearts.
- Idol Toss—In this mode, you must carefully pick up an egg by using the stylus on the touch screen and place it into the golden dish. Be careful not to drop the egg; if you do it can break! Once you've placed your eggs in the golden dish, use the stylus to pull down the dish on the Touch Screen to launch the egg and reveal an item. You can practice this before placing any eggs in the dish to get a feel for how it works. In the upper left-hand corner of the Touch Screen you'll notice that you have a certain percent chance to receive a a new idol when you place an egg in the dish. This percentage can change based on the color of the egg and the number of eggs used. You'll acquire more eggs over time as you play and can also spend your Play Coins to get extra eggs.
- Gear—This menu allows you to switch out your weapon and your Powers. You can have up to four sets of premade Powers, or you can use the Autofill Powers button to have a random selection provided to you.

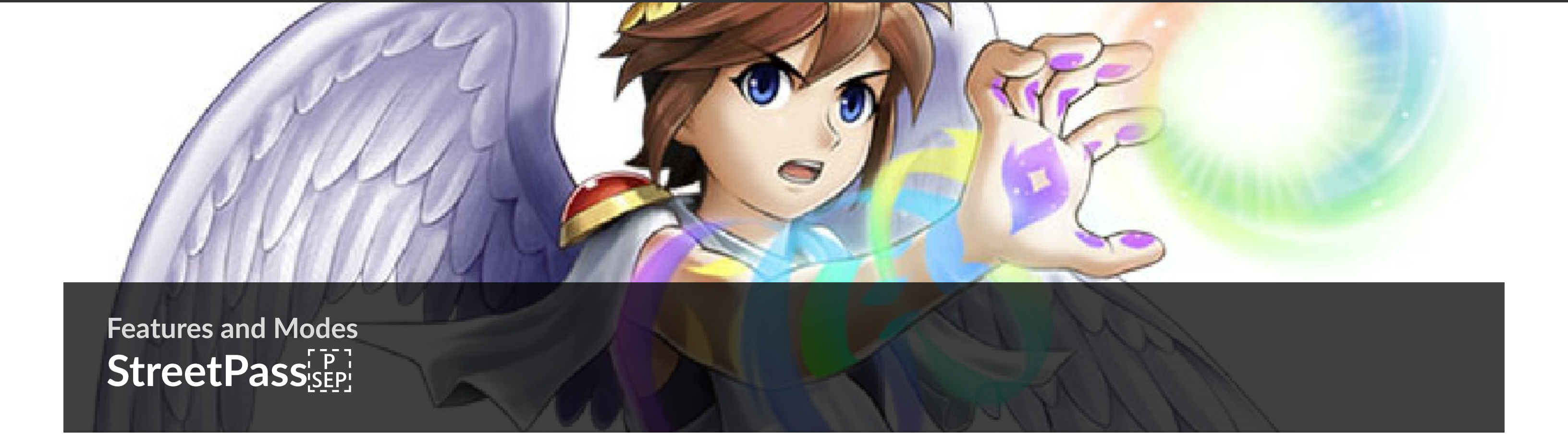


Features and Modes

Together

This button leads to the multiplayer content of the game. There are two connection types available: Far Away and Nearby. Far Away allows you to play with other gamers from around the world, while Nearby restricts you to other Nintendo 3DS owners close to you. There are two multiplayer game types: Free for All and Light vs. Dark. Competing in multiplayer matches against other players or against the CPU can earn you hearts and special weapons.

The Gear button here works differently than it does in the Solo mode. Here, you can create up to 16 weapon/Power sets, allowing you to quickly switch between your favorite weapons and Powers between multiplayer matches.



Features and Modes

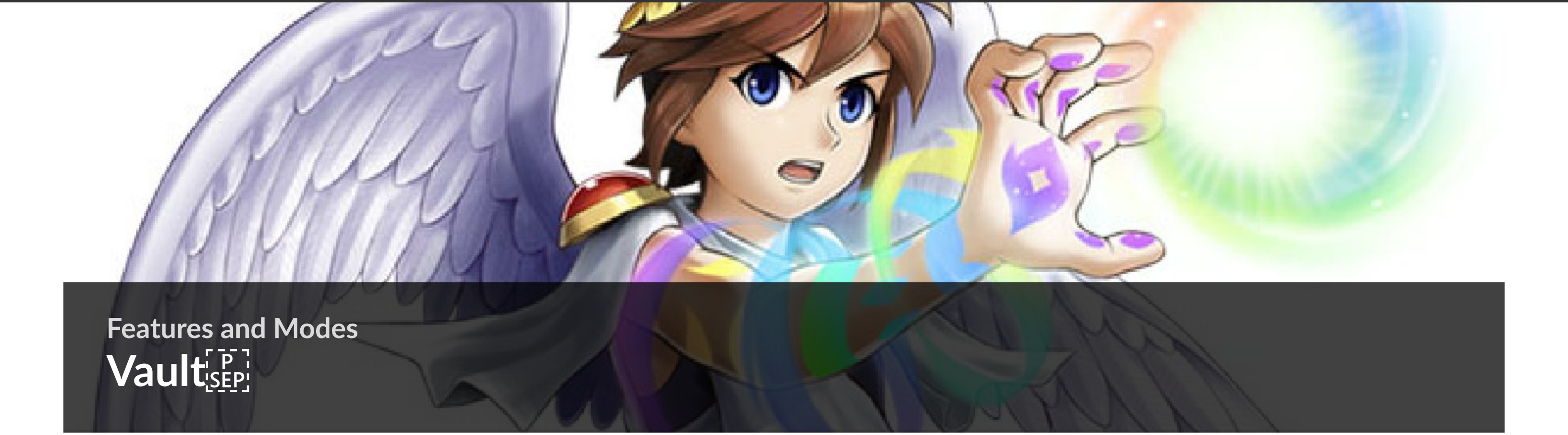
StreetPass

Kid Icarus: Uprising has a StreetPass feature that allows you to trade your weapons to other players in gem form. There are three options in this menu: Create Gem, Fuse Gems, and View Gems.

Create Gem lets you sift through your catalogue of weapons and choose one to make into a Weapon Gem. You don't lose the original weapon to do this, so feel free to switch your Weapon Gem frequently to trade among friends via StreetPass.

Fuse Gems works similarly to Fuse Weapons in the Solo mode Arms Altar, except that it costs you hearts to complete the fusion.

View Gems shows your entire inventory of Weapon Gems received via StreetPass. You can choose to convert a gem to an actual weapon, costing you hearts. You can also choose to convert a gem into hearts. New Weapon Gems can be received by tapping on the bag icon in this menu.



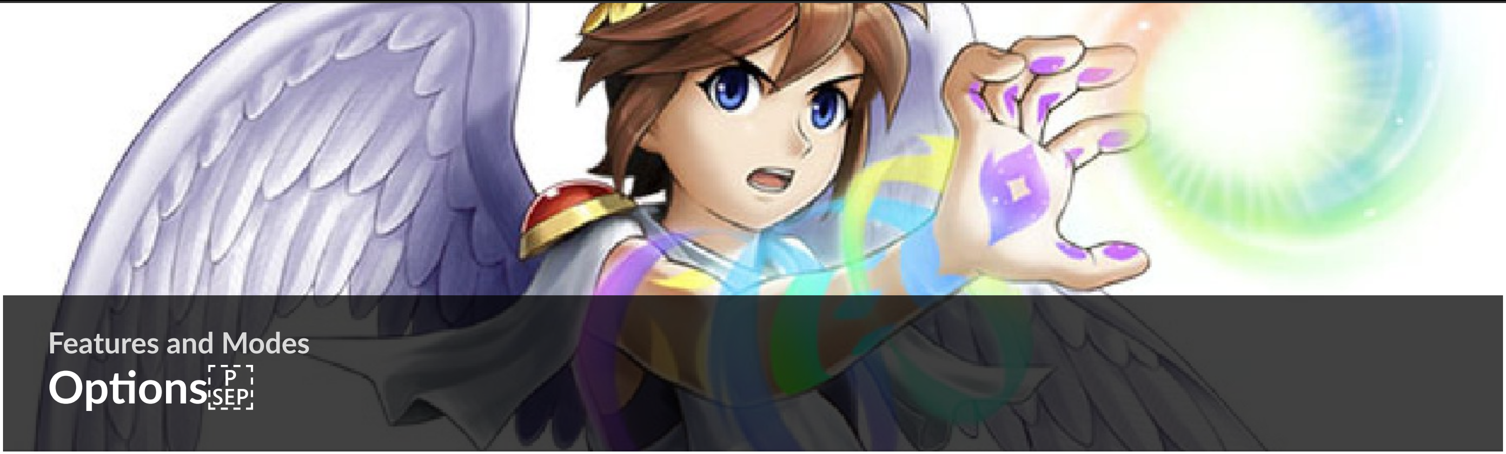
Features and Modes

Vault

The Vault is where you will find most of the extras in Kid Icarus: Uprising.

- Idols—Idols are obtained by completing certain tasks in Treasure Hunt, using the Idol Transformation power, the Idol toss, or scanning AR cards.
- Music Gallery—The Music Gallery is where you can listen to the music you have unlocked in the game.
- Power Portrait—Powers you collect during the single- and multiplayer modes can unlock an image.
- Offering to the Goddess—You can offer up hearts to the goddess to bring her closer in spirit to you. Just like it says when you first open it, there is no reward for spending hearts in this mode! Consider it a measurement of your power level to be able and willing to spend so many hearts on the goddess.
- Records—Go into this mode to see all of your stats for the game, it records quite a bit of information!

You also have access to the AR mode and Idol Toss mode.

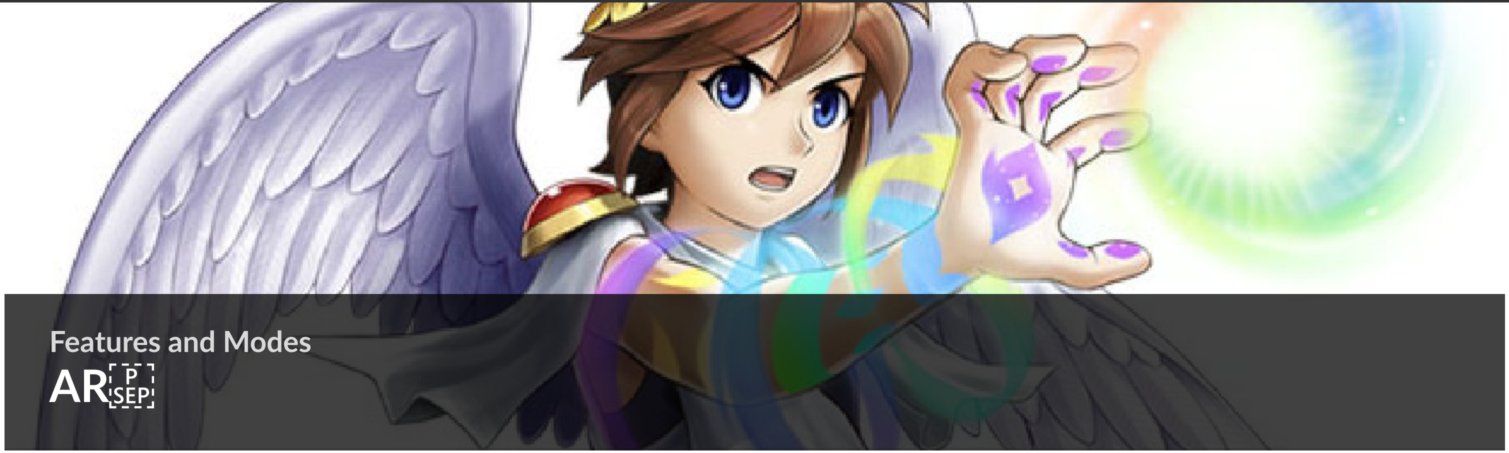


Features and Modes

Options

The Options menu allows you to change three groups of settings.

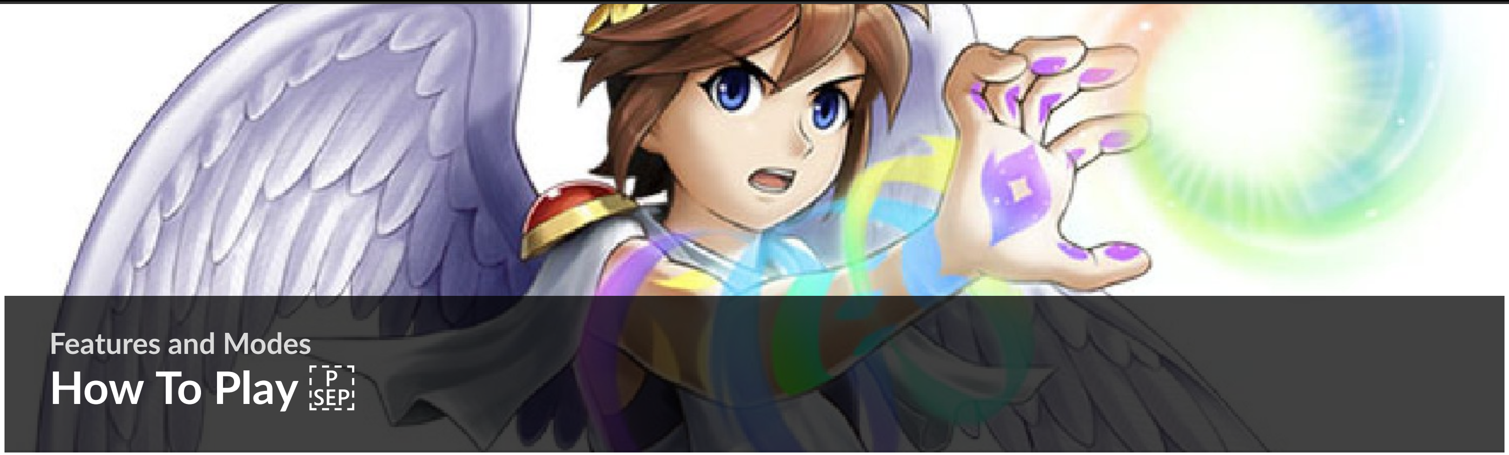
- Controls—The most important of the options menus. In the Control Configurations tab, you can choose how you move Pit, how you move the target reticle, and then you can map functions to the face buttons and +Control Pad on the Nintendo 3DS. In the Reticle/Camera tab you can adjust the aiming and camera sensitivity for Air Battles and Land Battles. The More Controls tab allows you to activate or deactivate the Guide Arrow, Shot Homing, Aim Assist, and Autofire modes. In all of these modes, you can try your new control configuration before you finalize it.
- Volume—Adjust the sound settings for the music, sound effects, and voices.
- Other— You can make adjustments to your Profile, turn on or off the in-game subtitles, or change your SpotPass settings.



Features and Modes

AR

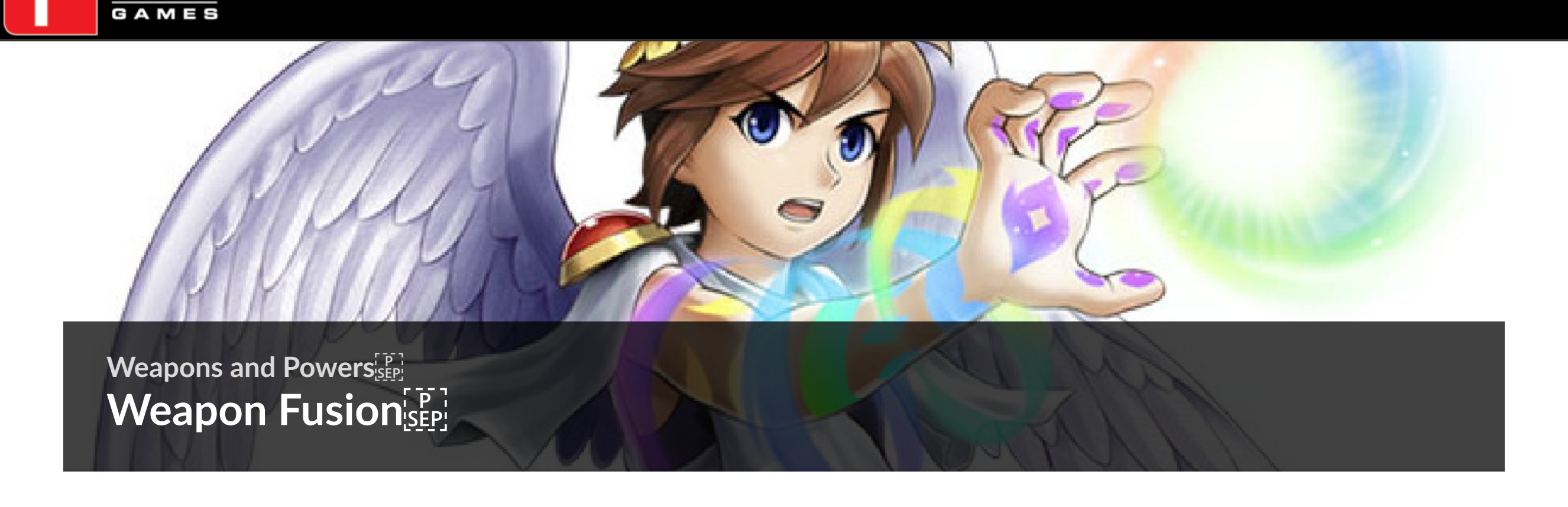
Selecting the camera icon on the main menu that says “AR” on it allows you to scan in your AR Cards that you received with your copy of the game and with this guide! Lay the cards on a flat, well-lit surface and point your camera at the AR Card to have the character pop out! This will give you an entry in your Idols section in the Vault if you don’t already have it. It will also put a gold camera icon next to the entry, letting you know which Idols you scanned in through AR Cards. You can also have two AR Cards battle! Do this by placing two AR Cards on a flat surface with the arrows on the AR Cards pointing toward each other. A stats table will appear on the Touch Screen for each AR Card and you’ll see a prompt at the bottom that says “Battle.” Tap this with the stylus to have your AR Cards duke it out!



Features and Modes

How To Play

This mode has a variety of short movies showing you the basics of the game. If you've got the time to spare, this is a good resource for newer players.



Weapons and Powers

Weapon Fusion

Weapons and Powers

Weapons

There are nine types of weapons in Kid Icarus: Uprising, with twelve unique weapons in each type: staffs, bows, clubs, orbitars, blades, claws, palms, cannons, and arms. Each of these weapon types has its own special characteristics and move sets, and each individual weapon has abilities unique to it. Weapons can be acquired in many different ways:

- Earn them over the course of the single-player campaign, finding them hidden within treasure boxes.
- Unlock them by accomplishing objectives in the Treasure Hunt.
- Purchase them from the Arms Altar with hearts.
- Use Weapon Fusion to create a weapon using others in your inventory
- Through StreetPass, receive Weapon Gems and spend hearts to convert them to actual weapons.
- Spend hearts to combine two Weapon Gems into a new weapon.
- Be awarded a new weapon through the multiplayer mode.

Weapon Fusion

By taking two weapons to the Arms Altar in the Solo mode, you are able to fuse them together to create a new weapon. At first, a number of combinations may not be available, but as you play through the campaign and unlock Zodiac weapons or accomplish certain objectives in the Treasure Hunt, new possible Weapon Fusions become available.

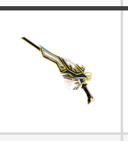
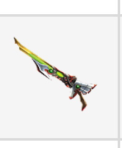
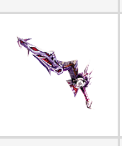
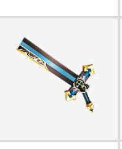
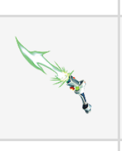
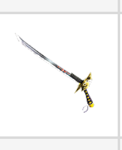
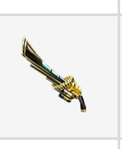
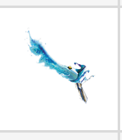
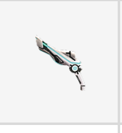
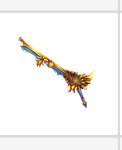
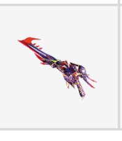
Weapon Fusion not only creates a new weapon, it also transfers some of the two base weapons' unique modifiers to the end product. In this way, through careful fusion of weapons, players can determine what special modifiers they want passed on to the new weapons they craft . This chapter includes charts on what combinations of weapons are required to achieve specific results, all organized by the types of weapons.

Another type of Weapon Fusion is available through the StreetPass feature of the game. Weapon Gems, created by players, can be fused together. To do this, you must spend hearts. This can get quite expensive, depending on the quality of the Weapon Gems.

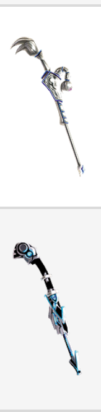
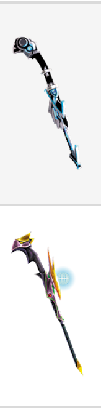
Note

Some Weapon Fusions result in a series of special weapons. These are marked in the fusion charts by a different color. For example, Shock Orbitars and a Volcano Arm equal a Dynamo Cannon. Normally, orbitars and arms result in a palm weapon.

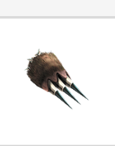
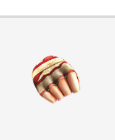
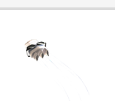
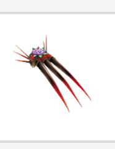
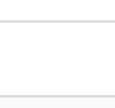
Blades

Weapon Name	Image	Description
First Blade		Entrusted to Pit, this blade is just one of a new breed of armaments that combine close-quarters combat with ranged proficiency. The First Blade is well balanced in usability and strength, making it the perfect beginner's weapon.
Burst Blade		While the Burst Blade has lower attack power and has the shortest range of any blade, it also fires multiple bullets at once, giving it a wide attack. Its ranged attacks have a strong potential of nullifying incoming fire.
Viper Blade		A blade said to have been forged from the scales of a thousand venomous serpents. It's one of the few weapons that inflicts poison damage. Users of this blade should soothe its dark, nightly rattlings with gentle caresses.
Crusader Blade		The horizontal stock crossing the barrel is packed with a substance that generates this weapon's wide-ranged shots. These shots have the strong potential for nullifying enemy fire, and the weapon's weight makes its melee attacks powerful.
Royal Blade		Once the heirloom of a royal house, this blade has since been worn by time and neglect. Its most powerful shots are those used during a backward dash, making the Royal Blade perfect for a hit-and-run strategy.
Optical Blade		Despite its lightness, the extreme heat this glow-in-the-dark blade generates has the ability to cut even through steel. It also has the longest range of any blade and has charged shots that grow in power slightly at long distances.
Samurai Blade		The Samurai Blade is a powerful copy of a legendary sword whose curved blade was devastating in close combat. While this blade improves quickness, it has weaker ranged shots and takes time to charge.
Bullet Blade		This old-school weapon uses magic to fire a hail of explosive steel bullets. The Bullet Blade doesn't have much in the way of homing ability or melee attacks, but its shots are just as strong over long distances as up close.
Aquarius Blade		The Zodiac weapon bearing the sign of Aquarius. It uses extreme pressure to change water into an impossibly sharp edge. Its charged shot pushes enemies back as it damages them, and its melee attack can freeze foes.
Aurum Blade		The Aurum mimic every aspect of the worlds they conquer, from creatures to vehicles to weapons. Dyntos crafted the Aurum Blade by reversing this process. It charges quickly and fires shots with a high homing ability.
Palutena Blade		The rare example of a weapon ordered by Palutena. While its charged shots have a strong potential of nullifying enemy fire and its continuous-fire dash shots travel fast, they aren't very strong. However, its dash shots have great range.
Gaol Blade		A blade forged from the same cursed material as Dark Lord Gaol's armor. While it has the most powerful ranged attacks of any blade and its charged shot has a strong homing ability, these attacks move slowly.

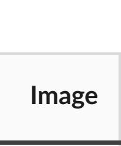
Staffs

Weapon Name	Image	Description
Insight Staff		Staffs have long attack ranges with shots that generally get stronger the farther they travel. They're weak in melee combat, however. The Insight Staff is a well-balanced choice for learning this type of weapon.
Orb Staff		The Orb Staff's jewel raises its melee power. Its shot strength doesn't vary much, making it effective at any range. And while these shots lack in damage, distance, and knock-back ability, their large size makes hitting foes a breeze.
Rose Staff		The Rose Staff is the product of a desire to combine beauty and lethality. The brambles it fires have exceptional attack power but travel slowly. On the plus side, this weapon charges fast, compared to other staffs.
Knuckle Staff		The brutish Knuckle Staff sets itself apart from other staffs by excelling at melee attacks. While its shots still pack a punch, they lack range, lose power as they travel, and charge slowly—so make sure to aim carefully!
Ancient Staff		The Ancient Staff is a cold and mysterious weapon made by a dead civilization. Its charged shots hang in midair and can paralyze any enemies they strike. This makes the weapon a great fit for defensive play.
Lancer Staff		A staff modeled after an infamous spear said to have slain thousands. It charges quickly, and its shots, although slow moving, are most damaging at close range. Its melee attack is also better than most staffs.
Flintlock Staff		This weapon excels at taking out foes from afar. Its shots increase in power as they fly at blinding speeds, making it a solid weapon for users with good aim. However, its melee attack is among the weakest of any weapon.
Somewhat Staff		Not only is this weapon closer in form and function to a blade than a staff, but it's actually a living creature! Despite its mysterious nature, the Somewhat Staff still retains its weapon type's movement restrictions.
Scorpio Staff		The Zodiac weapon bearing the sign of Scorpio. Its high-speed shots often inject a poison that does damage over time, with a duration and probability based on attack type. While it has a short firing range, it boosts its user's speed.
Laser Staff		The firing range of the Laser Staff is among the longest of any weapon. While it's slow to charge, enemies don't react to the staff's continuous fire, allowing users to silently roast foes from a massively long distance!
Dark Pit Staff		Staff used by Dark Pit when he hides in Chapter 6. The staff's charged shot does four times the damage at its longest range as it does up close. Continuous fire is also powerful but lacks size and range.
Thanatos Staff		Modeled after Thanatos, this staff features a magic scarf wrapped around a piece of bone. Its continuous fire produces a stream of bats, and its backward-dash charged shot conjures a giant skull that hovers in the air.

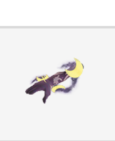
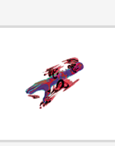
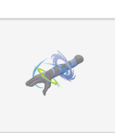
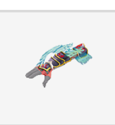
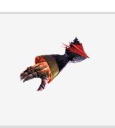
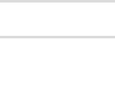
Claws

Weapon Name	Image	Description
Tiger Claws		Claws are melee-specialized weapons that fire talons. They improve speed more than any other weapon, useful since they tend to have a short attack range. With a balanced set of qualities, the Tiger Claws' usefulness in battle speaks for itself.
Wolf Claws		These wolf-themed claws set foes they strike on fire, dealing additional damage. Unfortunately, this flame ability limits the weapons' range. Their charged dash shot has a homing ability, something rare among claws.
Bear Claws		These claws are like a bear's, with melee attacks among the most devastating of any weapon. Their ranged shots are strong but have a short reach. If you can get up close, your foes won't know what hit them.
Brawler Claws		Not only do these claws grant faster movement than any other weapon, they make you look like the king of the ring! While their other attributes aren't as cool as their speed boost, you can't deny the coolness of two-fist punching action.
Stealth Claws		Forged in darkness and wrapped in the bandages of mummies, these claws are nearly invisible, so the targets of its fast fire may find it hard to find out exactly who is shooting. The claws do have a lower melee power, however.
Hedgehog Claws		Inspired by hedgehogs, these claws charge quickly and provide a large speed boost to users. While they lack homing ability and have a low attack power, their rapid fire shoots a ceaseless barrage of projectiles.
Raptor Claws		Claws that let wielders go all 65 million BC on enemies. They feature strong melee and ranged attacks, although they have a slow charge time. Wounds received from these claws are so brutal, they often refuse to heal.
Artillery Claws		These macho-looking claws aren't well suited to melee and have almost no homing ability. But where they shine is their shots that have a range comparable to blades, lose no power over distance, and move super fast.
Cancer Claws		The Zodiac weapon bearing the sign of Cancer. Their melee attack packs a mighty wallop, and their charged shots can temporarily hover near enemies. They also give users a speed boost during continuous-fire attacks.
Beam Claws		The Beam Claws feature an extremely long attack range, comparable to that of bows. Their shots travel fast and don't lessen in strength over distance. However, they possess a weak homing ability and have a lower attack power.
Viridi Claws		Claws that are as beautiful and deadly as Viridi herself. Their shots feature a strong homing ability and can maintain continuous fire for long periods. Charged shots fired by the Viridi Claws paralyze foes one-third of the time.
Pandora Claws		These claws are based on the spirit form of Pandora. Their backward-dash charged shot creates a barrier that offers good defense in Together mode. Their third melee strike can knock enemies into the air. Try using a backward-dash attack as foes fall.

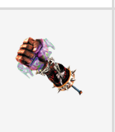
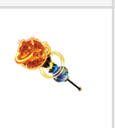
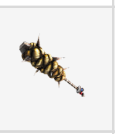
Bows

Weapon Name	Image	Description
Fortune Bow		Bows fire fast homing shots, making them well suited to medium- and long-range attacks. Their shots are small, slightly increasing in damage over long ranges. The Fortune Bow was designed to be a well-balanced version of this weapon.
Silver Bow		Prototype of a bow designed by Palutena, it's the only weapon of its type whose shot power is higher at close range. Also features a relatively high firing range and homing ability, making it a solid choice for skilled users.
Meteor Bow		The shots fired by this weapon have the longest range of any bow. While its charged shots are large and travel fast, they don't have much homing ability or power. Compensate for this with its heavy homing continuous fire.
Divine Bow		A bow made from the wood of a sacred tree. Its fearsome energy is kept in check by the bow's many seals. Its charged shots have a strong potential of nullifying enemy fire. It also charges quickly and has a high homing ability.
Darkness Bow		The Darkness Bow is shrouded in mystery. Its ranged attacks are powerful, and it even excels as a melee weapon. However, it comes up short in terms of homing ability and charge time.
Crystal Bow		A bow carved from crystal taken from a forest near the home of the gods. It has high overall attack power, and fires fairly large projectiles. However, it has a short firing range, giving it a narrow sweet spot for attacks.
Angel Bow		Based on the god of love, the Angel Bow fires shots that relentlessly pursue their targets. However, they travel slowly and are not particularly powerful. Multiplayer opponents can easily dodge its shots when attacked head-on.
Hawkeye Bow		Why get close to foes when you can snipe from afar? This bow's high-speed shots have a long range and have the strong potential to nullify incoming fire. However, its melee damage is weak, and it takes quite some time to charge.
Sagittarius Bow		The Zodiac weapon bearing the sign of Sagittarius. Its shots can pierce through multiple opponents, making it a great choice when outnumbered. Though it takes a long time to charge, it makes up for it in high damage and shot speed.
Aurum Bow		A bow created using Aurum technology. Rare among bows, its continuous-fire dash attack unleashes a barrage of multiple shots. Though it has good range and great homing ability, its low attack power makes it better at a distance.
Palutena Bow		Painstakingly crafted by Palutena herself, this bow's shots gain speed the farther they travel. Though its standing shots are weak, its dash shots are mighty. So keep moving, and don't leave yourself open to counterattacks!
Phosphora Bow		A bow crafted from Phosphora's scarf. Its charged shots tend to hit enemies, even when fired aimlessly. Although it lacks in power, its shots have the ability to paralyze foes. As a bonus, those who use it are graced with lightning-quick speed.

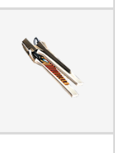
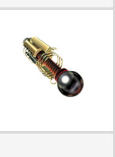
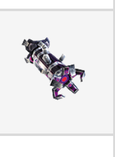
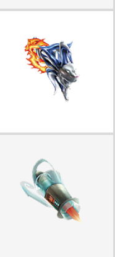
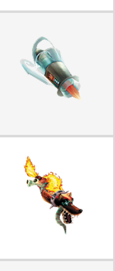
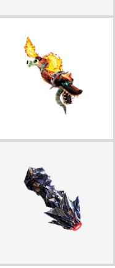
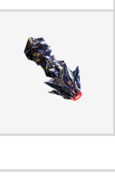
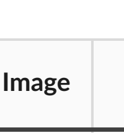
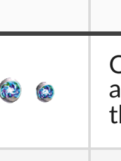
Palms

Weapon Name	Image	Description
Violet Palm		Palms are equipped on the wielder's arm like a tattoo, drawing upon the user's own vitality to fire a barrage of homing shots. The Violet Palm is an average example of this weapon type, with great rapid fire but basic range.
Burning Palm		Shots fired from the Burning Palm set enemies on fire, dealing extra damage. It has the strongest melee attack of any palm, although it features a long charge time and short firing range. And after the battle, it makes a mean BBQ.
Needle Palm		This palm fires needles that burrow into targets. They travel fast but have little homing ability. There isn't much difference in range between charged shots and continuous fire, so no need to think too hard about gauging your distance.
Midnight Palm		The Midnight Palm is geared toward defense, with ranged attacks that have a strong potential of nullifying incoming fire. It has powerful but slow shots. Its backward-dash charged shot crushes foes with a gigantic moon.
Cursed Palm		A nefarious palm imbued with foul magic. It fires powerful cursed shots that travel slowly and lose strength over time, yet still relentlessly pursue their targets. And the Cursed Palm's melee attack is devastating in its own right.
Cutter Palm		The Cutter Palm fires light rings that slice through foes. While powerful, it takes long to charge and its continuous fire lacks good homing. Despite these flaws, you can't go wrong with its homing backward-dash charged shot.
Pudgy Palm		This palm weapon shoots fancy, balloon-like shots. It has a short charge time and a strong overall homing ability. Its backward-dash charged shot can overwhelm almost any shot and is handy against enemy attacks in Together mode.
Ninja Palm		A weapon with the soul of a dark assassin. It has a short charge time, fires fast-moving shots, and boosts speed and agility. It even excels at melee attacks! On the other hand, it lacks in power, range, and homing.
Virgo Palm		The Zodiac weapon bearing the sign of Virgo. Features the longest firing range of any palm, and its shots grow in size as they travel. While lacking in power and homing ability, its backward-dash charged shot creates a useful defensive wall.
Aurum Palm		Produced with Aurum technology, the Aurum Palm has almost no homing ability, making careful aim a must. Its high energy output means it charges fast, allowing users to fire off charged shots at a rate of one per second.
Viridi Palm		Created by and requiring total devotion to Viridi, this palm excels at landing consecutive hits, with the damage it deals depending on where it strikes the target. Shooting from a distance will help improve its accuracy.
Great Reaper Palm		The Great Reaper Palm uses the power of the Great Reaper to summon Reapettes that hound targets. It takes a while to charge, but unique among weapons, its attacks have the power to halve the foe's maximum health.

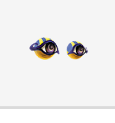
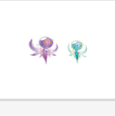
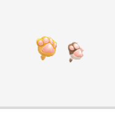
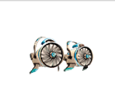
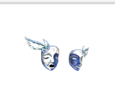
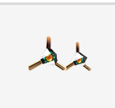
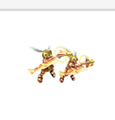
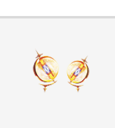
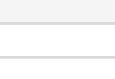
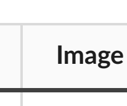
Clubs

Weapon Name	Image	Description
Ore Club		Clubs are unique weapons ideal for dealing huge amounts of damage. Their gigantic long-range charged shots can even pass through walls! The Ore Club is fashioned from minerals that were mined on the mountain of the gods.
Babel Club		Designed to look like the tower that incurred the wrath of the heavens, this club has the longest charge time of any weapon. Its charged shots kick up a violent storm that delivers consecutive strikes, so try to make sure all of them hit.
Skyscaper Club		A club with a rather modern look. Its charged shots deal massive damage up close and decrease in power the farther they travel. The Skyscraper Club decreases the user's speed more than most clubs.
Atlas Club		Unlike most clubs, the Atlas Club allows users to run quickly while using it. Its shots don't pass through obstacles, but its dash attacks travel fast with a high homing ability. A club that handles more like other weapon types.
Earthmaul Club		The Earthmaul Club has a longer reach than any other weapon, its charged shot traveling up to 126 m. This is roughly three times the range of the First Blade. Its backward-dash charged shot reflects off walls.
Ogre Club		The club used by Dark Pit in his battle with Pit beneath the temple in Chapter 6. Though its charged shots are slow and easily dodged, this superbrutal club has the most powerful melee attack of any weapon.
Halo Club		This lightweight club shoots halos for its ammunition. Unlike other clubs, the Halo Club's charged shots can paralyze opponents. However, it has a low attack power and is particularly ill suited for melee attacks.
Black Club		While the mysterious Black Club's attack power and homing ability are high, its charge time and shot speed are slow. And not only do its charged shots cancel out enemy fire, they look really cool doing it too!
Capricorn Club		The Zodiac weapon bearing the sign of Capricorn. Its spiraling charged shots lack range, do less damage as they travel, and don't cancel out other shots. However, these shots do move fast and have a superfast charge time.
Aurum Club		This club has charged shots that have limited range and lack homing but are large, making it harder for targets to avoid them. It can also shoot through obstacles, and its shots have a strong potential for nullifying incoming fire.
Hewdraw Club		This club fires blade blasts and flame breath like the beast himself. Its charged shots have an extremely long range and high homing ability but are somewhat lacking in damage. Its melee attack also packs a mighty punch!
Magnus Club		Designed to look like Magnus's sword, this club is at the top of its class in melee power and even boosts the speed of its user! Its shots barely have any range, making it the rare weapon exclusively suited to close combat.

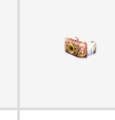
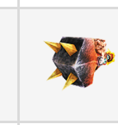
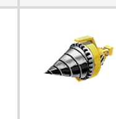
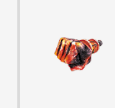
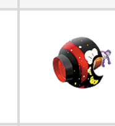
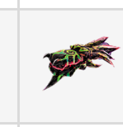
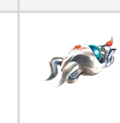
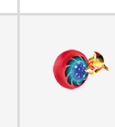
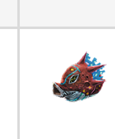
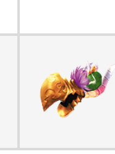
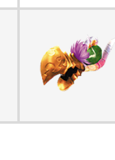
Cannons

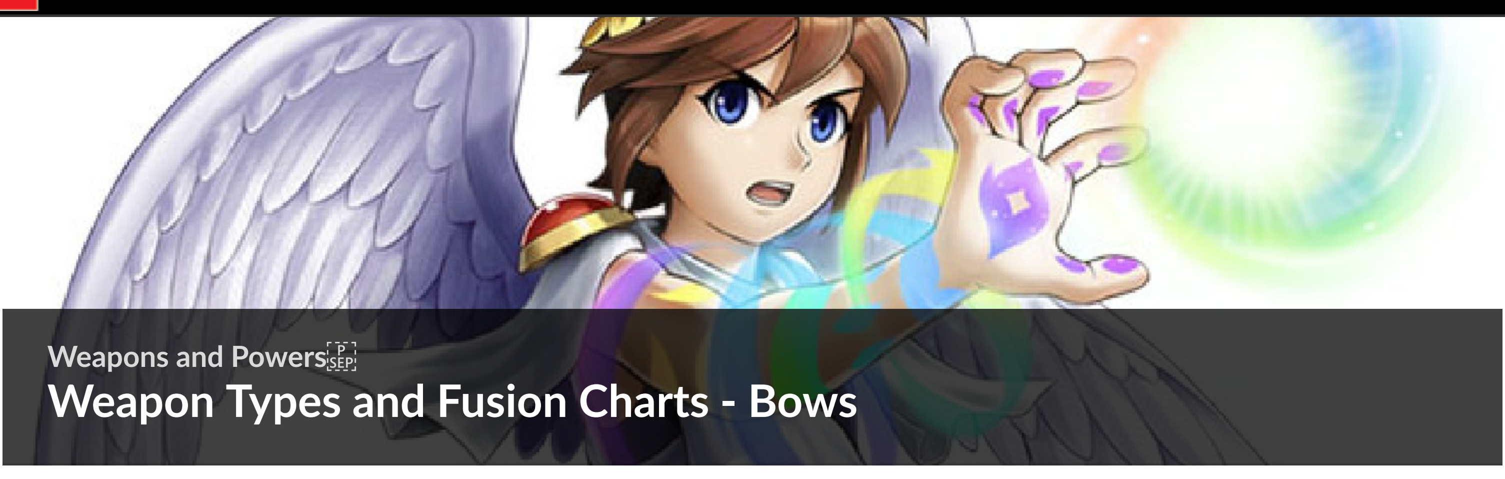
Weapon Name	Image	Description
EZ Cannon		Cannons fire powerful shots one at a time. Bristling with energy, their volatile volleys explode on impact. The EZ Cannon is a standard version of this armament. While balanced in most respects, its bouncing shots do have a strong homing ability.
Ball Cannon		Inspired by the weapons seen on pirate ships, the Ball Cannon shoots iron balls with devastating power. Its continuous fire creates a hail of smaller spheres sure to turn any scurvy dog into swiss cheese.
Predator Cannon		This cannon raises movement speed and has the strongest melee attack of its weapon type. Upon exploding, its shots deal repeated damage, and its backward-dash charged shot fires an arcing shell that descends on the foe.
Poseidon Cannon		Imbued with just a fraction of the sea god's strength, the Poseidon Cannon fires rippling, water-like shots that entangle enemies and smash them with the force of a flood. Its rapid fire blasts enemies with a veritable divine water cannon.
Fireworks Cannon		A cannon inspired by the tubes used to launch fireworks. It features a strong homing ability, fast charge, wide explosions, and the ability to knock enemies into the air. On the downside, its attacks lack in power and range.
Rail Cannon		The Rail Cannon fires small rounds at high speeds with the greatest range of any cannon, and it has continuous fire that unleashes projectiles in very tight clusters. It's a solid choice for those accurate enough to pick off enemies from afar.
Dynamo Cannon		The Dynamo Cannon fires charged shots that detonate at the end of their range or upon impact, causing damage in a small radius. Many of the cannon's attacks also paralyze foes.
Doom Cannon		A cannon that brings ruin to its victims. The shots are slow to charge, and slow-moving as well, but after impact, they deal ongoing damage in an expanding, devastating area!
Leo Cannon		The Zodiac weapon bearing the sign of Leo. Shoots incendiary bombs that can send enemies flying, then explode behind them for extra damage. This attack can be difficult to land, making the Leo Cannon tricky to use.
Sonic Cannon		The bursts from this weapon cut foes to shreds. Its continuous fire covers a vast area, eventually zeroing in on targets with its homing ability. Its long range and expanding charged shots make it great for distance fighting.
Twinbellows Cannon		Inspired by the most dreaded mutt in the Underworld. Fires a flame stream that roasts nearby foes. Its backward-dash charged shot creates explosions that detonate near the area they're fired, making them great for close combat.
Cragalanche Cannon		A cannon made from pieces of Cragalanche. The rocks it fires have massive destructive power. But, being rocks, they lack speed and their explosions are relatively small.

Orbitars

Weapon Name	Image	Description
Standard Orbitars		Orbitars are pairs of weapons that fire shots as they hover above their wielder's shoulders, allowing for wholly unimpeded movement. And what the small Standard Orbitars lack in punch they make up for in all-around quality.
Guardian Orbitars		These orbitars specialize in defense, for their charged shot raises a shield that has a strong potential of nullifying incoming fire. After throwing up this shield, users should switch to continuous fire as their main method of attack.
Shock Orbitars		These orbitars gather their energy from the flaps of Pit's wings, releasing electric projectiles that disperse on impact. Their speed and range are nothing spectacular, but their charged shots have a high homing ability.
Eyetrack Orbitars		These orbitars were once sealed inside a cursed royal tomb. Their homing ability is among the best of any weapon, making them very easy to use. However, they lack in terms of attack power and charge time.
Fairy Orbitars		Tired of pixies asking you to listen? Try these spritely orbitars on for size! They charge quickly, allowing for consecutive charged shots. Their greatest feature is the ability to confuse enemies.
Paw Pad Orbitars		The Paw Pad Orbitars are too cute, aren't they? They have a short charge time, and shots bounce about like an excited kitten. Shield yourself with the backward-dash charged shot, or circle around enemies using continuous fire.
Jetstream Orbitars		Charged shots fired from these orbitars may lack any sort of homing, but when they do hit—watch out! They're strong, though generally lose strength the farther they travel. Try knocking foes into the air with charged shots!
Boom Orbitars		These burly-looking orbitars fire small bullets that really pack a wallop! Top among orbitars in melee and ranged attack power, they lack any sort of homing ability and slow the user down considerably during continuous fire.
Gemini Orbitars		The Zodiac weapon bearing the sign of Gemini. The standard charged shots they fire travel straight, then break suddenly toward their target. This makes the wielder of such orbitars extremely hard to predict in Together mode.
Aurum Orbitars		These orbitars were built by literally combining members of the Aurum forces. Their continuous fire unleashes a narrow beam that is limited in range but travels so fast that targets have little time to dodge.
Centurion Orbitars		Modeled after Palutena's rank-and-file soldiers, these orbitars fire shots that arc like arrows in flight and are powerful at close range. Their backward-dash charged shots fire centurion-knight shields, and their continuous fire has a long range.
Arlon Orbitars		Inspired by Arlon the Serene. But unlike Arlon, this weapon is far from invisible in combat, featuring the longest range of any of the orbitars. Its continuous fire unleashes a stream of the chakrams used by Arlon.

Arms

Weapon Name	Image	Description
Crusher Arm		Arms have the smallest reach of any weapon type, putting wielders at a disadvantage in long-range combat. Yet they also have incredible dash and melee attacks. The Crusher Arm is the standard model of this type of weapon.
Compact Arm		An arm designed to be both small and light, it gives the highest movement speed of any arm, though this comes at the cost of lower melee power. Handling more like other weapons, the Compact Arm is great at midrange.
Electroshock Arm		An arm that fires bursts of electricity. Its charged shots expand as they travel, dealing a quick round of damage and inflicting paralysis. And its melee strikes send the foe flying backward, so get in there quick with your combos!
Volcano Arm		The Volcano Arm uses geothermal energy for ranged and melee attacks that can set foes ablaze. Though limited in distance and long on charge time, it's a good pick for close-quarters combat.
Drill Arm		Designed to look like an excavation tool, the Drill Arm plows through enemies with its charged shot, which does ongoing damage. The powerful attack has great homing ability.
Bomber Arm		The rapid burning fists this weapon fires swerve sharply toward the foe. Though its continuous fire is weak, its charged shots are not, and it charges more quickly than any other arm. However, its range is among the shortest of any weapon.
Bowl Arm		This weapon was designed to look like a decorative bowl and curiously fires off bowls and toys. While it seems like the Bowl Arm would be a fragile sort of weapon, it actually has potent charged shots.
End-All Arm		The End-All Arm is the be-all arm for malicious decimation. Though it takes a long time to charge, its continuous fire is deadly, particularly when fired during a side dash. However, it does slow the user's movement somewhat.
Taurus Arm		The Zodiac weapon bearing the sign of Taurus. The two horns deal the most melee damage of any arm. While its ranged attacks are big and powerful, they have weak homing ability and limited range.
Upperdash Arm		The Upperdash Arm is outfitted with a disc-shaped device that fires ring shots. Its backward-dash charged shot can lift foes into the air. While its regular melee attacks are weak, its melee dash attack deals massive damage.
Kraken Arm		Fashioned after the Galactic Sea's greatest monster, this weapon fires slow shots that feature large, hooking homing trajectories. It also features a strong melee attack and midrange performance.
Phoenix Arm		Modeled after the Phoenix, this arm features a unique continuous fire that travels twice as far as its charged shots. The charged shots set foes ablaze, while its continuous-fire attack launches blade feathers.

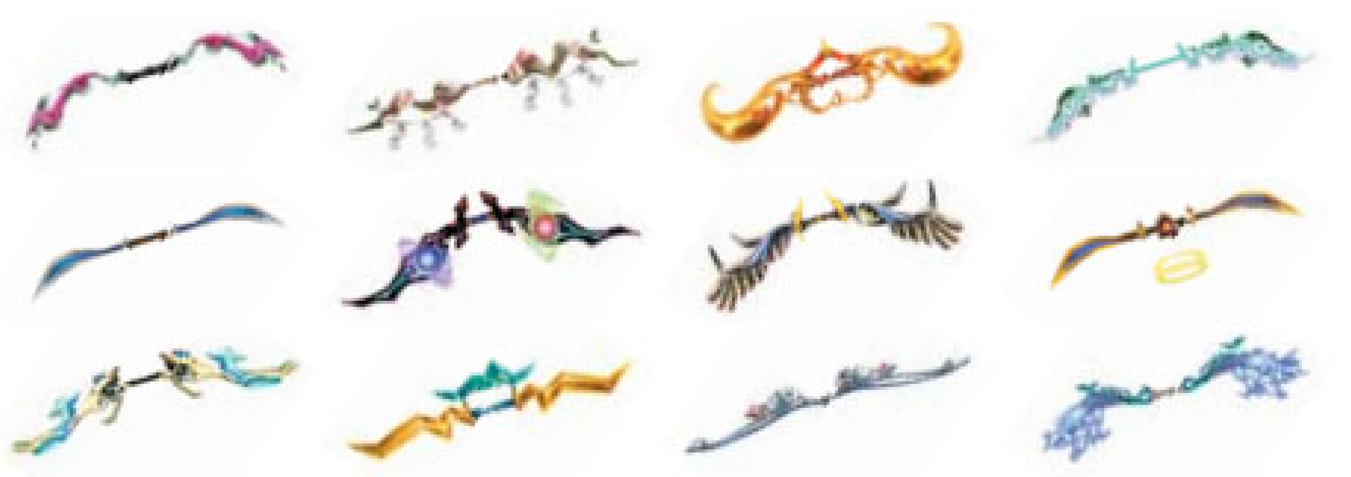


Weapons and Powers

Weapon Types and Fusion Charts - Bows

Weapon Types and Fusion Charts

Bows



Bows perform well as medium to long-range weapons, featuring razor-sharp arrows with decent homing ability and high velocity. While naturally inclined toward ranged combat, bows can be effective in melee combat with the right weapon modifiers. The melee dash attack of a bow can juggle multiple enemies in place. During multiplayer, this can be used as a setup for a team member to help finish the job.

Fusion Charts

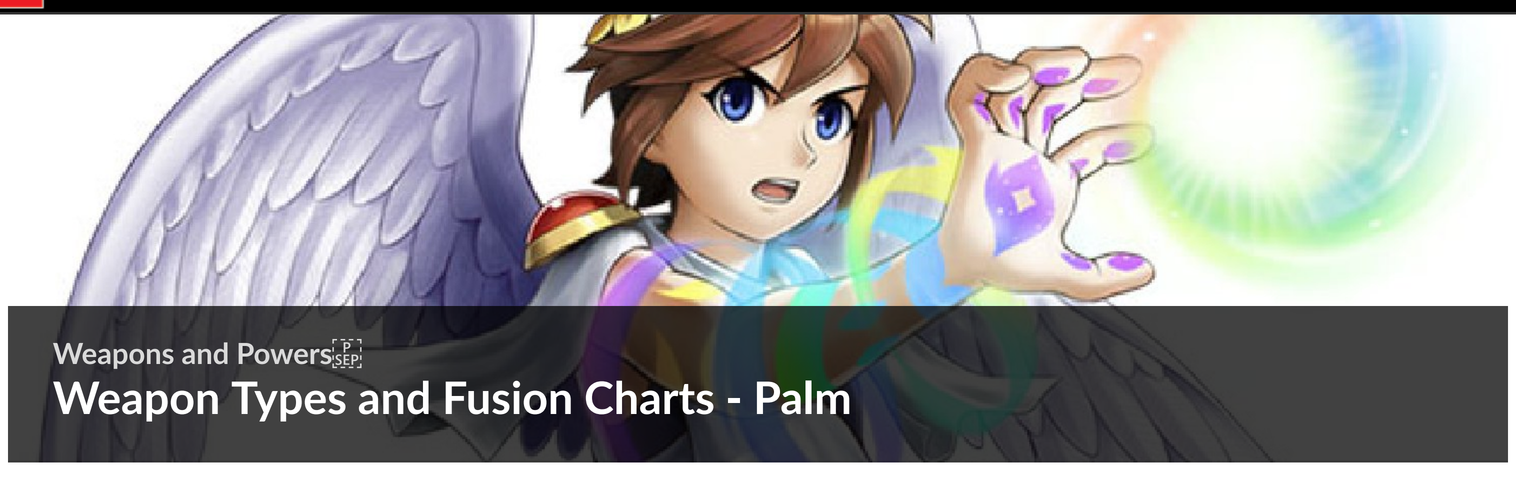
	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm
Phoenix Arm	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow
Kraken Arm	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow
Upperdash Arm	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow
Taurus Arm	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow
End-All Arm	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow
Bowl Arm	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow
Bomber Arm	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow
Drill Arm	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow
Volcano Arm	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow
Electroshock Arm	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow
Compact Arm	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow
Crusher Arm	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow

	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm
Gaol Blade	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow
Palutena Blade	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow
Aurum Blade	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow
Aquarius Blade	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow
Bullet Blade	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow
Samurai Blade	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow
Optical Blade	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow
Royal Blade	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow
Crusader Blade	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow
Viper Blade	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow
Burst Blade	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow
First Blade	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow

	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars
Great Reaper Palm	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow
Viridi Palm	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow
Aurum Palm	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow
Virgo Palm	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow
Ninja Palm	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow
Pudgy Palm	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow
Cutter Palm	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow
Cursed Palm	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow
Midnight Palm	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow
Needle Palm	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow
Burning Palm	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow
Violet Palm	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow

	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon
Pandora Claws	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow
Viridi Claws	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow
Beam Claws	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow
Cancer Claws	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow
Artillery Claws	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow
Raptor Claws	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow
Hedgehog Claws	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow
Stealth Claws	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow
Brawler Claws	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow
Bear Claws	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow
Wolf Claws	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow
Tiger Claws	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow

	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club
Pandora Claws	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow
Viridi Claws	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow
Beam Claws	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow
Cancer Claws	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow
Artillery Claws	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow
Raptor Claws	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow
Hedgehog Claws	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Great Reaper Palm	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow
Stealth Claws	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow
Brawler Claws	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow
Bear Claws	Meteor Bow	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow
Wolf Claws	Silver Bow	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow
Tiger Claws	Fortune Bow	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow

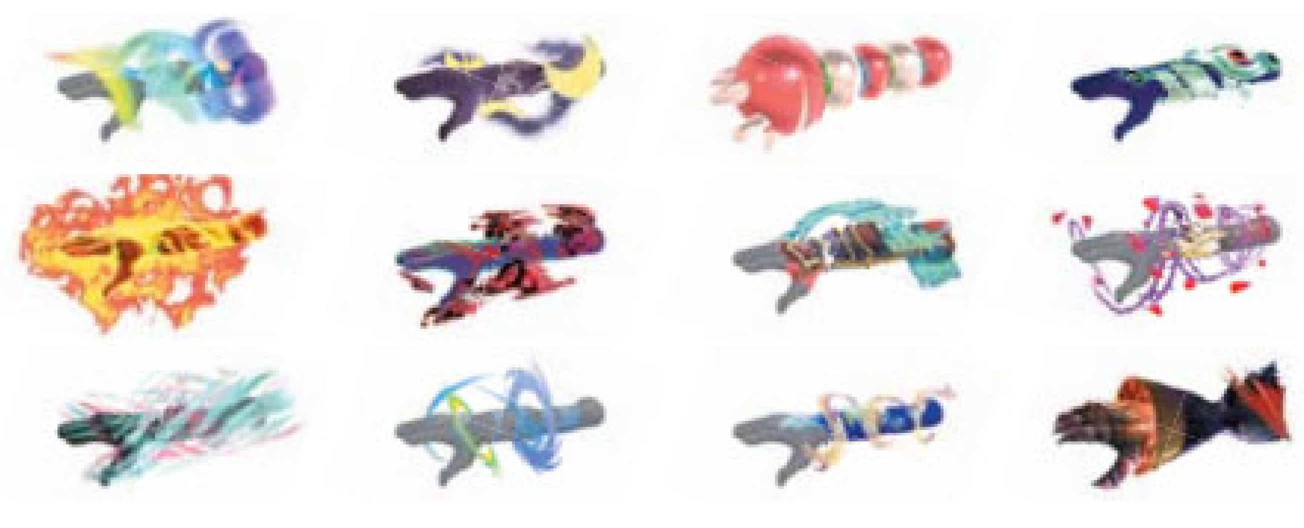


Weapons and Powers

Weapon Types and Fusion Charts - Palm

Weapon Types and Fusion Charts

Palm



Enabling a wielder to launch shots from the palm of the hand, palms make up for deficiencies in range and power with remarkably high homing capabilities. Palms have a high rate of fire, and can be fired on the move without a large reduction in your walking speed. This constant and accurate barrage can be frustrating if you're on the receiving end of it.

Fusion Charts

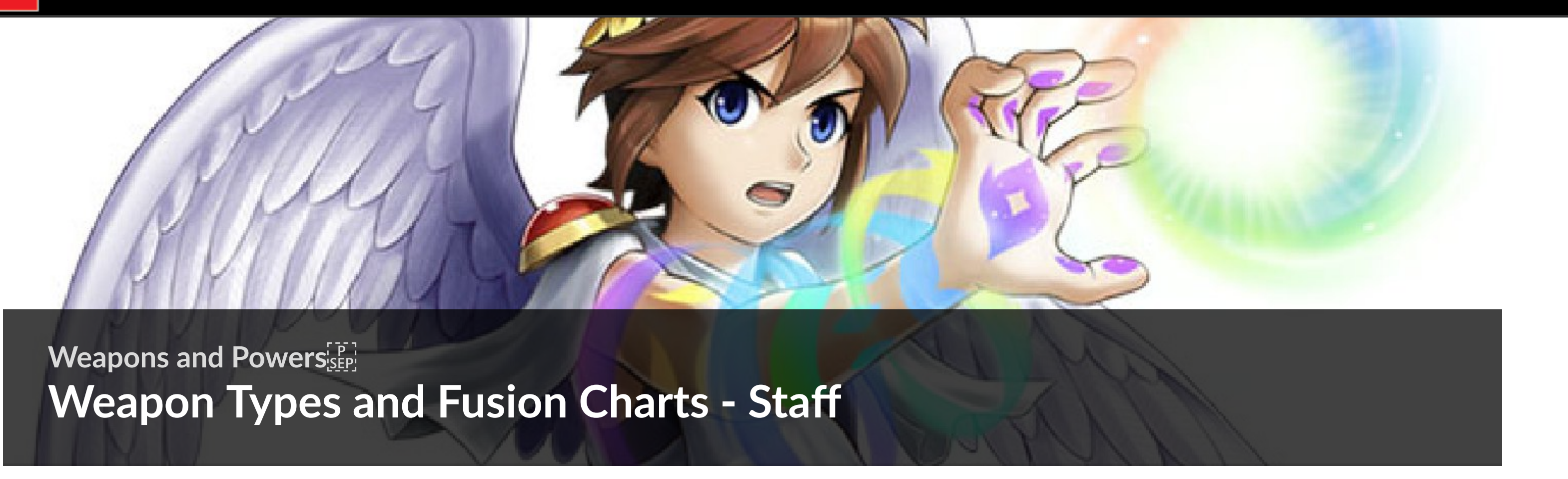
	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crushe Arm
Arlon Orbitars	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Pal
Centurion Orbitars	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm
Aurum Orbitars	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Pal
Gemini Orbitars	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm
Boom Orbitars	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Pal
Jetstream Orbitars	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Pal
Paw Pad Orbitars	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Pal
Fairy Orbitars	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm
Eyetrack Orbitars	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm
Shock Orbitars	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Dynamo Cannon	Cutter Palm	Cursed Palm	Midnight Palm
Guardian Orbitars	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm
Standard Orbitars	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm

	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars
Gaol Blade	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm
Palutena Blade	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm
Aurum Blade	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm
Aquarius Blade	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm
Bullet Blade	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm
Samurai Blade	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm
Optical Blade	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm
Royal Blade	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm
Crusader Blade	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm
Viper Blade	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm
Burst Blade	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm
First Blade	Violet Palm	Palutena Bow	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm

	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cann
Cragalanche Cannon	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm
Twinbellows Cannon	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet P
Sonic Cannon	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm
Leo Cannon	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi P
Doom Cannon	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm
Dynamo Cannon	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo P
Rail Cannon	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja P
Fireworks Cannon	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm
Poseidon Cannon	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm
Predator Cannon	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm
Ball Cannon	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnigh Palm
EZ Cannon	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm

	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club
Phosphora Bow	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm
Palutena Bow	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm
Aurum Bow	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm
Sagittarius Bow	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm
Hawkeye Bow	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm
Angel Bow	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm
Crystal Bow	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm
Darkness Bow	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm
Divine Bow	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm
Meteor Bow	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm
Silver Bow	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm
Fortune Bow	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm

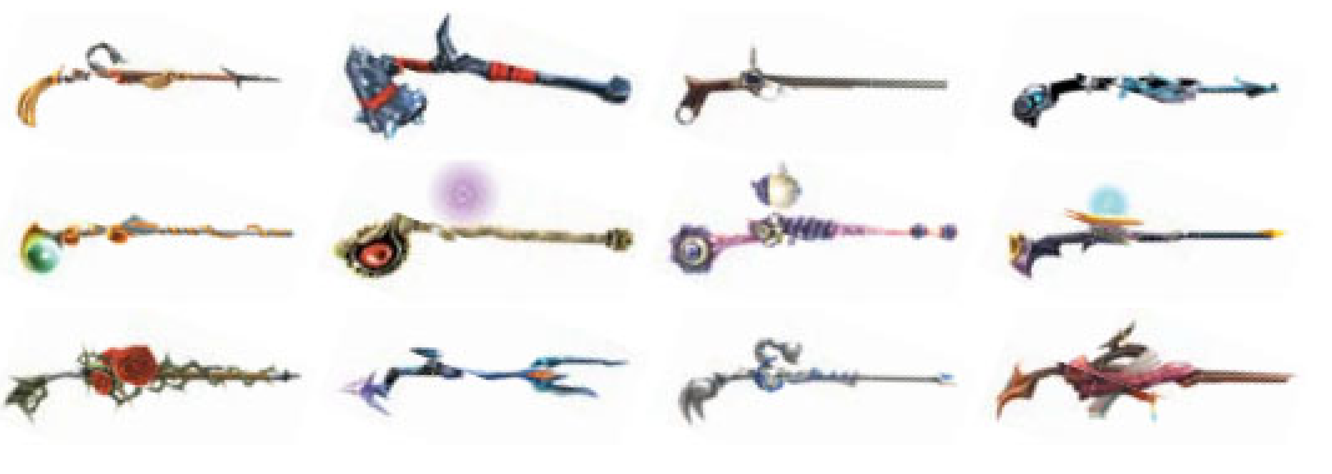
	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fortune Bow
Gaol Blade	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm
Palutena Blade	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm
Aurum Blade	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm
Aquarius Blade	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm
Bullet Blade	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm
Samurai Blade	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm
Optical Blade	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm
Royal Blade	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm
Crusader Blade	Midnight Palm	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm
Viper Blade	Needle Palm	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm
Burst Blade	Burning Palm	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm
First Blade	Violet Palm	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm



Weapon Types and Fusion Charts - Staff

Weapon Types and Fusion Charts

Staff



With powerful, penetrating shots, staffs excel in long-range sniping. Although weak in close combat and lacking homing performance, staffs feature shots that grow in power over distance. To use a staff well, a weapon that demands precision and finesse, requires practice and patience. You will be at a distinct disadvantage if the enemy knows where you are, or if they are in close range. Staffs make great weapons for opportunists who can sneak behind their enemies and take advantage of their distraction.

Fusion Charts

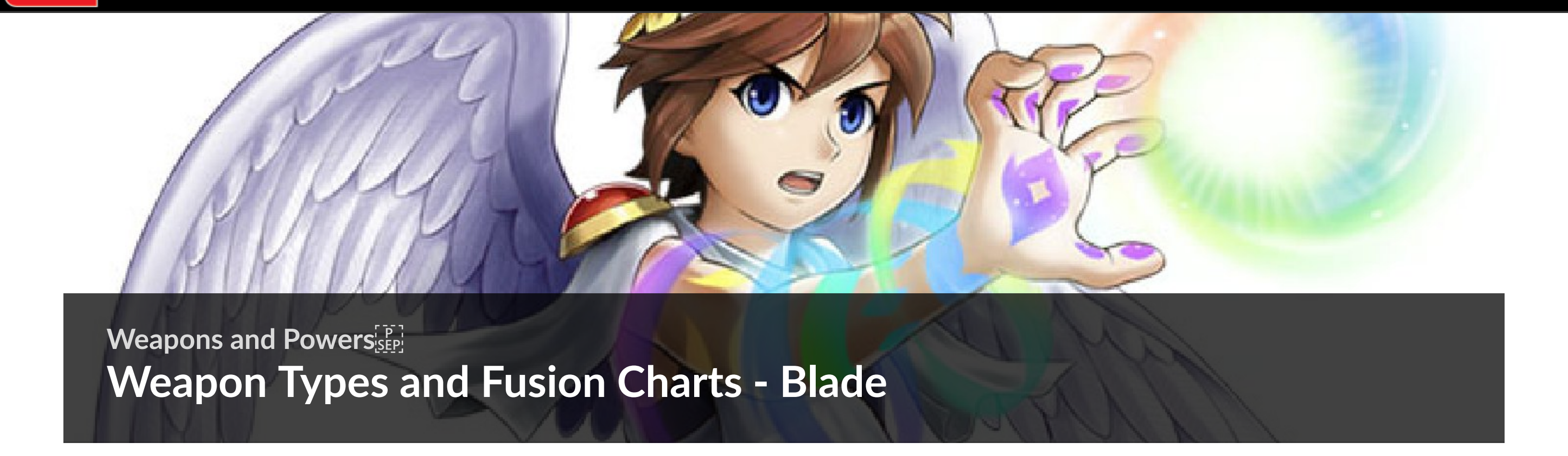
	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	C A
Cragalanche Cannon	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	In St
Twinbellows Cannon	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	T St
Sonic Cannon	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	D St
Leo Cannon	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	La
Doom Cannon	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	S St
Dynamo Cannon	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	S St
Rail Cannon	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	F St
Fireworks Cannon	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	L St
Poseidon Cannon	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	A St
Predator Cannon	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	K St
Ball Cannon	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	R
EZ Cannon	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	O

	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Cr Ar
Pandora Claws	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insi Staf
Viridi Claws	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Tha Staf
Beam Claws	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dar Staf
Cancer Claws	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Lase
Artillery Claws	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Sco Staf
Raptor Claws	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Som Staf
Hedgehog Claws	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flin Staf
Stealth Claws	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lan Staf
Brawler Claws	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Anc Staf
Bear Claws	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knu Staf
Wolf Claws	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Ros
Tiger Claws	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb

	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars
Pandora Claws	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff
Viridi Claws	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff
Beam Claws	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff
Cancer Claws	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff
Artillery Claws	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff
Raptor Claws	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff
Hedgehog Claws	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff
Stealth Claws	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff
Brawler Claws	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff
Bear Claws	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff
Wolf Claws	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff
Tiger Claws	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff

	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon
Gaol Blade	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff
Palutena Blade	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff
Aurum Blade	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff
Aquarius Blade	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff
Bullet Blade	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff
Samurai Blade	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff
Optical Blade	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff
Royal Blade	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff
Crusader Blade	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff
Viper Blade	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff
Burst Blade	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff
First Blade	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff

	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club
Gaol Blade	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insigh Staff
Palutena Blade	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thana Staff
Aurum Blade	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark P Staff
Aquarius Blade	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser
Bullet Blade	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpi Staff
Samurai Blade	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Arlon Orbitars	Dark Pit Staff	Laser Staff	Scorpio Staff	Some Staff
Optical Blade	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlo Staff
Royal Blade	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lance Staff
Crusader Blade	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancie Staff
Viper Blade	Rose Staff	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuck Staff
Burst Blade	Orb Staff	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose S
First Blade	Insight Staff	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb St

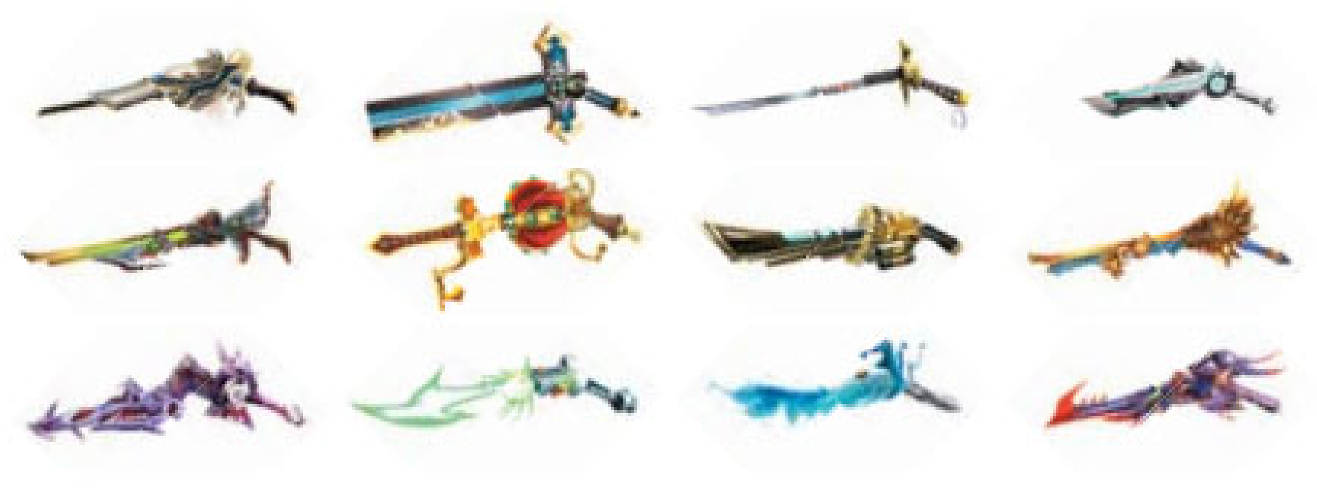


Weapons and Powers

Weapon Types and Fusion Charts - Blade

Weapon Types and Fusion Charts

Blade



Well balanced for both usability and strength, blades combine characteristics of swords and guns for performance in both ranged and close-quarters combat. The versatility of a blade should never be doubted, and these weapons make a great choice for players who want to be ready for any eventuality.

Fusion Charts

Fusion Charts

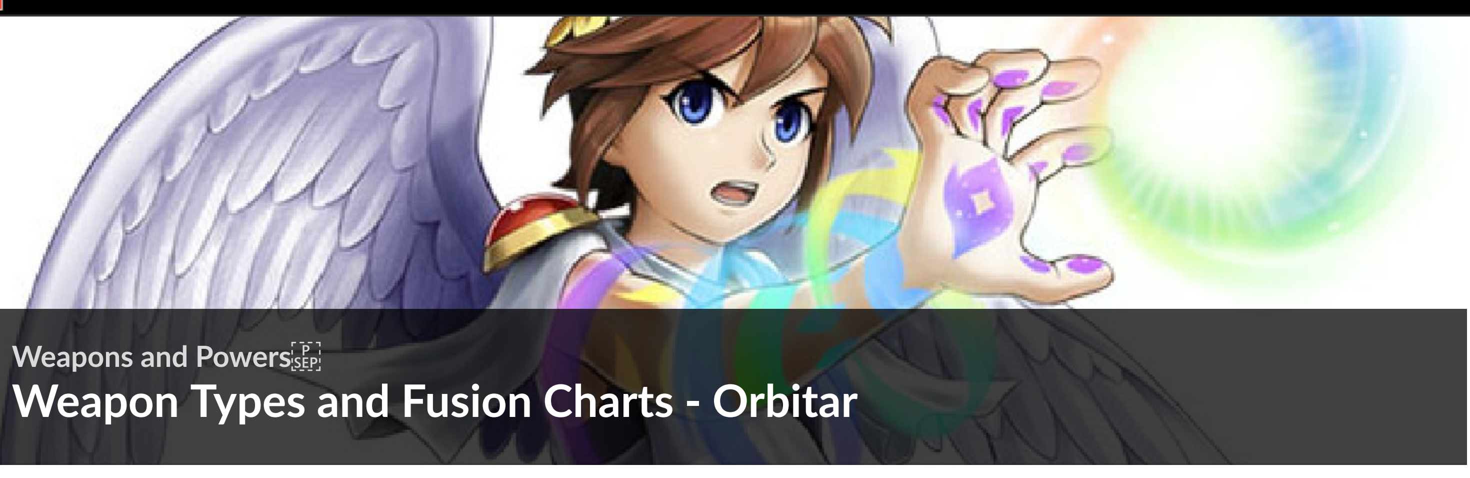
	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crushe Arm
Magnus Club	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blad
Hewdraw Club	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Bla
Aurum Club	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade
Capricorn Club	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade
Black Club	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade
Halo Club	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade
Ogre Club	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade
Earthmaul Club	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade
Atlas Club	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Bla
Skyscraper Club	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade
Babel Club	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Bla
Ore Club	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Bla

	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crush Arm
Phosphora Bow	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Bla
Palutena Bow	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Bla
Aurum Bow	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade
Sagittarius Bow	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade
Hawkeye Bow	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade
Angel Bow	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Centurion Orbitars	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade
Crystal Bow	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade
Darkness Bow	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade
Divine Bow	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Bl
Meteor Bow	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusade Blade
Silver Bow	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Bl
Fortune Bow	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Bl

	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon
Great Reaper Palm	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade
Viridi Palm	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade
Aurum Palm	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade
Virgo Palm	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade
Ninja Palm	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade
Pudgy Palm	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Phoenix Arm	Palutena Blade	Aurum Blade	Aquarius Blade
Cutter Palm	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade
Cursed Palm	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Black Club
Midnight Palm	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade
Needle Palm	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade
Burning Palm	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade
Violet Palm	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade

	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Canno
Thanatos Staff	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Bla
Dark Pit Staff	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blad
Laser Staff	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blad
Scorpio Staff	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade
Somewhat Staff	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade
Flintlock Staff	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade
Lancer Staff	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade
Ancient Staff	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade
Knuckle Staff	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade
Rose Staff	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade
Orb Staff	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade
Insight Staff	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade

	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm
Magnus Club	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade
Hewdraw Club	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade
Aurum Club	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade
Capricorn Club	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade
Black Club	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade
Halo Club	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade
Ogre Club	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade
Earthmaul Club	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade
Atlas Club	Crusader Blade	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade
Skyscraper Club	Viper Blade	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade
Babel Club	Burst Blade	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade
Ore Club	First Blade	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade

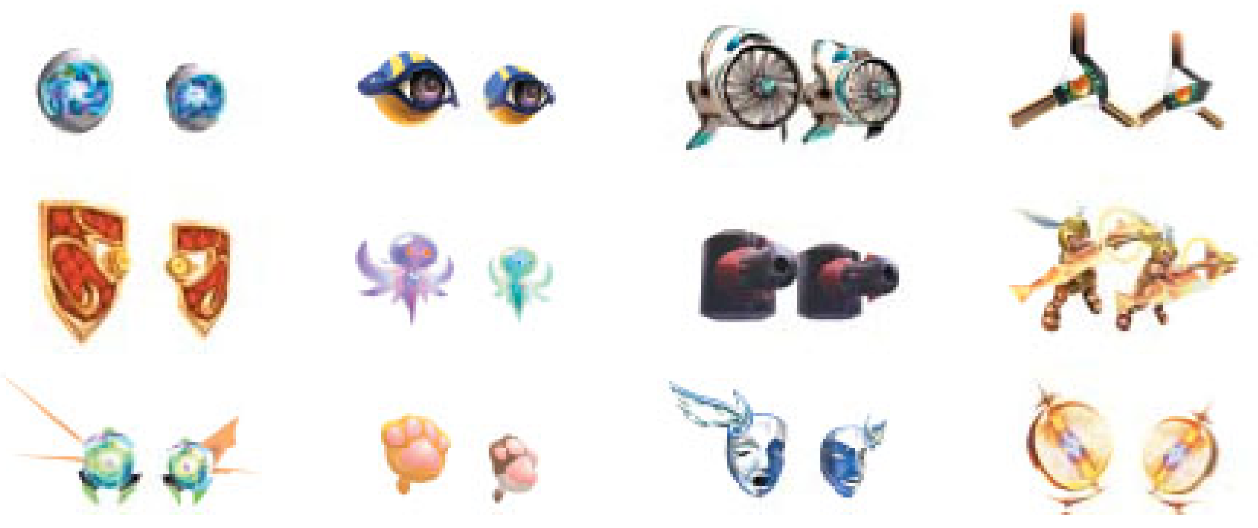


Weapons and Powers

Weapon Types and Fusion Charts - Orbitar

Weapon Types and Fusion Charts

Orbitar



Orbitars are best suited for long-range fire. They launch two separate shots that can hit targets individually over a wide range and add up to high damage when used on one target. These weapons make excellent general harassment tools during games of Light vs. Dark. A strong orbitar user can force a player to remain almost permanently on the defensive without even having to get close.

Fusion Charts

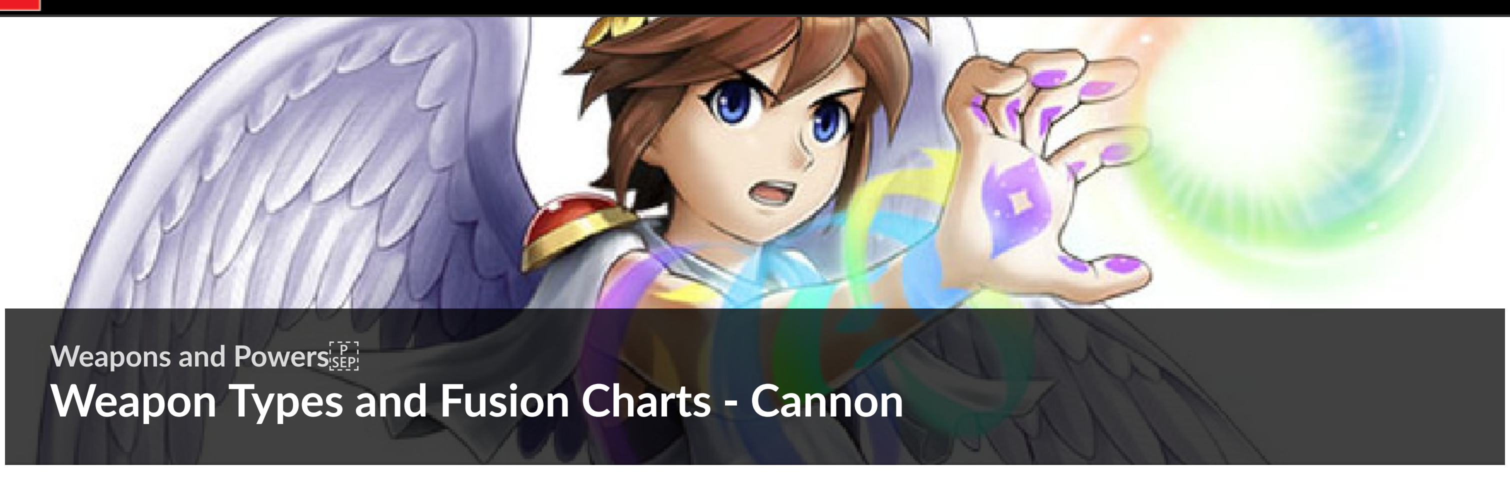
	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crush Arm
Great Reaper Palm	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars
Viridi Palm	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars
Aurum Palm	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurio Orbitars
Virgo Palm	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars
Ninja Palm	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars
Pudgy Palm	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars
Cutter Palm	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstrea Orbitars
Cursed Palm	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pa Orbitars
Midnight Palm	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars
Needle Palm	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars
Burning Palm	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars
Violet Palm	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardia Orbitars

	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crus Arm
Thanatos Staff	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standa Orbita
Dark Pit Staff	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbita
Laser Staff	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centu Orbita
Scorpio Staff	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbita
Somewhat Staff	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemin Orbita
Flintlock Staff	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbita
Lancer Staff	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstre Orbita
Ancient Staff	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw P Orbita
Knuckle Staff	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Gaol Blade	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbita
Rose Staff	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetra Orbita
Orb Staff	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbita
Insight Staff	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guard Orbita

	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Canno
Magnus Club	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars
Hewdraw Club	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars
Aurum Club	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars
Capricorn Club	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurio Orbitars
Black Club	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars
Halo Club	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars
Ogre Club	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Dark Pit Staff	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars
Earthmaul Club	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstrea Orbitars
Atlas Club	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars
Skyscraper Club	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars
Babel Club	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars
Ore Club	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars

	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Canno
Phosphora Bow	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars
Palutena Bow	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars
Aurum Bow	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars
Sagittarius Bow	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurio Orbitars
Hawkeye Bow	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars
Angel Bow	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars
Crystal Bow	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars
Darkness Bow	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars
Divine Bow	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars
Meteor Bow	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars
Silver Bow	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars
Fortune Bow	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars

	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club
Magnus Club	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars
Hewdraw Club	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars
Aurum Club	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurio Orbitars
Capricorn Club	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars
Black Club	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars
Halo Club	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars
Ogre Club	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstrea Orbitars
Earthmaul Club	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars
Atlas Club	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars
Skyscraper Club	Shock Orbitars	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars
Babel Club	Guardian Orbitars	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars
Ore Club	Standard Orbitars	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars



Weapons and Powers

Weapon Types and Fusion Charts - Cannon

Weapon Types and Fusion Charts

Cannon

With charged shots that explode on impact, cannons are at their best when enveloping groups of enemies in massive, extremely powerful explosions. The biggest drawback of the cannons is their weight, which slows a player down by quite a bit. However, if the enemy does get close, cannons are not useless in melee combat. Their melee combo blasts victims far away, back into the best ranges of a cannon.

Fusion Charts

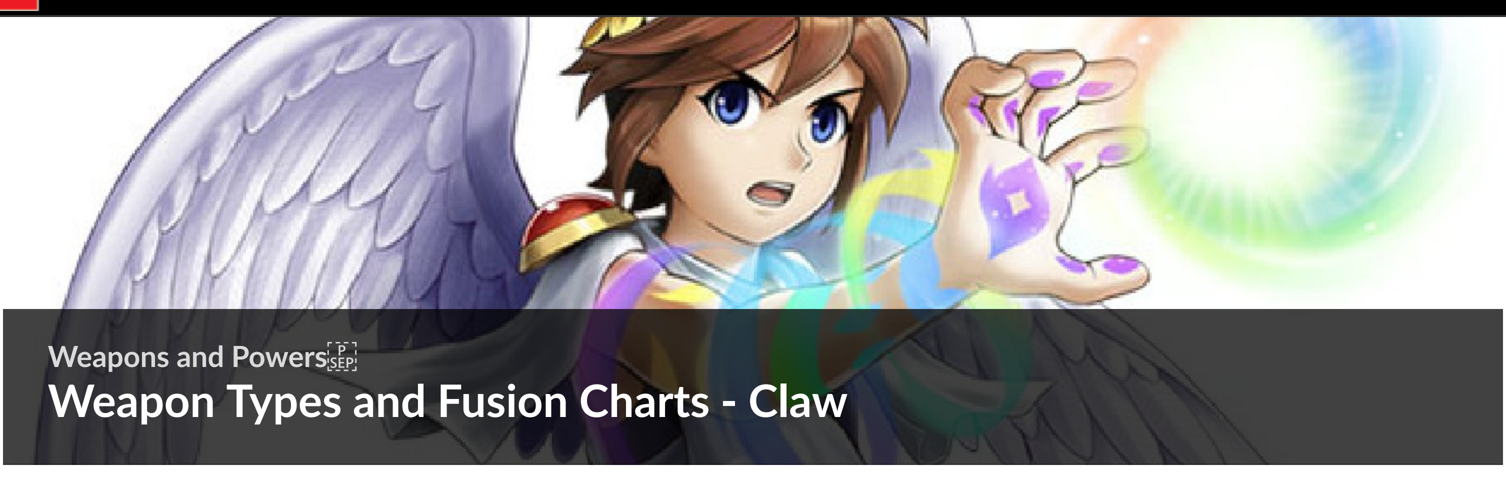
	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars
Arlon Orbitars	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon
Centurion Orbitars	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon
Aurum Orbitars	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon
Gemini Orbitars	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon
Boom Orbitars	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon
Jetstream Orbitars	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon
Paw Pad Orbitars	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon
Fairy Orbitars	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon
Eyetrack Orbitars	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon
Shock Orbitars	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon
Guardian Orbitars	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon
Standard Orbitars	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon

	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars
Phosphora Bow	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon
Palutena Bow	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon
Aurum Bow	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon
Sagittarius Bow	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon
Hawkeye Bow	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon
Angel Bow	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon
Crystal Bow	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon
Darkness Bow	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon
Divine Bow	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon
Meteor Bow	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon
Silver Bow	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon
Fortune Bow	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon

	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	V P
Thanatos Staff	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ
Dark Pit Staff	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cr Ca
Laser Staff	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Tw Ca
Scorpio Staff	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	So Ca
Somewhat Staff	Doom Cannon	Dynamo Cannon	Rail Cannon	Upperdash Arm	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Le
Flintlock Staff	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	D Ca
Lancer Staff	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dy Ca
Ancient Staff	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Ra
Knuckle Staff	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fi Ca
Rose Staff	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Po Ca
Orb Staff	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Pr Ca
Insight Staff	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ba

	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow
Phosphora Bow	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Viridi Palm	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Canno
Palutena Bow	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannor
Aurum Bow	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanch Cannon
Sagittarius Bow	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellow Cannon
Hawkeye Bow	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon
Angel Bow	Viridi Palm	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Canno
Crystal Bow	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon
Darkness Bow	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon
Divine Bow	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Canno
Meteor Bow	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon
Silver Bow	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon
Fortune Bow	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon

	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff
Thanatos Staff	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon
Dark Pit Staff	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon
Laser Staff	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon
Scorpio Staff	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon
Somewhat Staff	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon
Flintlock Staff	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon
Lancer Staff	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon
Ancient Staff	Fireworks Cannon	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon
Knuckle Staff	Poseidon Cannon	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon
Rose Staff	Predator Cannon	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon
Orb Staff	Ball Cannon	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon
Insight Staff	EZ Cannon	Cragalanche Cannon	Twinbellows Cannon	Sonic Cannon	Leo Cannon	Doom Cannon	Dynamo Cannon	Rail Cannon	Fireworks Cannon	Poseidon Cannon	Predator Cannon

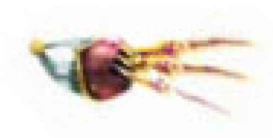


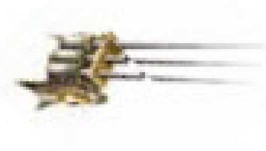
Weapons and Powers

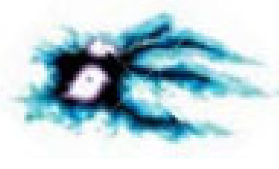
Weapon Types and Fusion Charts - Claw

Weapon Types and Fusion Charts

Claw







Equipped on both hands, claws are well suited to melee combat. Their light weight also increases running speed, allowing players to penetrate right into melee range of their enemies. Surprisingly versatile, with the right weapon modifiers, claws can turn into mid-ranged monsters, their rapid-fire shots capable of quickly overwhelming an enemy.

Fusion Charts

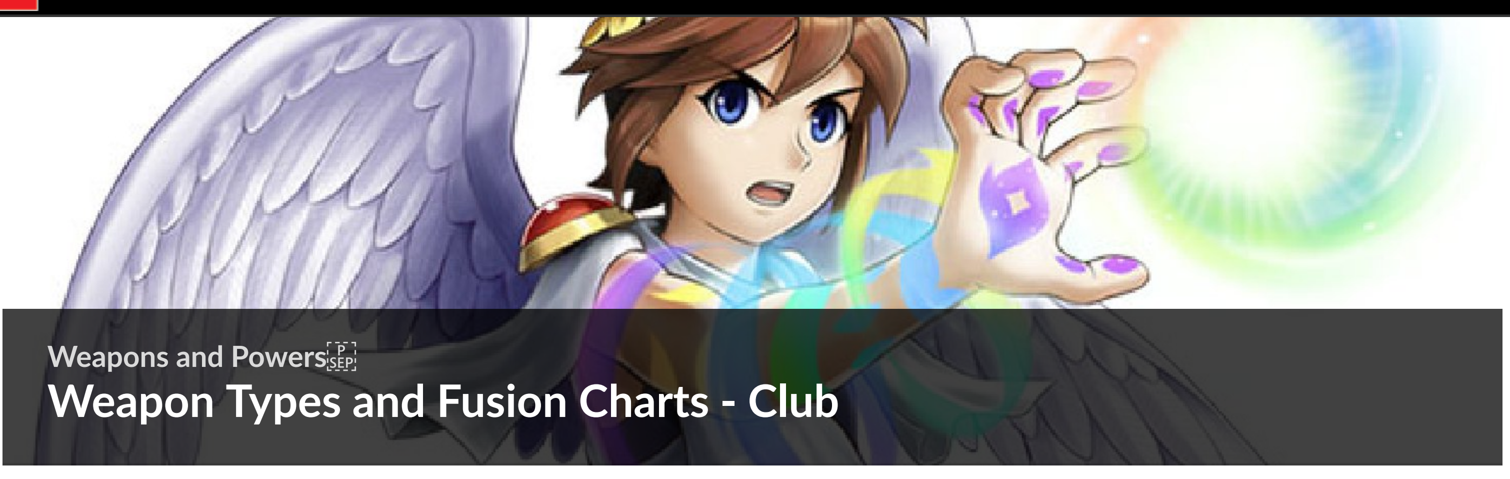
	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars
Cragalanche Cannon	Viridi Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws
Twinbellows Cannon	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws
Sonic Cannon	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws
Leo Cannon	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws
Doom Cannon	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws
Dynamo Cannon	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws
Rail Cannon	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws
Fireworks Cannon	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws
Poseidon Cannon	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws
Predator Cannon	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws
Ball Cannon	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws
EZ Cannon	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws

	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars
Magnus Club	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws
Hewdraw Club	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws
Aurum Club	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws
Capricorn Club	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws
Black Club	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws
Halo Club	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws
Ogre Club	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws
Earthmaul Club	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws
Atlas Club	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws
Skyscraper Club	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws
Babel Club	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws
Ore Club	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws

	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club
Thanatos Staff	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws
Dark Pit Staff	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws
Laser Staff	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws
Scorpio Staff	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws
Somewhat Staff	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws
Flintlock Staff	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws
Lancer Staff	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws
Ancient Staff	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws
Knuckle Staff	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws
Rose Staff	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws
Orb Staff	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws
Insight Staff	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws

	Thanatos Staff	Dark Pit Staff	Laser Staff	Scorpio Staff	Somewhat Staff	Flintlock Staff	Lancer Staff	Ancient Staff	Knuckle Staff	Rose Staff	Orb Staff	Insight Staff
Gaol Blade	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws
Palutena Blade	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws
Aurum Blade	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws
Aquarius Blade	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws
Bullet Blade	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws
Samurai Blade	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws
Optical Blade	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws
Royal Blade	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws
Crusader Blade	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws
Viper Blade	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws
Burst Blade	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws
First Blade	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws

	Gaol Blade	Palutena Blade	Aurum Blade	Aquarius Blade	Bullet Blade	Samurai Blade	Optical Blade	Royal Blade	Crusader Blade	Viper Blade	Burst Blade	First Blade
Gaol Blade	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws
Palutena Blade	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws
Aurum Blade	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws
Aquarius Blade	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws
Bullet Blade	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws
Samurai Blade	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws
Optical Blade	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws
Royal Blade	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws
Crusader Blade	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws
Viper Blade	Bear Claws	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws
Burst Blade	Wolf Claws	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws
First Blade	Tiger Claws	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws

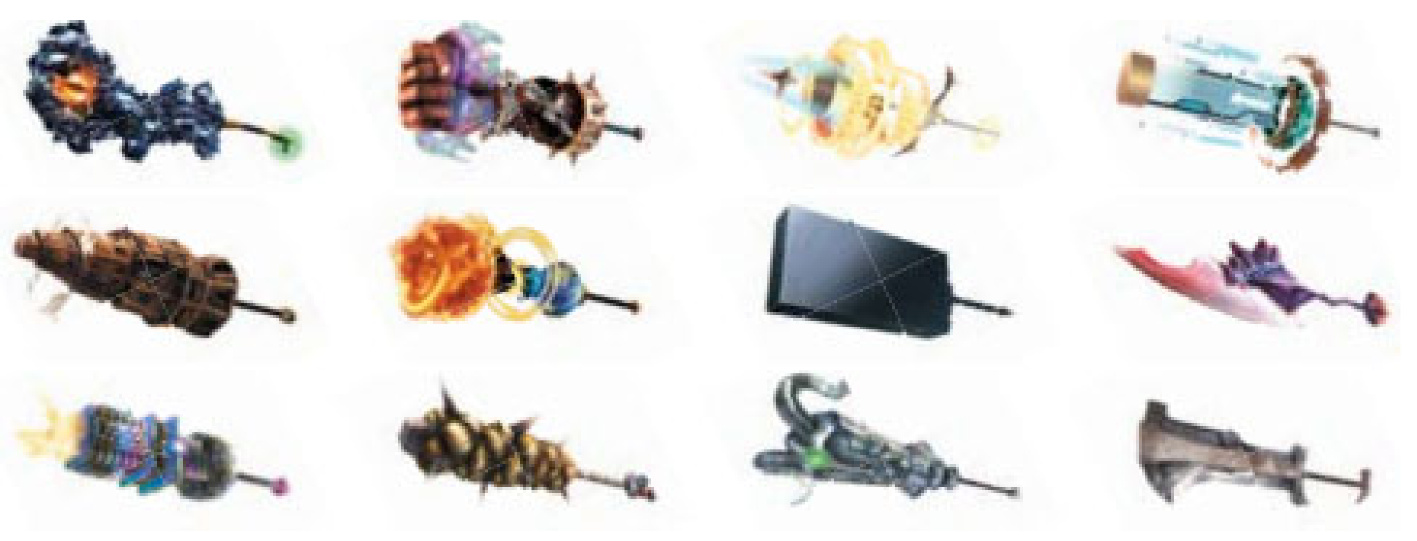


Weapons and Powers

Weapon Types and Fusion Charts - Club

Weapon Types and Fusion Charts

Club



Clubs are generally the most powerful and dynamic weapons. While lacking a continuous fire mode during Land Battles, the massive, charged shots from clubs leave a swath of destruction. Under any circumstance, do not take a club user lightly. A lucky charged shot from even a low-quality club can be enough to take the majority of your health. It's possible to fuse a club that is strong enough to defeat a player in a single charged shot attack! Unfortunately this power comes with a price: you are very slow while wielding these weapons.

Fusion Charts

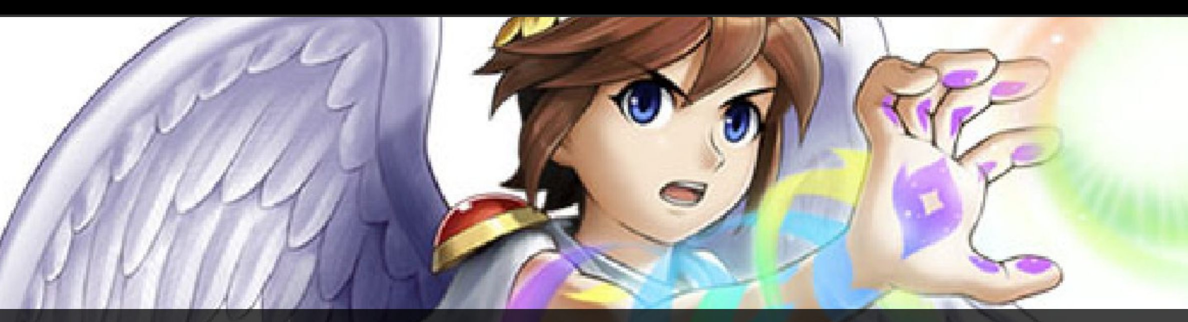
	Arlon Orbitars	Centurion Orbitars	Aurum Orbitars	Gemini Orbitars	Boom Orbitars	Jetstream Orbitars	Paw Pad Orbitars	Fairy Orbitars	Eyetrack Orbitars	Shock Orbitars	Guardian Orbitars
Thanatos Staff	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club
Dark Pit Staff	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club
Laser Staff	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club
Scorpio Staff	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club
Somewhat Staff	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club
Flintlock Staff	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club
Lancer Staff	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club
Ancient Staff	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club
Knuckle Staff	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club
Rose Staff	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Samurai Blade	Ogre Club	Earthmaul Club
Orb Staff	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club
Insight Staff	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club

	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm	Violet Palm
Phosphora Bow	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club
Palutena Bow	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club
Aurum Bow	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club
Sagittarius Bow	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club
Hawkeye Bow	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club
Angel Bow	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club
Crystal Bow	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club
Darkness Bow	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club
Divine Bow	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club
Meteor Bow	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club
Silver Bow	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club
Fortune Bow	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club

	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow	Fo Bo
Pandora Claws	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore
Viridi Claws	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Mag Clu
Beam Claws	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hew Clu
Cancer Claws	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aur Clu
Artillery Claws	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Cap Clu
Raptor Claws	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Blac
Hedgehog Claws	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Hal
Stealth Claws	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogr
Brawler Claws	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Ear Clu
Bear Claws	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atla
Wolf Claws	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Sky Clu
Tiger Claws	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Bab

	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws
Pandora Claws	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club
Viridi Claws	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club
Beam Claws	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club
Cancer Claws	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club
Artillery Claws	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club
Raptor Claws	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club
Hedgehog Claws	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club
Stealth Claws	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club
Brawler Claws	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club
Bear Claws	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club
Wolf Claws	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club
Tiger Claws	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club

	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws	Tiger Claws
Gaol Blade	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club
Palutena Blade	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club
Aurum Blade	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club
Aquarius Blade	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club
Bullet Blade	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club
Samurai Blade	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club
Optical Blade	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club
Royal Blade	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club
Crusader Blade	Atlas Club	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club
Viper Blade	Skyscraper Club	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club
Burst Blade	Babel Club	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club
First Blade	Ore Club	Magnus Club	Hewdraw Club	Aurum Club	Capricorn Club	Black Club	Halo Club	Ogre Club	Earthmaul Club	Atlas Club	Skyscraper Club	Babel Club

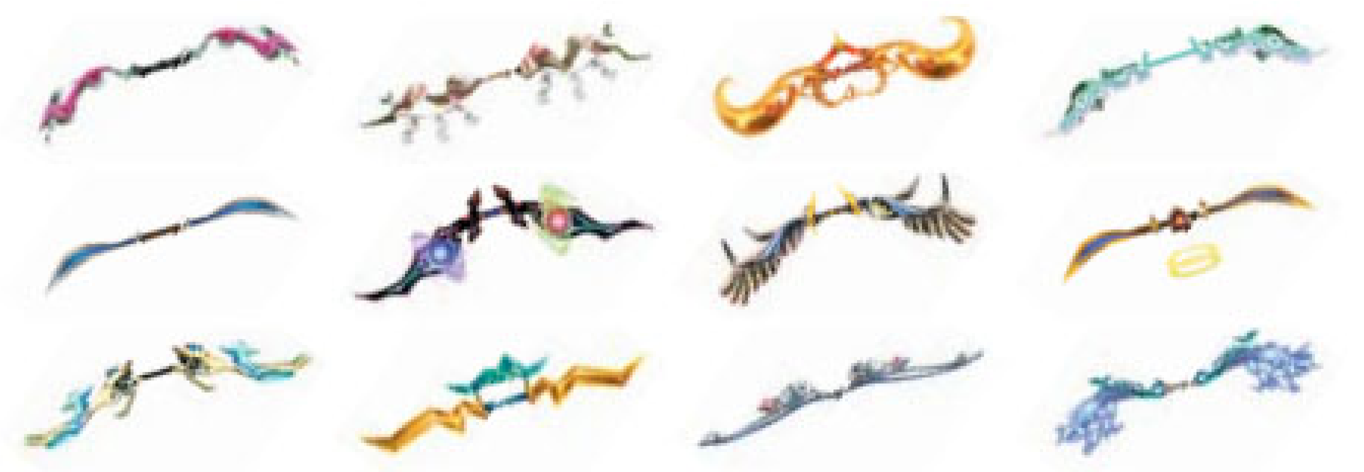


Weapons and Powers

Weapon Types and Fusion Charts - Arm

Weapon Types and Fusion Charts

Arm



Exhibiting immense melee power in close-quarters combat, arms are best used close to opponents, thus minimizing the weapons biggest weakness: They have the shortest range of any weapon category. Arms can be absolutely brutal in melee combat. Their melee dash attack blasts victims straight up into the air, which is a useful move to have during a Light vs. Dark match.

Fusion Charts

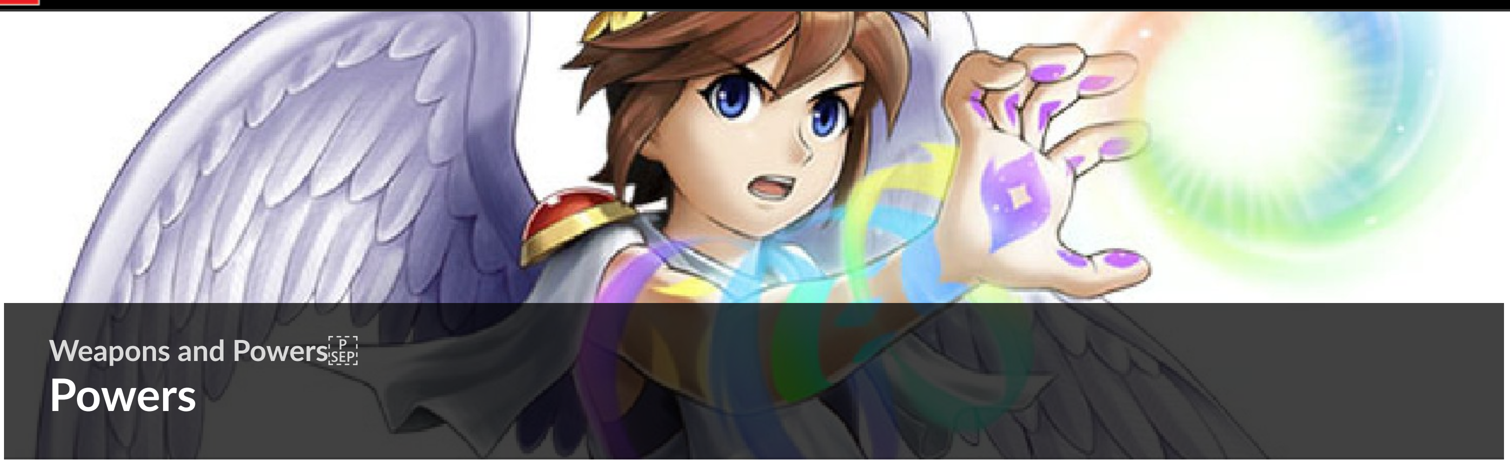
	Great Raeper Palm	Vindi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm
Great Reaper Palm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm
Vindi Palm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm
Aurum Palm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm
Virgo Palm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm
Ninja Palm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm
Pudgy Palm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm
Cutter Palm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm
Cursed Palm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm
Midnight Palm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm
Needle Palm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm
Burning Palm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm
Violet Palm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm

	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm
Pandora Claws	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm
Vindi Claws	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm
Beam Claws	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm
Cancer Claws	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm
Artillery Claws	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm
Raptor Claws	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm
Hedgehog Claws	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm
Stealth Claws	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm
Brawler Claws	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm
Bear Claws	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm
Wolf Claws	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm
Tiger Claws	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm

	Great Reaper Palm	Viridi Palm	Aurum Palm	Virgo Palm	Ninja Palm	Pudgy Palm	Cutter Palm	Cursed Palm	Midnight Palm	Needle Palm	Burning Palm
Gaol Blade	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm
Palutena Blade	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm
Aurum Blade	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm
Aquarius Blade	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm
Bullet Blade	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm
Samurai Blade	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm
Optical Blade	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm
Royal Blade	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm
Crusader Blade	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm
Viper Blade	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm
Burst Blade	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm
First Blade	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm

	Phosphora Bow	Palutena Bow	Aurum Bow	Sagittarius Bow	Hawkeye Bow	Angel Bow	Crystal Bow	Darkness Bow	Divine Bow	Meteor Bow	Silver Bow
Thanatos Staff	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compac Arm
Dark Pit Staff	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher
Laser Staff	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix
Scorpio Staff	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken
Somewhat Staff	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperda Arm
Flintlock Staff	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus
Lancer Staff	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All
Ancient Staff	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Ar
Knuckle Staff	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber
Rose Staff	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Ar
Orb Staff	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano
Insight Staff	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electros Arm

	Pandora Claws	Viridi Claws	Beam Claws	Cancer Claws	Artillery Claws	Raptor Claws	Hedgehog Claws	Stealth Claws	Brawler Claws	Bear Claws	Wolf Claws
Thanatos Staff	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm
Dark Pit Staff	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm
Laser Staff	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm
Scorpio Staff	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm
Somewhat Staff	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm
Flintlock Staff	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm
Lancer Staff	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm
Ancient Staff	Drill Arm	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm
Knuckle Staff	Volcano Arm	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm
Rose Staff	Electroshock Arm	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm
Orb Staff	Compact Arm	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm
Insight Staff	Crusher Arm	Phoenix Arm	Kraken Arm	Upperdash Arm	Taurus Arm	End-All Arm	Bowl Arm	Bomber Arm	Drill Arm	Volcano Arm	Electroshock Arm



Powers

Powers

In addition to your chosen weapon, in single- and multiplayer you have the ability to use a set of Powers to help with your battles. These abilities are earned in similar fashion to weapons. However, equipping them for use is a bit more complex. You pick Powers and place them on a six-by-six grid. Each Power has its own unique shape that changes based on what level the Power is. The shapes can be rotated, so it is possible for players to select numerous Powers of low levels and piece them together to fill up the entire grid.

Powers have a variety of functions. Some act as emergency healing. Others provide a powerful offensive or defensive capability. Others act as status enhancements. In total, there are 59 Powers to choose from. Most are available in all game modes. However, some are exclusive to either single- or multiplayer.

Tip

It's tempting to load out a massive arsenal of Powers. However, it might be best if you select a strong, but small number of Powers in order to make managing them in combat easier. Given how fast-paced Land Battles are, you may not have enough time to scroll through an extensive list of Powers.

General Powers List

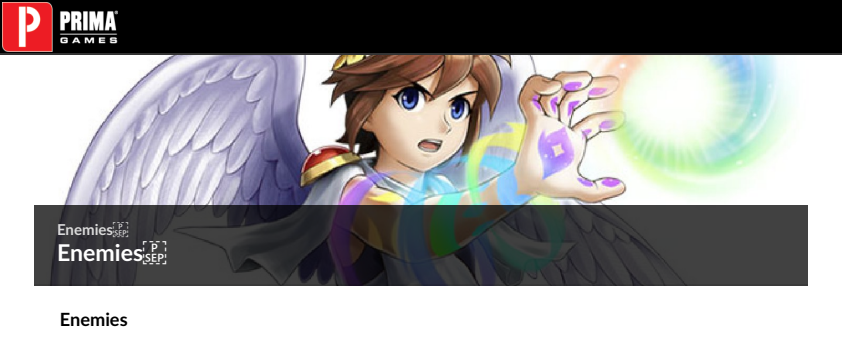
Power	Effect
Sky Jump	Jump high into the air from where you're standing.
Jump Glide	Jump high into the air, then perform a glide.
Rocket Jump	Launch yourself upward with the force of a rocket.
Angelic Missile	Transform into a missile that shoots in the direction you're facing.
Super Speed	Run extremely fast and knock weakened foes into the air when you bump into them.
Mega Laser	Fire a massive laser.
Explosive Flame	Set off a massive explosion.
Meteor Shower	Release a deluge of shooting stars.
Land Mine	Plant an invisible bomb on the ground.
Reflect Barrier	Create a barrier that reflects shots.
Heavenly Light	Unleash a light that hurts approaching enemies.
Autoreticle	Target enemies automatically when attacking.
Quick Charge	Charge up shots immediately.
Homing Boost	Improve the homing ability of shots.
Slip Shot	Fire shots that pass through walls.
Invisible Shots	Make shots you fire invisible.
Random Effect	Adds a random effect to attacks, such as poison, paralysis, shaking, freezing, etc.
Poison Attack	Poison foes with attacks.
Paralyze Attack	Attack inflicts paralysis on a foe, which can stop its movement and make dodging harder.
Petrify Attack	Attacks inflict petrification on a foe, which makes it unable to move.
Confuse Attack	Attacks inflict a confused status on a foe, which makes it move and shoot unpredictably.
Burn Attack	Attacks inflict a burned status on a foe, which causes ongoing damage faster than poison.
Freeze Attack	Attacks inflict a frozen status on a foe, which makes it unable to move.
Energy Charge	Build up energy and increase the power of your attacks. Taking damage nullifies this effect.
Libra Sponge	Use attacks received to increase the strength of your own attacks.
Super Armor	Increase defensive strength and prevent getting knocked back when receiving damage.
Brief Invincibility	Completely protect yourself from enemy attacks.
Tirelessness	Run continuously without tiring.
Lightweight	Increase movement speed and prevent tiring out in exchange for taking more damage when hit.
Trade-off	Use nearly all health to increase all attributes. The duration depends on how much health you have.
Aires Armor	Reduced damage received, and prevent status effects and getting knocked back.
Bumblebee	Dodge all attacks by vanishing and circling around the enemy in an instant.
Counter	Avoid getting knocked back and automatically counterattack when hit by enemy attacks.
Transparency	Turn transparent, making you invisible to enemies.
Playing Dead	Fool enemies into thinking you're finished, then turn invisible, making attacks pass through you.
Health Recovery	Recover a little health.
Effect Recovery	Dispel effects like poison or paralysis.
Pisces Heal	Heal by taking attacks that would normally finish you.
Throwing Boost	Increase the homing ability and distance of thrown items.
Double Item	Double the effects of items acquired.
Fortune's Jukebox	Change the game music randomly.
Celestial Firework	Celebrate Lady Palutena by launching a firework into the air.
Random	Activate a random power. You won't know which one it will be until you use it.

Solo Mode Only Powers

Power	Effect
Idol Transformation	Turn enemies with low health into Idols. (Intensity 2.0 or higher.)
Weak-Point Reticle	Target enemies' weak points automatically when attacking.
Heart Booster	Increase the number of hearts received when you defeat enemies.
Instant Death Attack	Attacks have a chance of killing a foe instantly.
Crisis Recovery	Recover instantly from Crisis mode.

Together Mode Only Powers

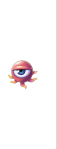
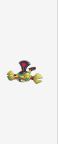
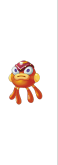
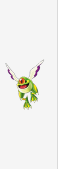
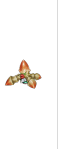
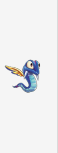
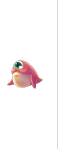
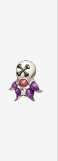
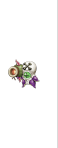
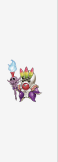
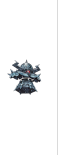
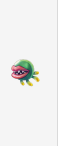
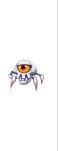
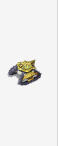
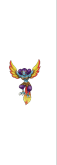
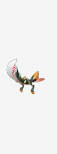
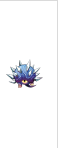
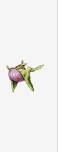
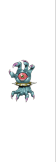
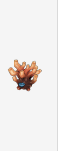
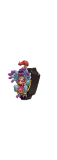
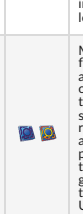
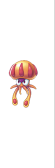
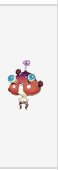
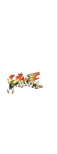
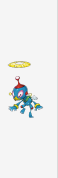
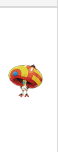
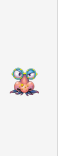
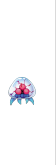
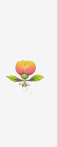
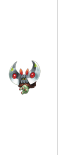
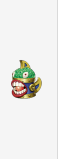
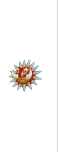
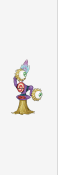
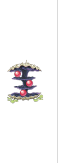
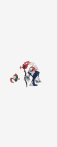
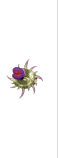
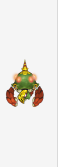
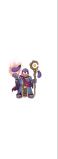
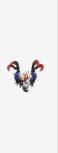
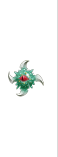
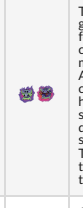
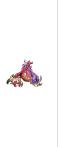
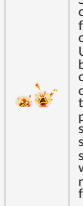
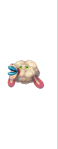
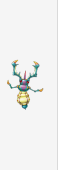
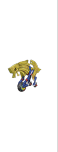
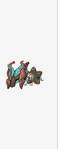
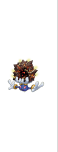
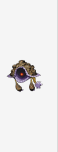
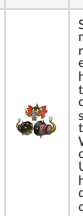
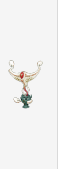
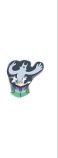
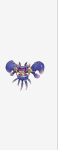
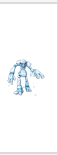
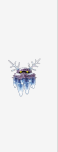
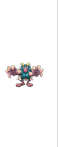
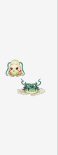
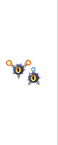
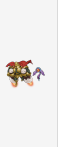
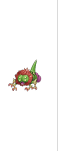
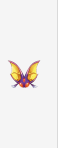
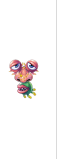
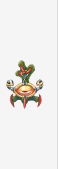
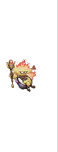
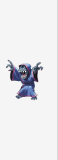
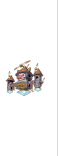
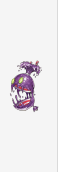
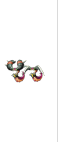
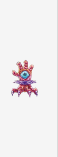
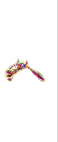
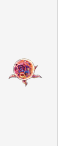
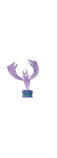
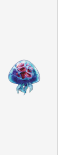
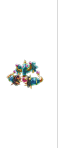
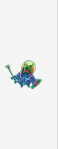
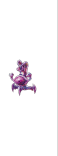
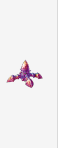
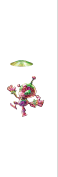
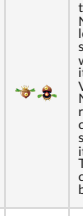
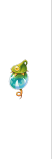
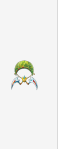
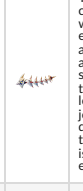
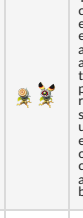
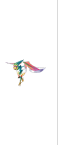
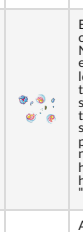
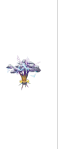
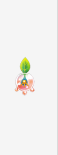
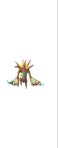
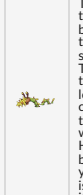
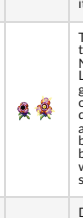
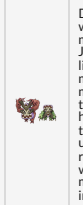
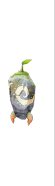
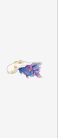
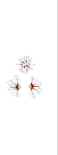
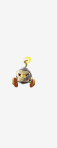
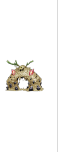
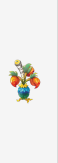
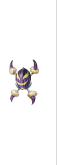
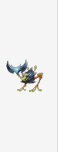
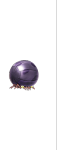
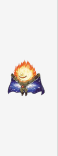
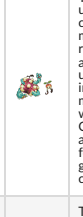
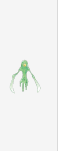
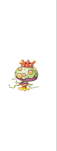
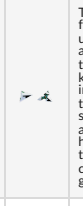
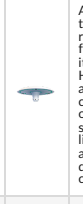
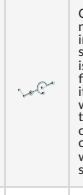
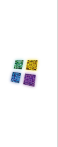
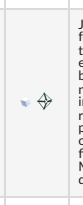
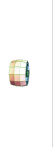
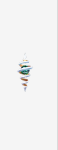
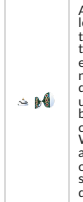
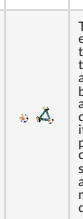
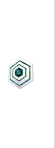
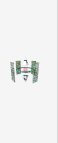
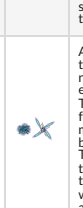
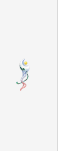
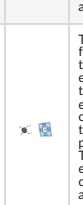
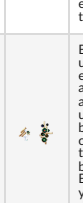
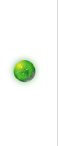
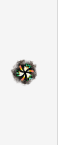
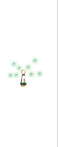
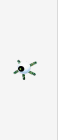
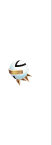
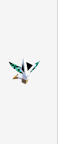
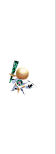
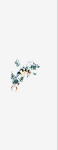
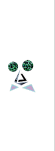
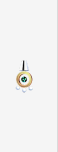
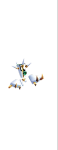
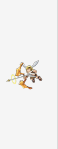
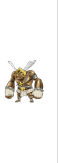
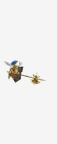
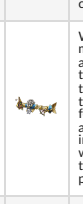
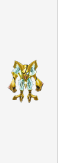
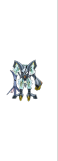
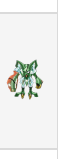
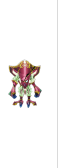
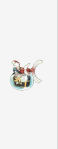
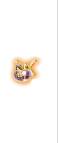
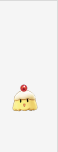
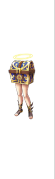
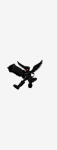
Power	Effect
Warp	Warp from your current position.
Black Hole	Create a black hole that pulls enemies toward it.
Shake Attack	Attacks inflict a shaking status on a foe, so it has a harder time aiming.
Eggplant Attack	Attacks inflict an eggplant status on a foe, which makes it unable to attack.
Tempura Attack	Attacks inflict a tempura status on a foe, which makes it unable to attack.
Power Thief	Use melee attacks to steal a power your opponent has equipped.
Darkness	Turn foes blind.
Interference	Plant a beacon that disrupts enemies' ability to trigger powers and see your stats.
Virus	Weaken and paralyze nearby foes.
Spite	Convert all remaining health into a powerful explosion.
Item Vacuum	Draws items toward you.

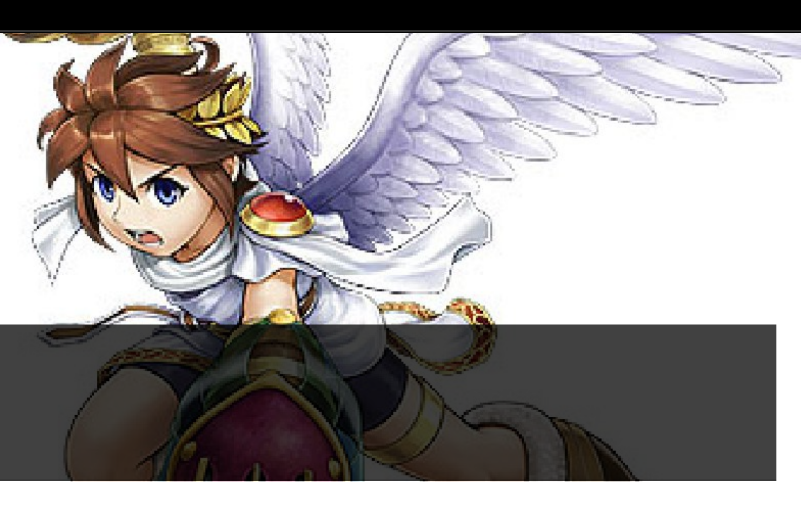

Enemies
Enemies

Enemies

Throughout his quest, Pit faces an impressive menagerie of foes hailing from five different factions. How difficult they are to defeat is tied directly to the Intensity level at which you choose to play. Intensity levels do not just affect enemy health totals. They also affect how much damage enemy attacks do to you, the speed of the attacks, and the frequency of attacks. Many enemies have abilities that they do not use as frequently on lower Intensities, but at higher levels these "rare" attacks become a regular part of their offense. Intensity levels also apply to bosses and their total arsenal.

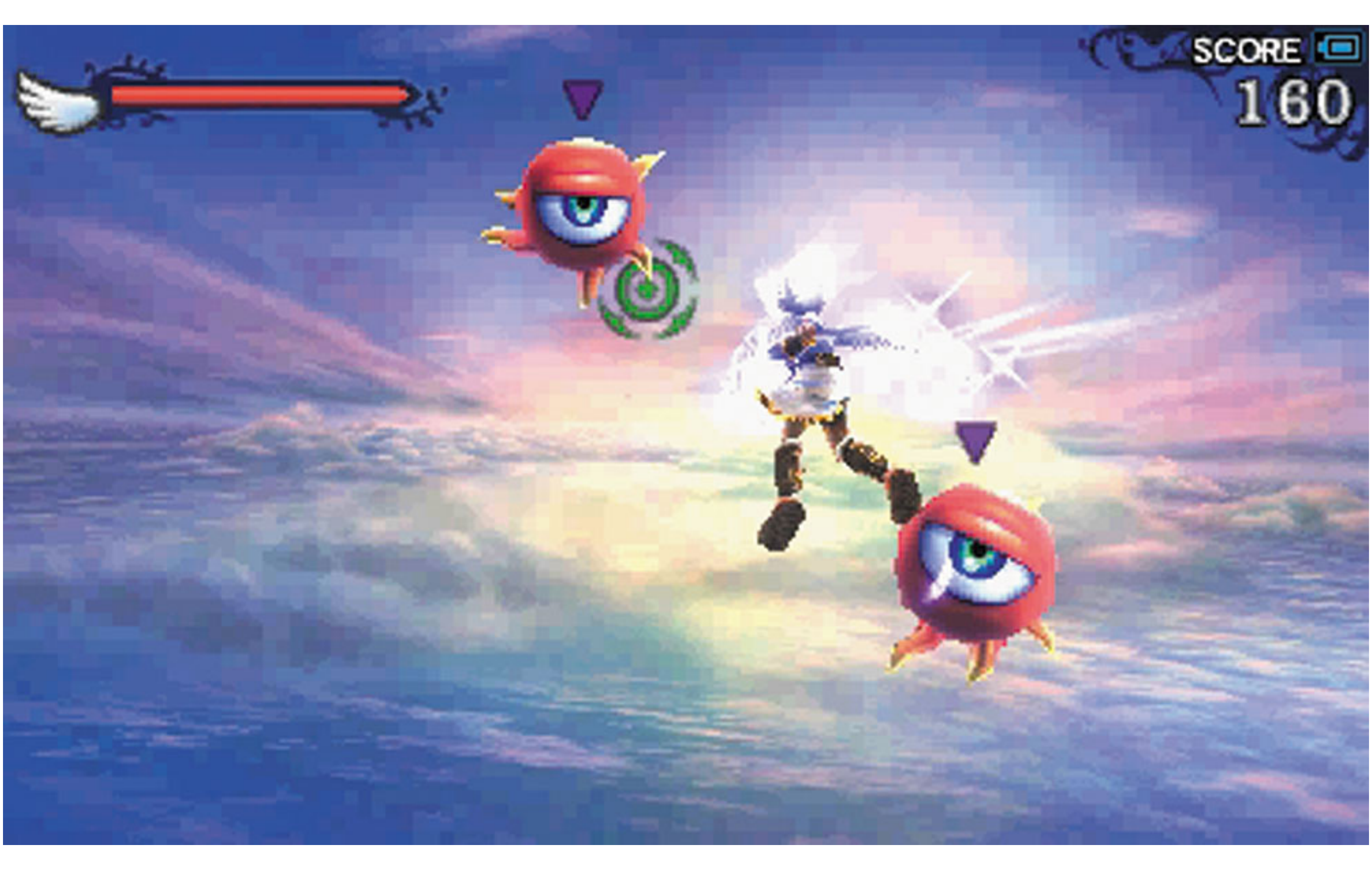
The following chart shows every basic enemy in the game, as well as their descriptions from the in-game Idols menu. Bosses are not listed here, they are given specific attention at the end of every chapter within the single-player walkthrough.

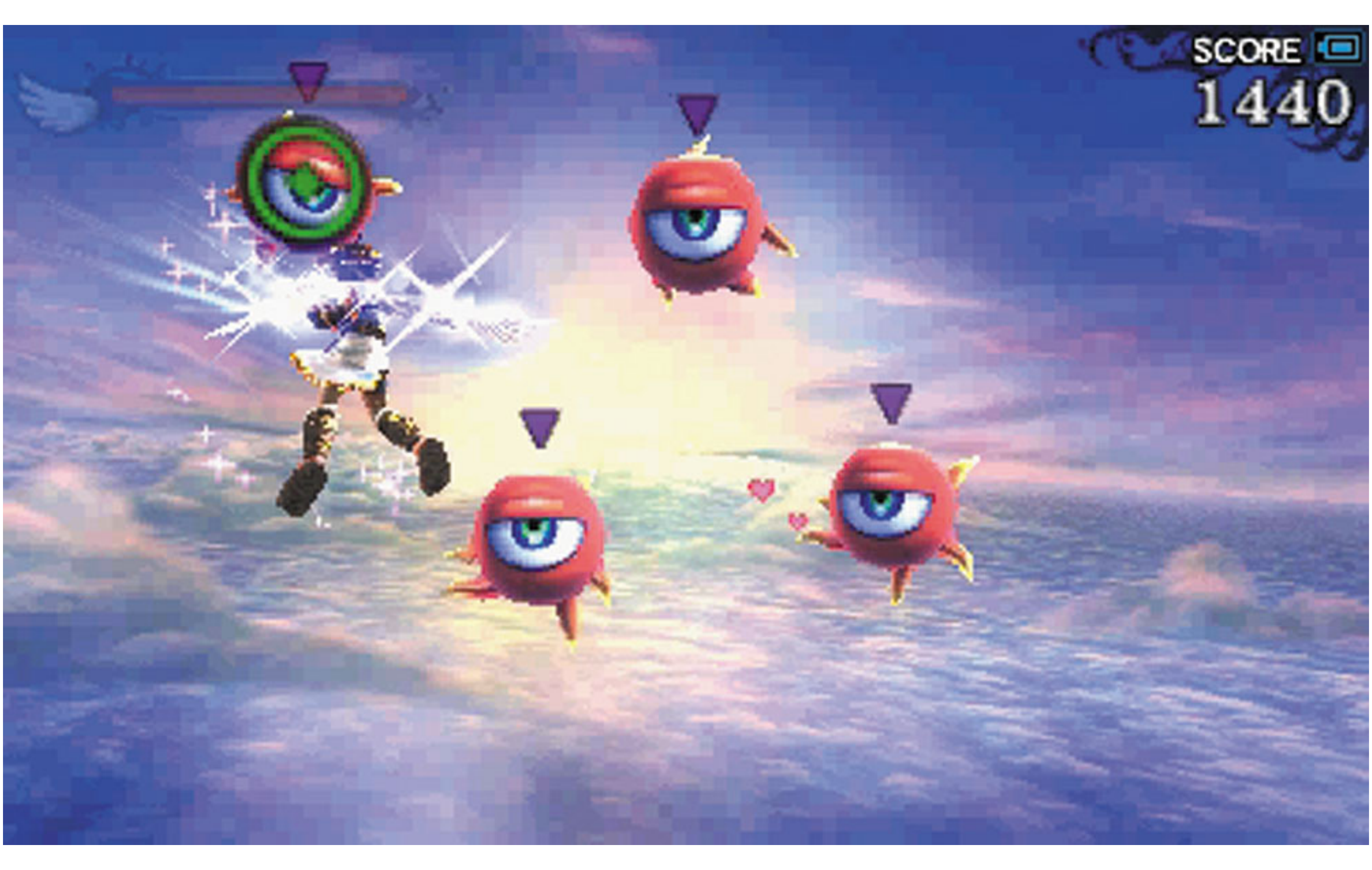
Enemy Name	Image	Description	Min Health (ground)	Max Health (ground)	Min Health (air)	Max Health (air)
Monoeye		A Monoeye is a surveillance drone in the Underworld Army. Though it is capable of draining life from its target with its tentacles, a lowly Monoeye will never do so on prey like Pit. He's just too divine to touch!	14	72	19	106
Wave Angler		This floating Underworld foe fires huge wave shots. Normally the Wave Angler floats and shoots from side to side, but tired of having its horizontal attacks dodged, it has recently added a vertical shot to its routine.	38	220	98	353
Octos		An Octos is a flying relative of the octopus, a water-based animal you may have seen in monster movies. It sprays ring-shaped jets of ink from its mouth that looks fun to fly through but will hurt you if touched.	12	63	19	106
Keron		This winged, one-eyed frog uses its wings to make up for the fact it can't jump that well. Despite its laziness, Keron's surprisingly nimble spin attack and large, durable body make it a formidable foe.	36	189	19	106
Gyrazer		Gyrazers are spinning wheels of death that fire piercing lasers from the eye beneath their bodies, so watching out for them is kind of recommended. Unfortunately, the face on their side is just for show, so no, they don't get dizzy while they spin.	12	54	16	88
Shemum		These winged, poisonous snakes leap out of vases to attack enemies, making up for their lack of strength with sheer numbers. These vases are invulnerable to ranged shots, so use melee strikes or attack items to destroy them.	9	47		
Nettler		Originally a slug, this enemy has evolved arms and gained improved mobility in the process. While not very athletic, its reflexes are excellent. When fired upon, the Nettler can even use its soft body to squish itself flat and dodge attacks.	24	126		
Skuttler		These basic troops form the backbone of the Underworld Army. Simpleminded creatures, Skuttlers tend to forget any mishaps they suffer but also quit when the going gets tough. Yet they're still valued for their low cost and versatility.	27	142		
Skuttler Cannoneer		These Skuttlers have been equipped with a cannon, earning them a whole extra word on their title. Their single eyes have been upgraded to improve their aim, although they're still not very accurate compared to other enemies.	21	110		
Skuttler Mage		These Skuttlers can use magic, hence the name. They attack with a fire spell and a weakening spell that can lower your maximum health. Only the best Skuttlers get picked for this job, an honor that's better than any pay raise.	36	189		
Suit of Skuttler		Tired of their roles as cannon fodder, some Skuttlers jump into the bronze statues that are so common in the Underworld. Their defenses are improved, but their rears are exposed, so getting behind them is your best bet.	24	126		
Mik		Often deployed as the Underworld Army's advance guard, these floating mouths with whiplike tongues love to literally give their enemies a licking. They have an infinite appetite, and all attempts to put them on a diet have ended in tragedy.	21	108	22	119
Ganewmede		Ganewmedes are evolved Monoeyes whose tentacles have been replaced by spiky legs. They respond violently when fired upon, so approach them calmly and use melee attacks to take them out without getting hurt.	27	140	54	194
Crawler		This living tank unit uses caterpillar treads to charge over any terrain. Covered in thick armor, Crawler is impervious against almost any attack except to a wide-open weak point on the creature's back: its heart.	75	394		
Syren		Long thought the stuff of myths, Syrens are creatures that seem to combine the bodies of women with the limbs of birds. Their ability to fly and shoot whirlwinds from their open mouths sets them apart from all monsters and most gamers.	27	142	29	158
Shrip		Beetles with sharp swords protruding from their heads. Able to unhinge their shoulder joints, Shrips fly through the air, spinning their bladed heads at high speed. Although fierce attackers, all that twirling gives Shrips terrible aim.	24	126	23	124
Porcuspine		Porcuspine attacks over a wide range by shooting needles in all directions. Despite the hard look in its eyes, Porcuspine is a relatively calm and reserved monster.	60	315	84	301
Belunka		Belunka is a living troop transport that loads smaller Underworld forces in its mouth?also its weak point?and then vomits them out onto the battlefield. Take down Belunka, and you'll also destroy all the enemies inside!	125	630	327	1175
Handora		A pair of monstrous hands joined together and given a will of their own. Handoras crawl like spiders, even scrambling across walls and ceilings with ease. They are merciless hunters, their only motivation the desire to attack others.	12	56	16	88
Coral		Upon maturation, these Underworld enemies explode, spraying deadly bits of rock over a wide area. Shoot them and these pieces will fly toward you, but melee them and they'll fly in the opposite direction.	1	1	1	1
Boogity		These enemies can shoot missiles and have impenetrable armor on their backs. But when curiosity gets the best of them, they turn around, revealing their weak spot. To their credit, they put a lot of effort into at least looking scary.	38	176	49	176
Monolith		Monoliths are flying objects that are said to have once been used in the training of soldiers. They repel all attacks, and their magic properties allow them to ignore gravity and freely transport Underworld troops.				
Commyloose		These squid-like enemies grow gigantic missiles that, once finished, are hurled with their tentacles. While these missiles are technically part of their bodies, Commyloose are eager to be rid of such potentially explosive weapons.	17	88	19	106
Shulm		Poisonous Underworld fungus that spews noxious gas. Its spores thrive in dank places, causing Shulms to grow like crazy. Don't let its meek appearance fool you!	12	56	1	1
Fire Wyrm		A giant skeletal dragon said to reside in the fiery seas of the Underworld. The Fire Wyrm's feared even among Underworld forces. Its flames are fueled by the jealousy and rage of others, guaranteeing it will survive as long as humans do.	151	700	245	880
Shildeen		Underworld soldiers born to fulfill just one simple task: defending their allies. Nearly all ranged attacks are nullified by their impervious shields. Shildeens have a skill for organization rare among the Underworld Army.	14	80	10	40
Paramush		A paratrooper in the Underworld Army. After parachuting to the ground, a Paramush will then run around crazily, rapidly shooting at its enemies.	27	124	15	79
Specknose		Specknose prefers damp climates and, while cowardly by nature, isn't afraid to launch sneeze bombs at the first sight of prey. Its mustache-like growth is actually a set of tentacles. Gross, right?	54	284	79	283
Komayto		While this creature resembles a certain alien life-form, the last Komaytos are not in captivity and Skyworld is not at peace. Stray too close and it will latch on to you, draining your life energy and restricting your movement.	14	72	1	1
Daphne		Daphnes look like adorable flowers until they attack, revealing their terrifying true faces. They defeat their enemies by scattering explosive "Daphne mines" then move in to gobble up the remains.				
Gloomerang		Gloomerangs wear masks, just as we do in our lives. But while our metaphorical masks hide emotions, the Gloomerangs' are giant boomerangs that shield them from damage. This defense is lost when they attack foes with their boomerangs.				
Stackjaw		Stackjaws are bizarre creatures whose bodies resemble totem poles. They fire lasers in a 360-degree radius and can't be beaten unless you take out their topmost portion. But be careful: they get more powerful as they get shorter.	54	252		
Minos		Covered in spikes like a blowfish, Minos swells up when attacked. Although it looks cool and collected?even when fully puffed? Minos is actually seething with rage on the inside. Don't take it personally.	60	315	5	5
Merenguy		The Merenguy's dance is strangely entrancing. So much so that it uses its talent to distract enemies for the Underworld Army. When that folksy music starts playing and Merenguy starts shaking its hips, you just can't look away.	60	315		
Mega Mussel		Mega Mussel was designed to attack indiscriminately, and that's exactly what it does. When its scallop-like shell opens, its pearly eyes fire shots in all directions, decimating enemies that group together.	17	80	60	192
Reaper		Reapers serve as lookouts for the Underworld Army. When they spot an enemy, they let out a piercing scream that summons their feisty servants, the Reapettes. They also use their giant scythes to reap the souls of their victims.	163	756	52	208
Shelbo		Essentially an impervious shell with lips, Shelbo fights by biting its prey. This attack reveals Shelbo's only weakness: the eye inside its mouth. Joke time: why is Shelbo good at dieting? Because it always watches what it eats. Oh!	88	461	147	529
Tortolunk		A turtle-like member of the Underworld. Armed with a rock-hard shell, Tortolunk likes to flip on its back and spin like a top, lashing out with its massive arms. This spinning leaves Tortolunks dizzy and vulnerable to attack.	75	392		
Eggplant Wizard		Those hit by eggplants thrown by the Eggplant Wizard are turned into, well, eggplants. Pit can't attack in this state, and the only cure is time. So you'd best vamoose if you don't want to end up baba ghanoush.	108	567		
Zuree		Attacks pass through this Underworld ghost when in spirit form, allowing it to approach prey and rip it to shreds with its deadly shake-inducing claws. This leaves it vulnerable, so dodge with a dash and then strike!	24	112	69	219
Splin		This Underworld creature is best thought of as a fierce amoeba with blades. Splin can divide instantly to increase their numbers and often band together to resist potential predators. For a little eukaryote, it's pretty high up on the food chain.	27	126	29	158
Orne		These vengeful ghosts seem to be formed from concentrated misery and regret. All who come into contact with Orne have their minds shattered, with death following shortly thereafter. They are attracted to the life force of their enemies.	24	126	30	94
Clubberskull		Clubberskulls possess unrivaled attack strength capable of destroying even high-level monsters. Because of this threat, they are normally sealed away, only attacking if disturbed. Leaving them alone is an extremely valid strategy.	301	1400		
Magmoo		Semianimate creatures born from the magma of the Underworld. Their brains put out a continuous source of heat that keeps their magma piping hot. Lacking smarts, they sometimes stumble into water, which never goes well for them.	29	151	15	52
Bluster		Bluster covers itself in a cloud-like material for protection. It favors defense, using its attacks to cause shaking in enemies, which in turn leaves them vulnerable to damage from Bluster's allies.	108	567		
Girin		Rather than waiting for prey to fall into its trap, this hyperevolved ant lion jumps out at enemies, attempting to crush them in its pincers. However, Girin leaves itself open to attack after this lunge and will retreat in surprise if hit.	60	315		
Leox		If you like lions and motorcycles, man, Leox is 100% the enemy for you. It charges forward, bringing its head down like a hammer. This bone-shattering blow also sends out shock waves that shake the air around it.	54	284		
Armin		At first, Armin appears to be quite the invulnerable beast, protected in front and back by heavy plates. However, from the side its true puny body is exposed, exposing this Underworld monster for the weakling it really is.	53	246		
Petribomber		This four-handed creature produces explosive rocks from its body, launching them at foes when they're grown. Since it walks on hands instead of feet, it often loses its balance and trips, blowing itself up in the process.	34	178	44	157
Vakloom		Vakloom absorbs all ranged attacks with the black hole in the center of its body. It then converts that absorbed energy into a massive laser blast that it uses to return fire. A slow creature, Vakloom is best taken down with melee attacks.	81	425	147	529
Snong		Semiconscious monsters that resemble elephants. The head commands two arms that come from both sides to crush their enemies. While they're one of the Underworld's heavy hitters, they don't mind helping out around the office.	68	356	147	529
Zurret		A Zurret is effectively an Underworld fixed gun turret. Zurret larvae mature within days of being placed in soil. After growing, it hides until prey approaches, at which point it pops up and shoots a deadly accurate blast.	81	425	27	146
Sinistew		A murky Underworld genie who resides in a pot. But this genie doesn't grant wishes?he just tries to drag passersby into his lair! The pot contains a one-dimensional universe?those pulled into it are rarely seen again.	60	315		
Brawny Claws		An Underworld crustacean that blocks Pit's progress by extending its arms and legs. Its pincers stretch out to the side but can't extend up or forward. Still, for lazy little Brawny Claws, this technique comes in quite handy.	49	157		
Snowman		A mean, hulking giant made of ice, this is one Snowman who definitely isn't a jolly, happy soul. A territorial beast, it blasts all who come near with its frozen breath.	95	442		
Frozum		This member of the Underworld Army dwells in frosty climates. To attack, it summons powerful blizzards capable of freezing anybody who comes close. In warmer locales, they are kept as pets that can double as air conditioners.	75	394		
Pluton		This thief steals items from its victims and tries to dash away before it gets caught. The Underworld Army is willing to overlook these crimes because of Pluton's fighting power?and because evil is sort of what the Underworld Army does.	68	316		
Bumbledrop		Upright, Bumbledrop is an easygoing monster. But when it falls over, it slides toward foes and slams into them. Ranged shots are ineffective when it's on the ground, so take it out while it's upright. Fast fact: it also loves hot springs.	48	250		
Remoblam & Remoblamling		Remoblams each control multiple Remoblamlings. And if the Remoblam is destroyed, its attendant Remoblamlings blow up in succession. However, these monsters were designed to be bombs, so these explosions are quite dangerous.	Remoblam: 30 Remoblamling: 9	Remoblam: 140 Remoblamling: 42	Remoblam: 59 Remoblamling: 15	Remoblam: 211 Remoblamling: 79
Collin & Phil		Once soldiers in Palutena's army, Collins are now cursed to fly around firing the poisonous Phil bugs that live inside their bodies. They can be defeated by using melee attacks to knock Phils back at them.	12	61		
Trailtail		Trailtail flies in a zigzag pattern, leaving a trail of thread behind it. Like a spider with its silk, Trailtail uses this thread to capture prey. However, making too many trails can leave it famished, forcing it to pick a perfect spot to really let	33	117		
Shootfly		Underworld enemies that function like homing mines. When shots pass them, they locate and then swarm their target. However, they can be passed quietly and only react to ranged shots, so melee attacks are the way to go.	30	138	26	83
Monomiknose		If this face rings a bell, it's because it's actually made up of two Monoeyes, a Mik, and a Specknose. While you'd think the combination of four monsters would be quite powerful, Monomiknose is not as great as the sum of its parts.	68	356	98	353
Igniot		A fearsome, rotating cannon that fires off petrifying beams of light. Its dangling eyeball keeps a constant vigil, mercilessly blasting any opposing forces that cross its path. Luckily, Palutena's protection ensures Pit is only briefly turned to ston	60	315		
Tempura Wizard		An enemy even more fearsome than the Eggplant Wizard. Once sprinkled with its flour, targets are transformed into shrimp tempura. And if you're cursed, look out: the Tempura Wizard can turn you into dinner with a one-bite kill.	68	356		
Erinus		An Erinus is an Underworld foe that prefers to attack in great numbers, though even when seeming to fight solo...it isn't. Its top and bottom halves can separate and fight independently, making it a diabolical duo!	Upper: 75 Lower 53	Upper: 394 Lower: 277		
Fort Oink		Fort Oink was originally designed to transport Underworld troops to the battlefield. However, mistakes were made, and it now fires its passengers as ammunition. At least the Underworld now knows to measure twice and cut once.	113	592	147	529
Guttler		This gluttonous monster gobbles up anything it can. Whether it eats friend or foe, Guttler grows stronger with each creature it consumes. Although this helps cut down on the number of enemies, it also gives Guttler's attacks a bigger bite!	226	1050		
Zik & Zak		The Zik is the big one. Zak, the small. A Zik functions like a control tower, broadcasting telepathic signals to control its little buddy. Defeating a Zik breaks this connection, causing the Zak to move about aimlessly.	Zik: 53 Zak: 13	Zik: 277 Zak: 68		
Cellular Handora		This cellular version of the Underworld Handora guards Hades's Belly from intruders. Handoras are created by mass cloning the hands of other Underworld monsters. Naturally, being in a stomach, they have to wash often.	12	56		
Cellular Bluster		This cellular version of the Underworld Bluster guards Hades's Belly from intruders. While most cells spend all day processing nutrients and dividing, Cellular Bluster shields itself with an ever-growing layer of gelatin.	108	567		
Cellular Monoeye		This cellular version of the Underworld Monoeye guards Hades's Belly from intruders. When not on alert, they plant their tentacles into a wall or ceiling, dangling there and sleeping like the cutest thing you ever did see.	14	72		
Cellular Sinistew		This cellular version of the Underworld Sinistew guards Hades's Belly from intruders. Like their counterparts, Sinistews hide in vessels that can only be damaged with melee attacks.	60	315		
Cellular Komayto		This cellular version of the Underworld Komayto guards Hades's Belly from intruders. They act like white blood cells, latching onto foes and transferring their life force to Hades's Belly. Take them out with melee attacks.	14	72		
Cellular Snong		This cellular version of the Underworld Snong guards Hades's Belly from intruders. Just like the regular Snong, it has two massive arms and a head that controls them. Where are its legs, you ask? Out for a walk.	68	356		
Cellular Skuttler		This cellular version of the Underworld Skuttler guards Hades's Belly from intruders. Skuttlers are the most common grunts in the Underworld Army, so battling in the digestive tract of a god is just another day at the office.	27	142		
Cellular Igniot		This cellular version of the Underworld Igniot guards Hades's Belly from intruders. They specialize in turning targets to stone with beams of light. A regular human hit with this attack could never hope to move again.	60	315		
Cellular Gyrazer		This cellular version of the Underworld Gyrazer guards Hades's Belly from intruders. They dash in and attack invaders with a burst of high-speed fire from the cannons on their undersides. Not too smart, though.	12	54		
Cellular Shildeen		This cellular version of the Underworld Shildeen guards Hades's Belly from intruders. Although they possess no means of attack, they excel at protecting their allies. In fact, you could call them a cell wall. Get it?	14	80		
Nutski		A basic grunt in the Forces of Nature. It uses its leaves to fly, shooting whenever it turns itself upside down. Viridi created Nutski by removing a chestnut from its shell and blessing it with a miracle. Tastes great if you can get past its being se	12	63	19	106
Dibble Dop		While Dibble Dop looks like a pitcher plant, it doesn't capture and eat bugs. Rather, it stores up moisture in its pouch and then launches it out in the form of a water bomb. This water is even magically condensed to make it extra damaging!	15	79	24	133
Parashooter		This Forces of Nature monster uses its leaf as a parasail, gliding through the air toward its enemies. It then shoots them with blades of condensed air. Notably, Parashooter doesn't grow this leaf itself but takes it from other plants.	22	119		
Lurchthorn		This string of cannons lies in wait until an enemy draws near, at which point it activates and speeds through the air. The turrets located on its joints can be destroyed, but targeting its head is the most effective strategy.	108	567	176	634
Pew Pew		This arboreal cannon is equipped with evolved roots that allow it to walk around. From time to time, its lid pops open, revealing an eye-shaped mark it uses to intimidate enemies. The origin of its cannonballs is still a mystery to botanists.	24	126	59	211
Blader		These elite Forces of Nature soldiers can change their form to suit either land or air battles. This helps Bladers adapt their tactics to any condition, even fleeing if necessary. They also serve as field commanders, doling out simple orders.	34	178	49	176
Trynamite		Exploding mines of the Forces of Nature. They explode with a loud bang, sending three chunks of shrapnel flying toward foes. Viridi sometimes gets playful when naming her troop, hence the pun here on "dynamite."	14	64	20	62
Zert		After being struck by lightning, this tree gained the power to produce small storm clouds. Zert paralyzes its victims and blasts them with lightning damage. It moves erratically because of the electricity that courses through it.	24	112	19	106
Pip		Pips are single-celled organisms with the ability to divide whenever they're dealt a strong blow, instantly increasing their numbers. They don't exhibit much capacity for thought beyond a simple desire for easy livin'.	147	470		
Urgle		A mobile tree creature, Urgle likes to charge toward enemies at full speed and flip them over like a tea table. While this method of attack may look easy, that's only because Urgle toils day and night to perfect its flipping technique.	53	277		
Hugworm		These worms use their beaks to burrow through the ground and suddenly appear. They coil around their prey until it loses consciousness and then gobble it up with delight. Hugworms fear being cooked, so your best strategy is fire and lots of it.	108	576		
Lethinium		The big guns in the Forces of Nature. Lethiniums often grow near bases or areas requiring defense and shoot a powerful laser beam. Not the best flower to use when saying "I'm sorry."	23	119	39	140
Jitterthug		Depending on which way its mask is facing, Jitterthug looks like either an old man or a furious monster. Each of these "personas" has its own traits: the old man is unaffected by ranged shots, while the angry monster is immune to melee strikes.	68	356		
Boom Stomper		A gigantic mass of rock inscribed with runes and given the gift of life. With its tremendous weight, walking is a struggle. Yet Boom Stomper uses this bulk to its advantage by toppling onto its foes as a heavy attack.	188	876		
Mahva		Mahva defends itself with a sphere of water that only allows friendly fire to pass through. This makes it an ideal front-line soldier for the Forces of Nature. But don't give up: persistent attacks will eventually break through Mahva's shield.	38	198	33	117
Badoot		In the air, Badoots are obstacles. On land, they link together with an electric tether to trip their enemies. Badoots are almost impervious to any attack while linked, so your best bet is to wait for them to part and then strike.			25	90
Bumpety Bomb		Have you ever planted a bomb, only to have monsters run away from it? It's the worst! That's why Viridi created this running time bomb. Its armor makes it hard to destroy from afar and dangerous up close, so you might just want to run!	57	264		
Mudrone		Originally spindly creatures with twig-like bodies, Mudrones used the power of earth and water to bulk up. Mudrones will be defeated for good after the third time you've downed them, so it might be better just to run.	42	221		
Cacaw		Cacaw raises a piercing cry whenever it spots an enemy. This shriek contains supersonic waves that give its victims disorienting brain damage. Sure, you can try to run away, but your best bet is just defeating this noisy menace.	27	140		
Skreetle		When walking on all fours, Skreetle is hard to hit. Ironically, it's when it stands up to intimidate its foes that this creature is most vulnerable. Like most insects, Skreetle prefers tight spaces to being out in the open.	21	110		
Meeba		A Meeba is a parasitic fungus that inhabits the body of a beetle. Although its host has expired, the shell provides excellent defense against frontal attacks. Circle around and attack from behind where its body is exposed.	41	214		
Megonta		Megontas are giant pill bugs in the Forces of Nature. They ball up for protection, using their armored shells to deflect all attacks. A solid melee attack can send it on its back, exposing its weak underside!	149	694		
Captain Flare		He's the man of mystery. He disappears without a trace. He's the amazing Captain Flare! He shoots comets from the space rift within his cape? the very same cape that contains the alternate universe Captain Flare likes to disappear into.	41	190	79	283
Clobbler		The Clobbler is usually a meek creature living a modest life of restraint. But once angered, it blows up and mutates into an aggressive monster. Those who incur the Clobbler's wrath are advised to run for three days to give it time to calm down.	151	700	150	540
Flage		This single-celled organism uses its ability to blend with its surroundings to be an effective assassin. Although invisible, the Flage makes noise and casts a shadow. But it will appear when it strikes, making this the best time to take it out.	45	210	44	158
Toxiecap		While a deadly fungus like the Underworld Army's Shulm, Toxiecap is actually an engineered bioweapon, not, ironically, a natural organism. Its many eyes provide surveillance as the poison shots it fires deal out plenty of damage.	60	315		
Tribyte		The Aurum come from outer space, using a mysterious antigravity technology to keep their forces in the air. Tribytes, the Aurum's basic soldiers, take advantage of this high-tech science to fly in coordinated groups.	14	72	24	133
Dohz		An Aurum troop transport, Dohz releases soldiers from the hole in its underbelly. However, Dohz is a deadly combatant in its own right and will stay on the front lines to fight long after it finishes deploying its cargo.	90	525	147	529
Claxis		Claxis has numerous guns set into its synthetic surface. Each gun is capable of finding targets on its own. However, when attacking, the center gun commands the others to fire, which they do in sequence.	48	250	79	283
Plixo		Originally intended to function as solar panels, this Aurum creature has no particular method of attack. Perhaps the tulips and fish they display on their pixel-like light grids are a sign of a consciousness.	34	178	69	247
Jyok		Jyok is made of four poles bound together by an electromagnetic beam. While it's normally invulnerable, it reveals its weak point when it opens its poles to fire homing lasers. Make sure you don't miss!	27	126	24	133
Kolma		Aurum enemies that look like giant wheels of cheese. Kolma attack from a distance by flinging pieces of outer armor at their foes. Their sides are always vulnerable, but they can be attacked from any angle once they shed all of their armor plates.	54	284	87	311
Quoil		By spinning constantly around its core, this Aurum creature is able to both maintain balance and generate its own energy. It attacks by ramming into nearby enemies, dealing extra damage with its vicious spin.	3	14	2	6
Taklax		Although they look a bit like a tasty dessert, these Aurum enemies are neither sweet nor delicious. They unfurl like a butterfly and fire continuous shots. When not on the assault, Taklax are often assigned surveillance duties.	54	252	118	423
Blit		These Aurum enemies tear through space-time itself to appear, fire off a barrage of shots, and then disappear. While it's possible to pass through the center of their shots, Blits often attack in groups, making this a dangerous tactic.	20	92	24	133
Zrink		Initially, Zrinks are large, slow-moving targets. Yet as they take damage, they shed their outer armor, making them smaller and allowing them to move faster. They rarely attack, instead providing defense for nearby Aurum.	120	630	128	459
Xoneme		Xoneme defends itself with a series of rotating panels that it can also fan outward as an attack. These panels are invulnerable, so the best strategy for taking down Xoneme is to get past or aim for the spaces between them.	27	126	30	94
Sio		An Aurum enemy that looks like nothing you've ever seen before. They rob their foes of sight and mobility with black-hole shots. Try to escape from these traps before they can hit you with their lasers and body blows!	75	394	64	229
Zaurum		Zaurum are the only members of the Aurum that resemble anything like living beings. Yet whether they're actually alive remains unclear. They're deployed on the Aurum floating islands and excel at psychic attacks.	27	142		
Rezda		These Aurum forces defend their allies by erecting shields that prevent everything but other Aurum and their shots from passing through. This defense exposes their cores, so a careful aim should be enough to take them out.	45	236	59	211
Baglo		Baglo is an unassuming enemy that only awakens when attacked, unleashing a barrage of continuous fire. So take care when battling near a Baglo that one of your own shots doesn't stray and hit it!	122	710		
Roz		These Aurum comets have a seemingly impossible mass, making them both invulnerable to attack and capable of incredible destruction when striking objects. When they hit the ground, they release an analytical compound.				
Nukleen		A Nukleen is a mine that the Aurum often use to conquer planets. They explode when attacked, erupting in a wide-range explosion that deals damage to friends and foes alike, so they can be used to Pit's advantage.	23	106	1	1
Biota		A Biota flings out floating green energy orbs to attack its enemies. These orbs are designed to withstand almost any attack, but it's possible to use this to your advantage. A melee strike can send them flying back at the Biota!	181	840		
Aurum Monoeye		An Aurum copy of the Underworld's Monoeye. The Aurum Monoeye has the characteristics of the original, so it's really not that strong. Simple creatures are relatively easy to copy at low cost, so this enemy was obviously first in line.	14	72	19	106
Aurum Mik		An Aurum copy of the Underworld's Mik. With their obsession with copying everything, you'd think they would turn the tide of battle by mimicking the world's #1 warrior, Pit. Lucky for us, they'd have to catch him first to have a chance!	24	126	22	119
Aurum Shemum		An Aurum copy of the Underworld's Shemum. Like its original counterpart, the Aurum Shemum only appears on the ground and even slithers as it moves!	9	47		
Aurum Skuttler		An Aurum copy of the Underworld's Skuttler. Even the weakness and clumsy movements of the original have been faithfully reproduced! When assimilating a new world, the Aurum copy all fighting styles...even the weak ones.	27	142		
Aurum Fire Wyrm		An Aurum copy of the Underworld's Fire Wyrm. While they may not look the same, the replica really nails the original's massive size! If a Fire Wyrm and an Aurum Fire Wyrm got into a fight, the real winner would be good times.	151	700	245	880
Aurum Specknose		An Aurum copy of the Underworld's Specknose. Those Aurum eyes are super creepy, huh? Although Aurum versions of Monoeye, Specknose, and Mik exist, they thankfully don't combine to form an Aurum Monomiknose.	48	252	79	283
Aurum Pip		An Aurum version of Viridi's Pip. The Aurum begin their copying process by emulating the outer appearance of their subjects. And although they can't replicate a Pip's cellular structure, they are able to mimic its dividing ability.	147	470		
Aurum Urgle		An Aurum copy of the Forces of Nature's Urgle. It does a great job of nailing down its inspiration's flipping move. However, the jury is still out on how effective the original was against the Aurum flying forces.	53	277		
Centurion		The rank-and-file troops of Palutena's personal guard. They fly through the air, attacking enemies in great numbers. While their attacks are weak, their flying ability far exceeds Pit's. Word has it they can even be revived if shot down.	14	72	19	106
Centurion Strongarm		While very strong, these muscle-bound centurions aren't the brightest bunch. Therefore they're often tasked with hurling barbells and working the crank that converts weapons into hearts. They make excellent moving buddies.	96	504	90	324
Centurion Knight		Palutena's royal guard is armed to defend strategic locations throughout Skyworld. Centurion knights are considered the best of the best, fearlessly charging at enemies when their stout shields are broken in combat.	14	72	24	133
Juggernaut		While Palutena's mighty catapults aren't strictly alive, they are able to think and react on their own. They feed rocks from atop their heads into launchers, which hurl them at the foe like a pitching machine.	151	700	176	634
Space Pirate		Space Pirates are a race that travel the galaxies capturing constellations. The armor they wear is actually an exoskeleton that shields the glowing creatures within. Yellow Space Pirates are the most common crew members.	48	252		
Space Pirate Sniper		Space Pirate Snipers pick off their targets from medium range and specialize in firing from a prone position. This stabilizes their aim, and the eye on top of their heads makes up for any vision lost in this position.	29	151		
Space Pirate Commando		Space Pirate Commandos are equipped with incendiary grenade launchers. The explosions from their shots wreak serious havoc.	60	315		
Space Pirate Captain		The leader of the Space Pirates. Although weaker than his shipmates, the Captain?his true name impossible for human tongues to pronounce? somehow managed to take charge through sheer bossiness. Thus, he's not very popular.				
Treasurefish		Nearly all the Treasure Boxes you see scattered around the world were from Treasurefish. Take them down while they're transporting a chest to reap rich rewards! Not allied to any side, they roam the battlefield, dropping their prizes.	35	35	39	39
Rare Treasurefish		The Rare Treasurefish is loaded with even better cargo than its cousins! You can be sure whatever they're carrying is top notch, so shoot them down on sight. They seem to insist on standing out without any regard for their own safety.	35	35		
Souflee		Bonus enemies who reward those who defeat them with tons of extra points and hearts. They dash away when found, so do what you can to take them down before they disappear. Foodies beware: that cherry on top is actually an eye!	19	88	15	46
Mimicutie		This leggy monster disguises itself as a treasure chest until unsuspecting adventurers try to open it, at which point it attacks with a ceaseless barrage of kicks. Sadly, studies into Mimicutie have ended in more broken shins than answers.	151	700		
Shadow Pit		Created by the Chaos Kin, these illusory copies of Pit possess all of Pit's abilities and four of his weapons: blades, palms, cannons, and orbitars. Yet they lack Pit's blessings and experience in battle.			87	311



Chapter 1: The Return of Palutena

Air Battle

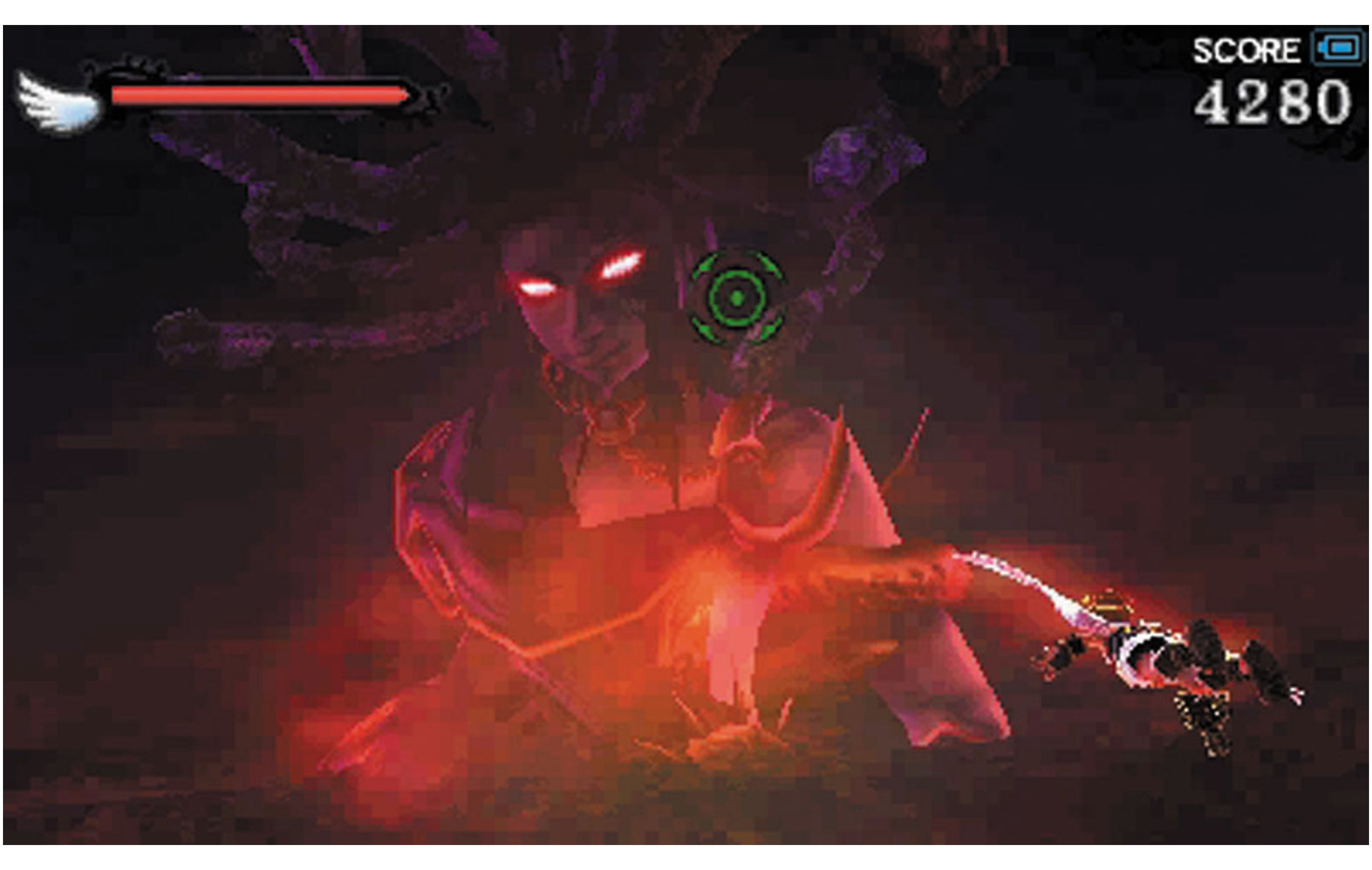


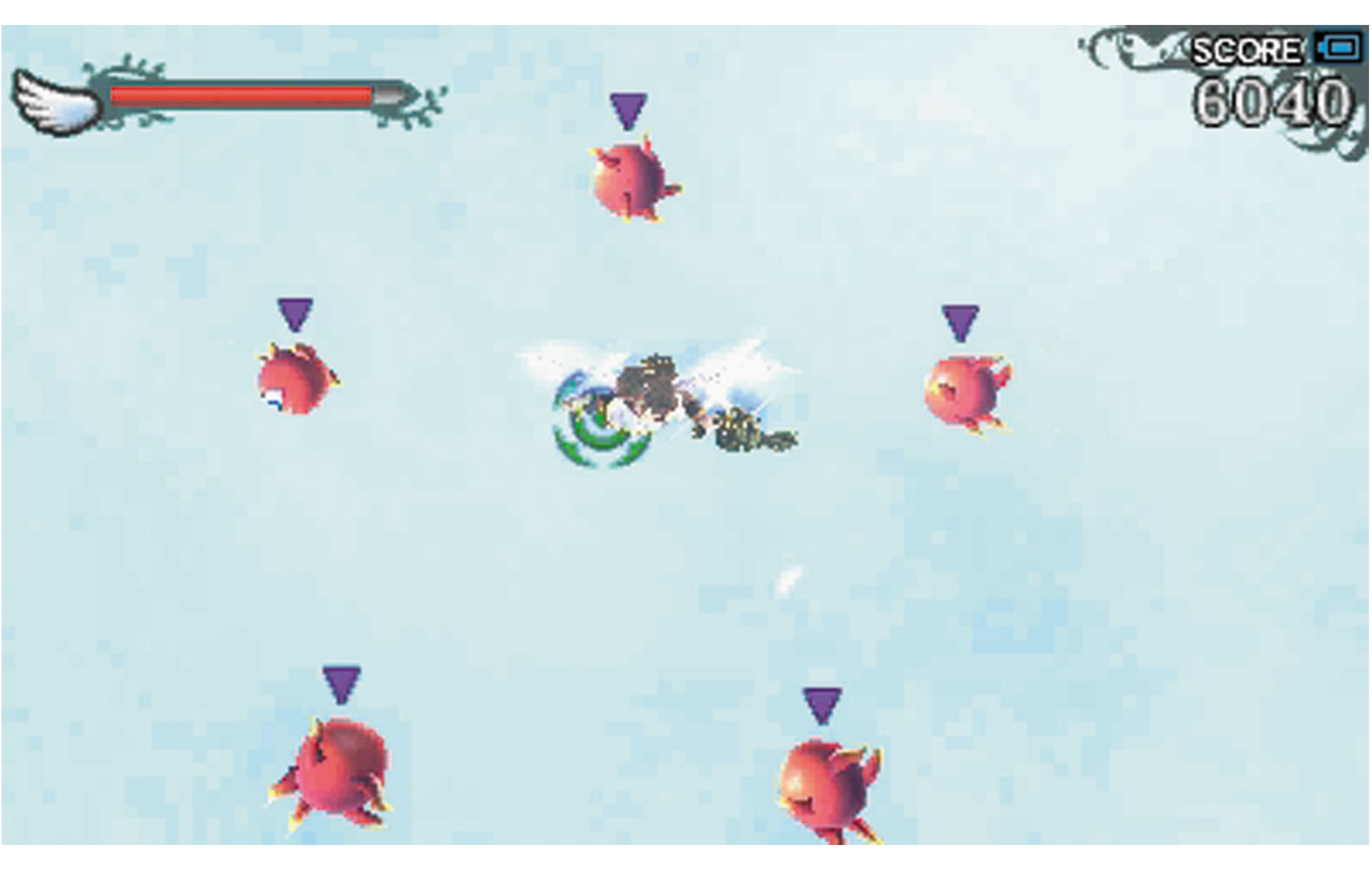


The goddess Palutena has sent forth her loyal servant, Pit, to investigate the return of the evil Underworld Army, once led by Medusa, goddess of the Underworld, and generally a pretty unpleasant woman to deal with. The fray begins as soon as Pit steps out of the gate into the skies above the earth, with waves of Monoeyes hovering into view.

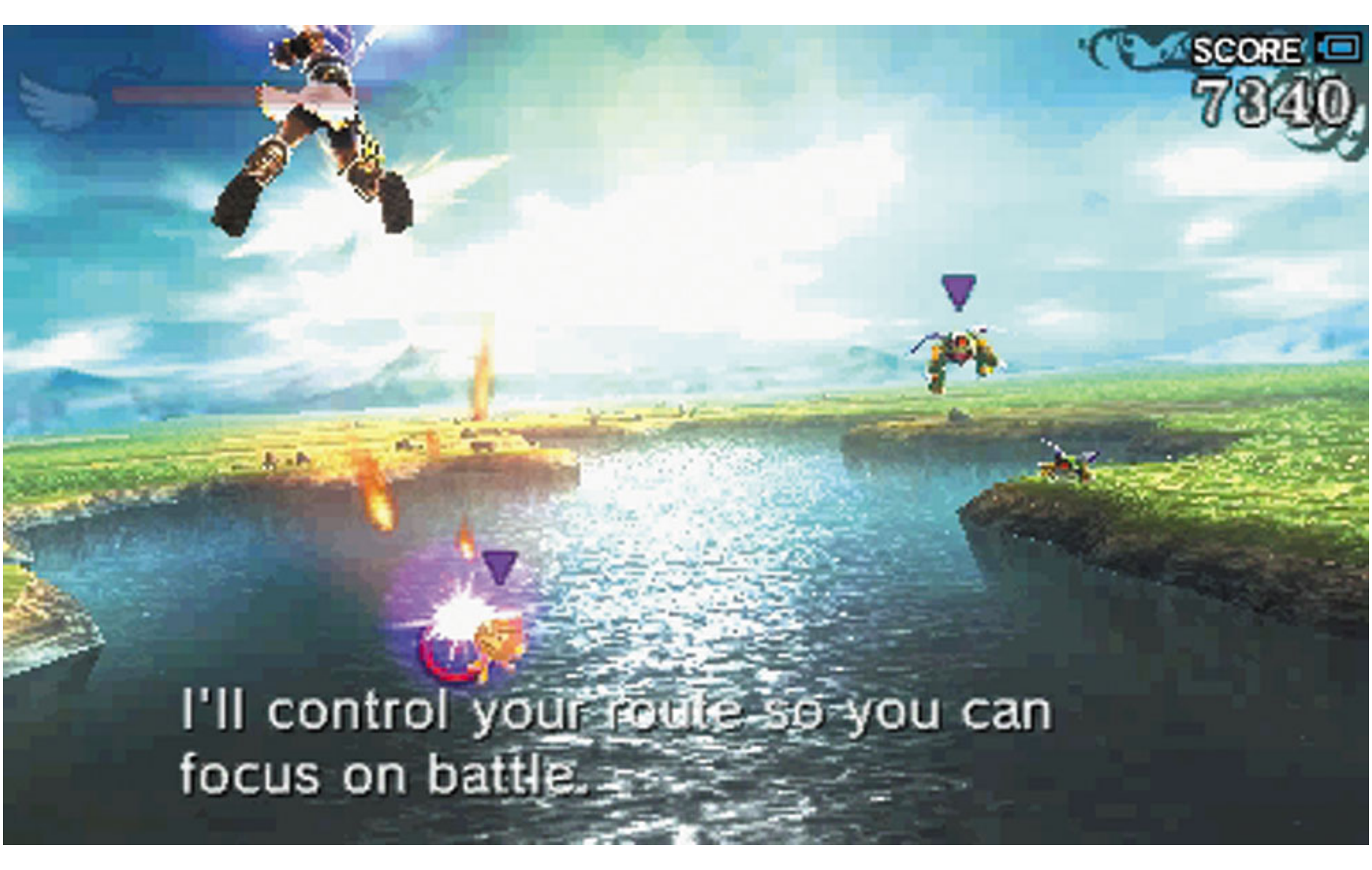
Tip

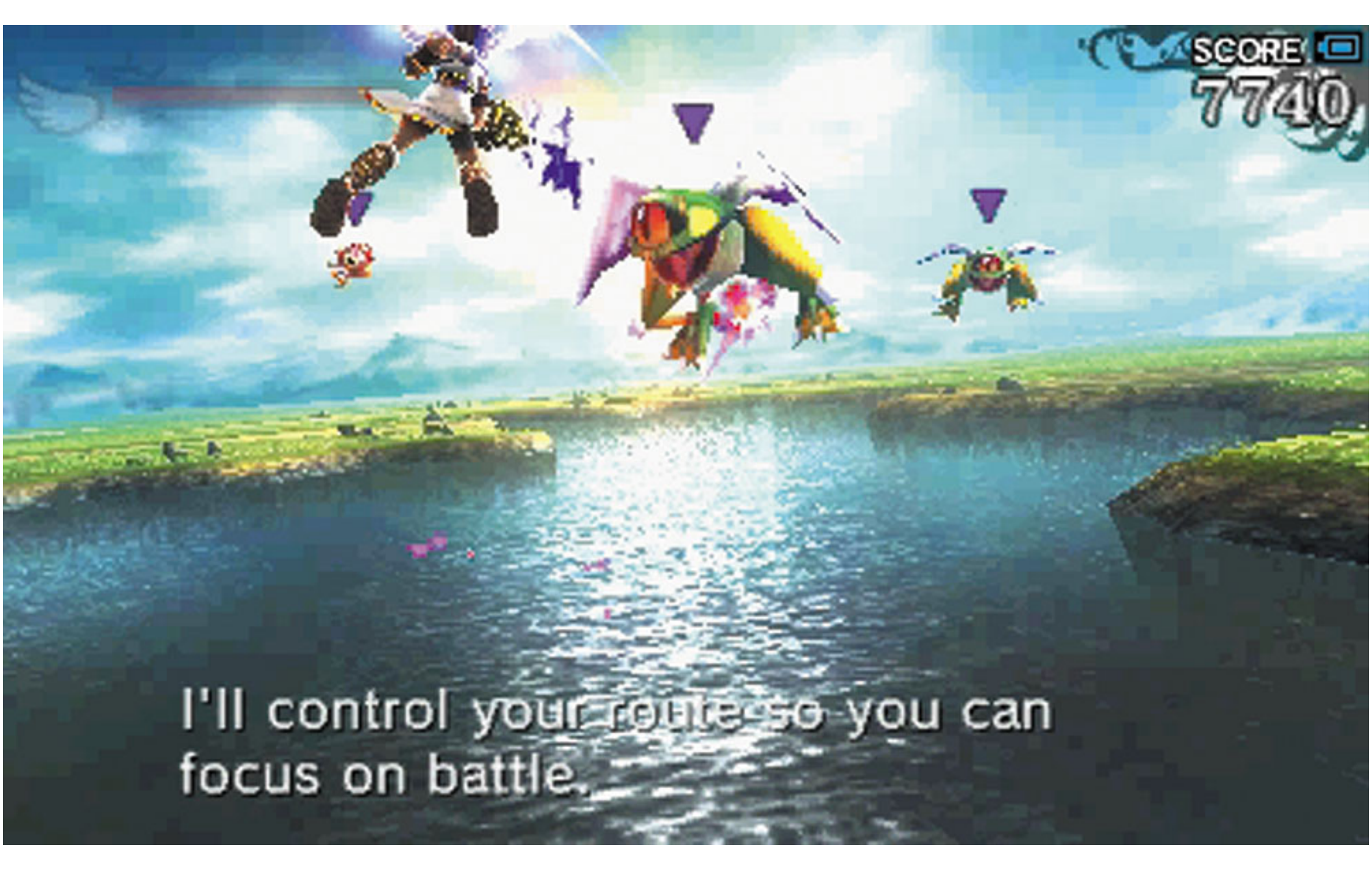
Do your best to take out every enemy that attacks you in every Air Battle segment in the game. Wiping out a wave of baddies is worth bonus points, and the hearts don't hurt to have, either.





Pit is pretty unconcerned about a potentially resurrected Medusa until, after less than a minute of enjoying his new ability to fly, Medusa makes an appearance. Being cooped up for a quarter of a century has only successfully made her more determined to exact her revenge on the angel and his goddess. Monoeyes continue to swarm in, and Palutena eventually guides Pit toward the ground.


SCORE
7340
I'll control your route so you can focus on battle.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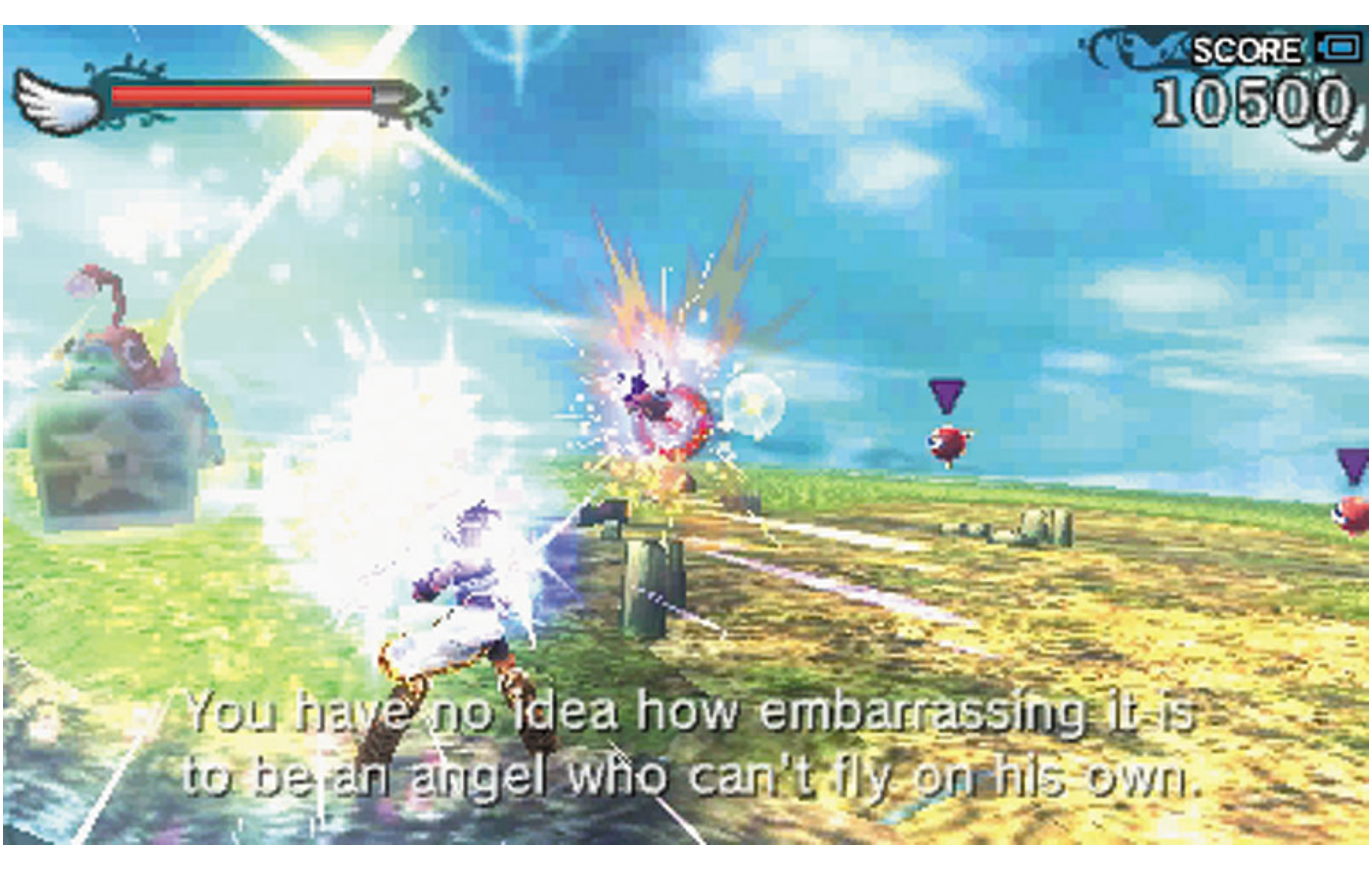
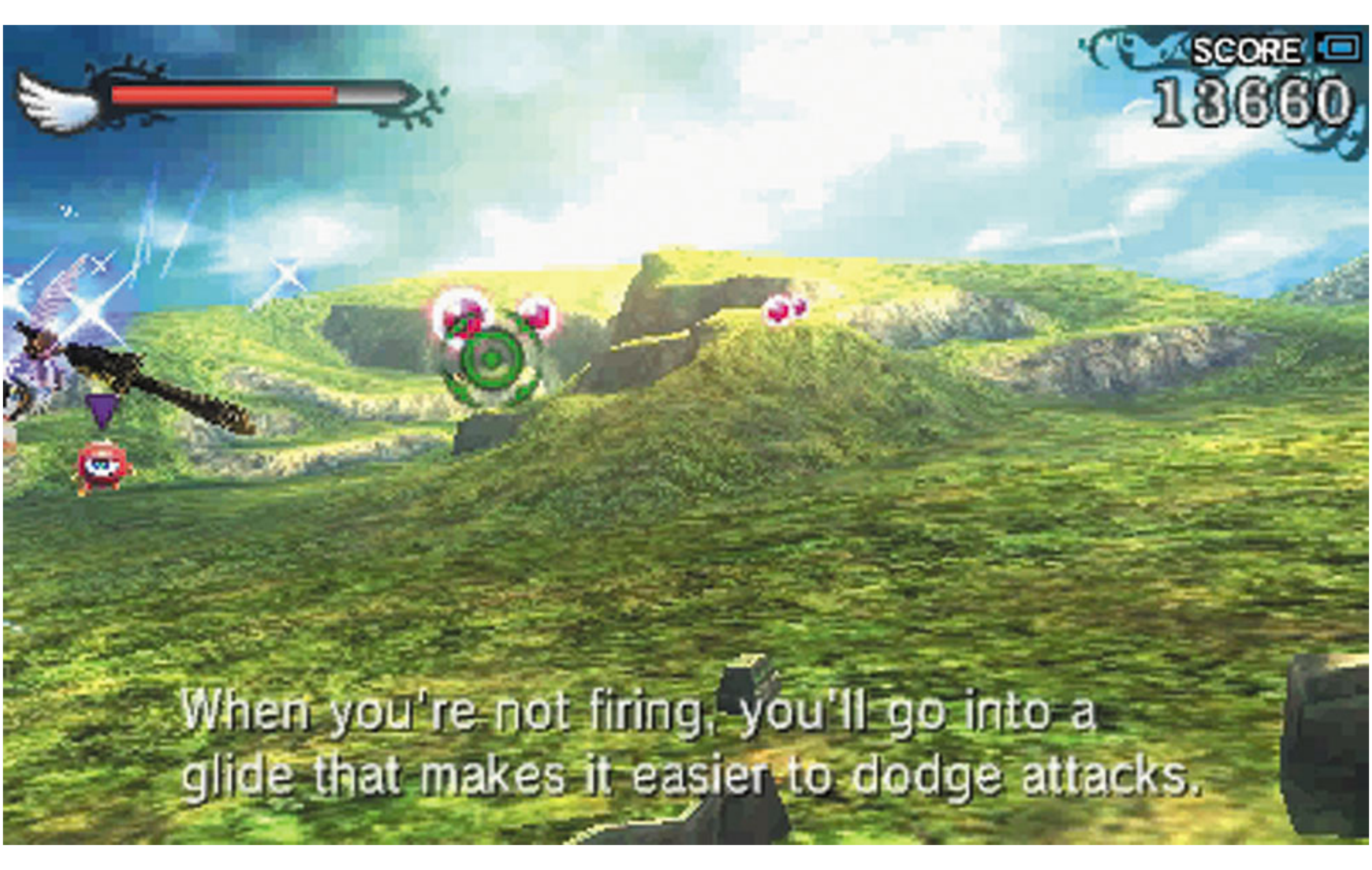
I'll control your route so you can focus on battle.

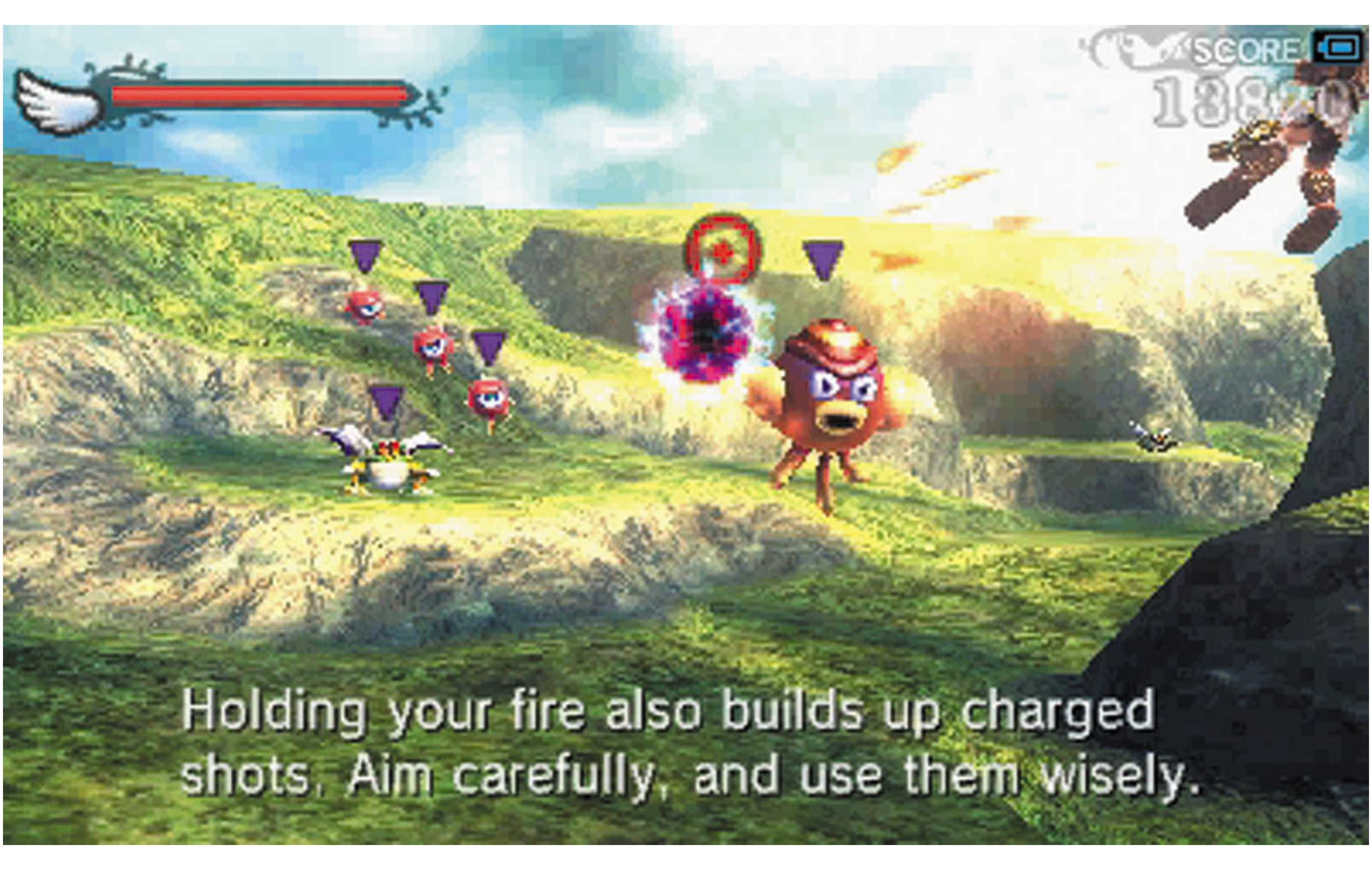

SCORE
10500
You have no idea how embarrassing it is to be an angel who can't fly on his own.

After diving through the clouds, you're introduced to more resilient foes, Octos and Kerons. They are more resilient than the Monoeyes you've been tearing through. Watch out for a floating Treasure Fish that tries to slip past you while you're busy with other targets. It drops a power up to help with clearing the sky.

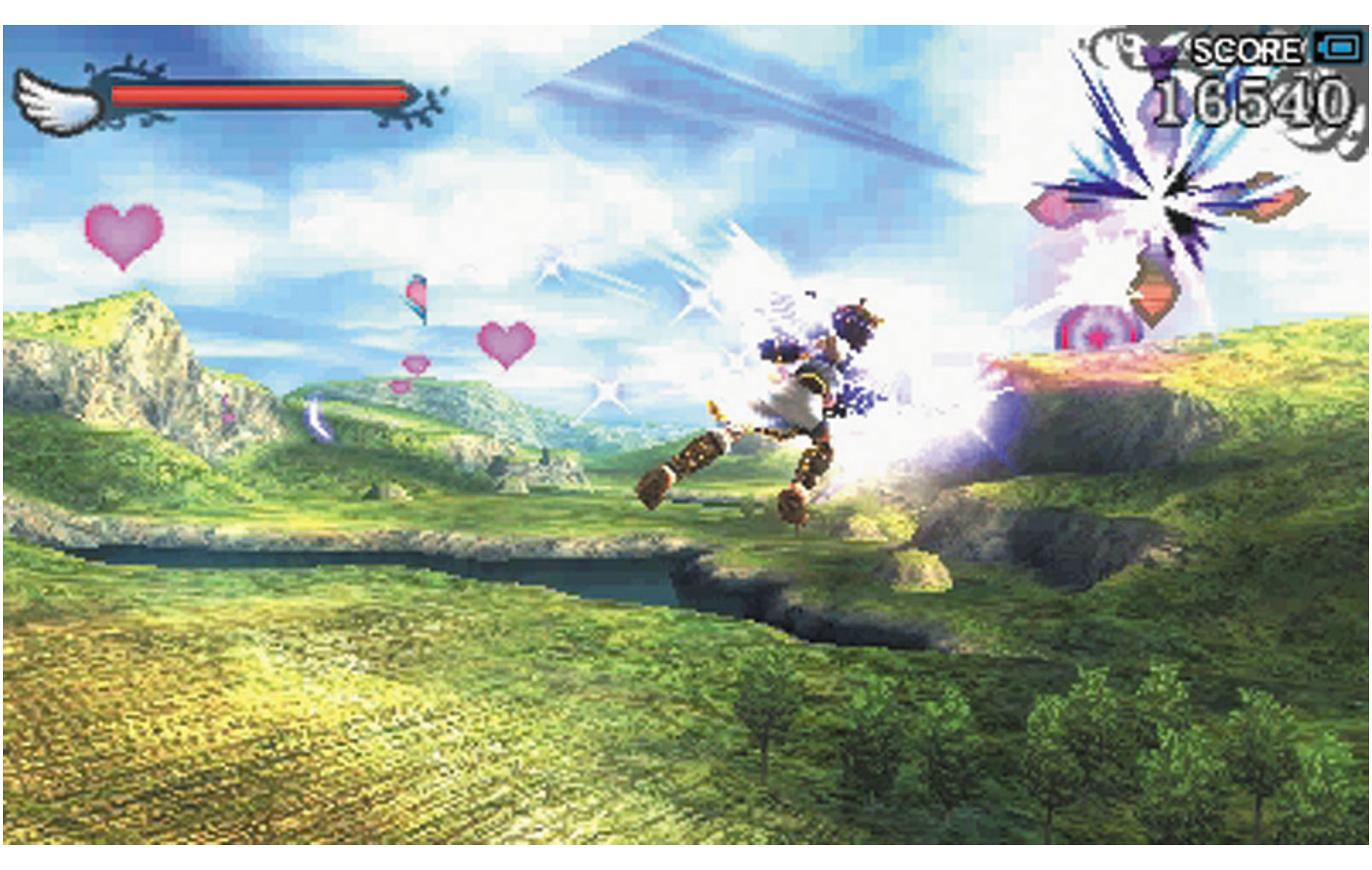
Tip

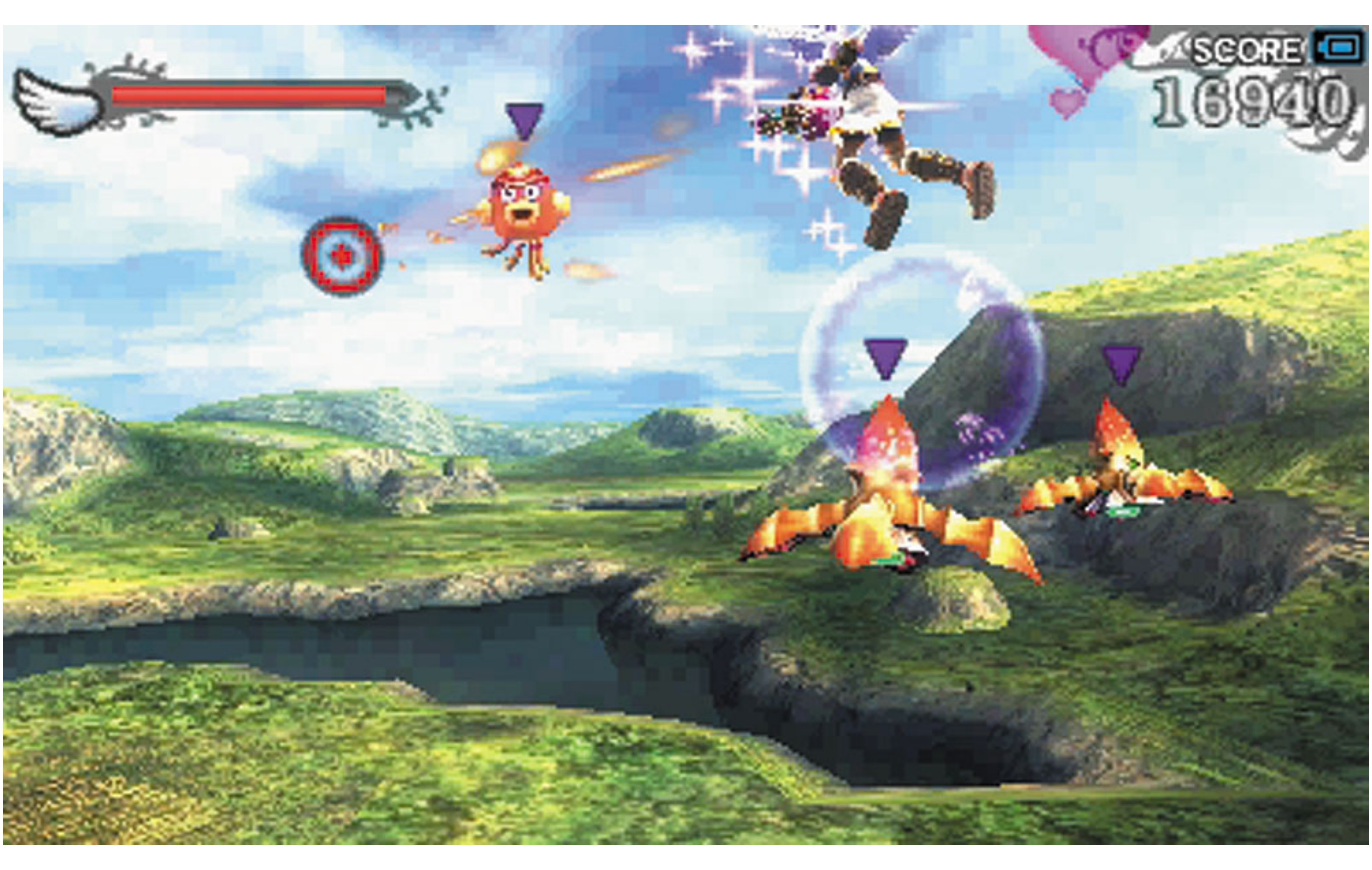
Don't be stingy with your screen-clearing Special Attack during this low-level flight, especially on higher Intensities. It's possible to have two of these weapons fully charged by now.


SCORE
13660
When you're not firing, you'll go into a glide that makes it easier to dodge attacks.


SCORE
Holding your fire also builds up charged shots. Aim carefully, and use them wisely.

About halfway through this battle, a series of Recovery Orbs appears in the distance as Pit flies toward a canyon. Be sure to collect them, but also be aware that many enemies will also be trying to mix shots in with the incoming orbs.


SCORE
16540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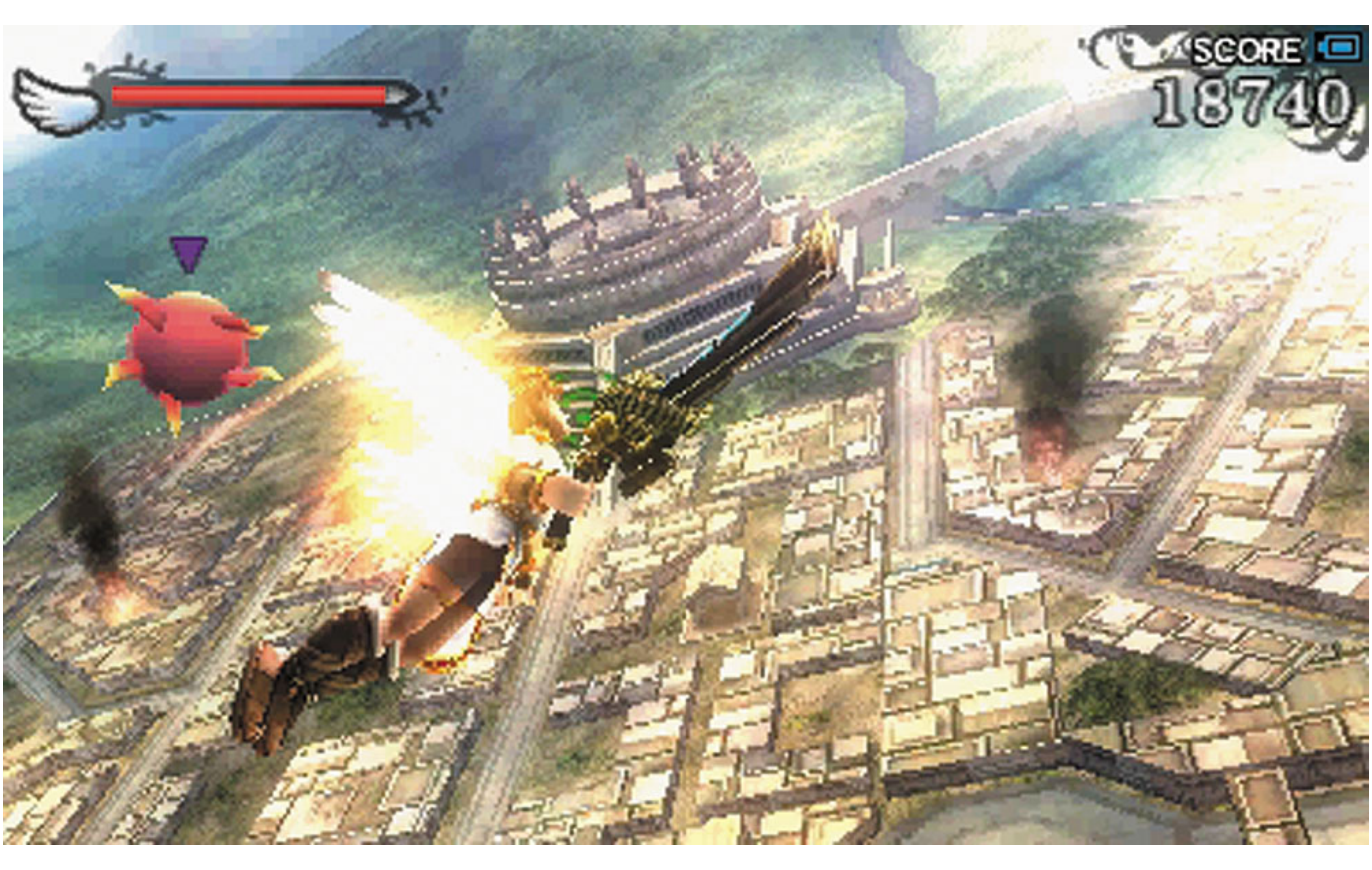
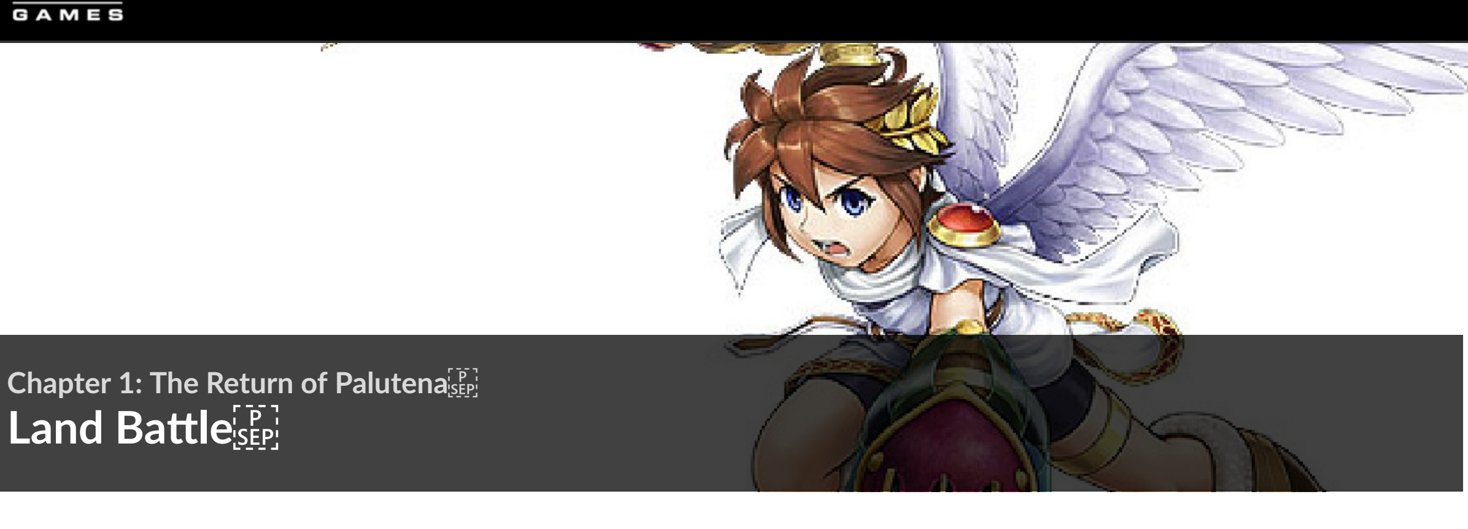
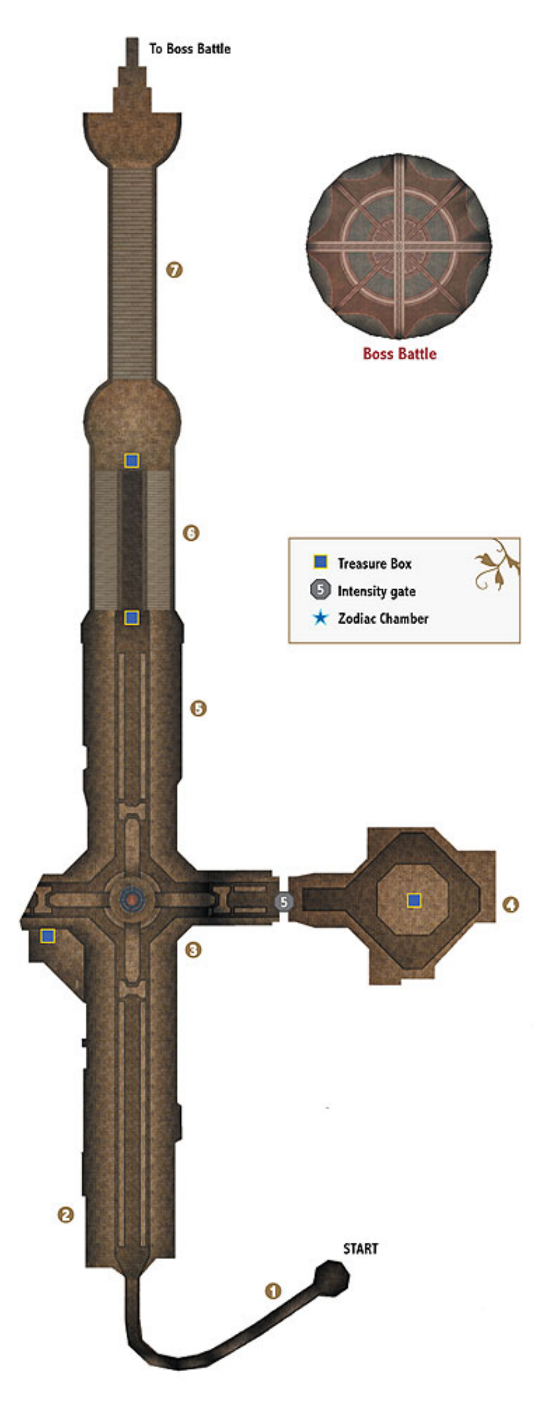

SCORE
18740

Another new type of enemy, Gyrazers, flits into view, darting about until they settle into position, and spin rapidly while unloading a barrage of rapid-fire blue shots at you. Don't give them a chance to draw a bead on you and finish them quickly. Eventually, you will see a town in the distance, which is under assault by the Underworld Army. A final group of enemies harasses you as Palutena guides you to the town. Prepare for your first land battle!

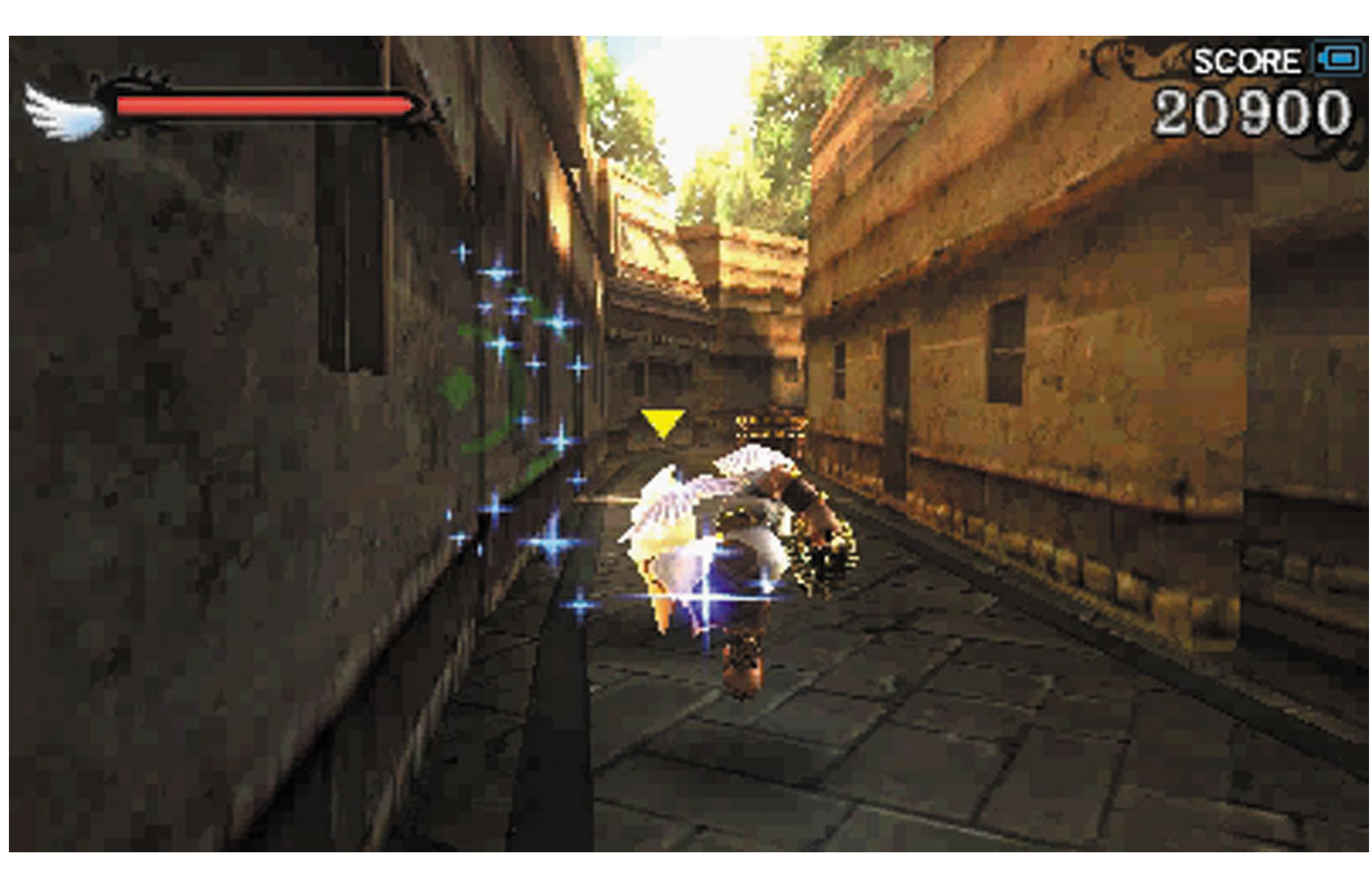


Chapter 1: The Return of Palutena

Land Battle

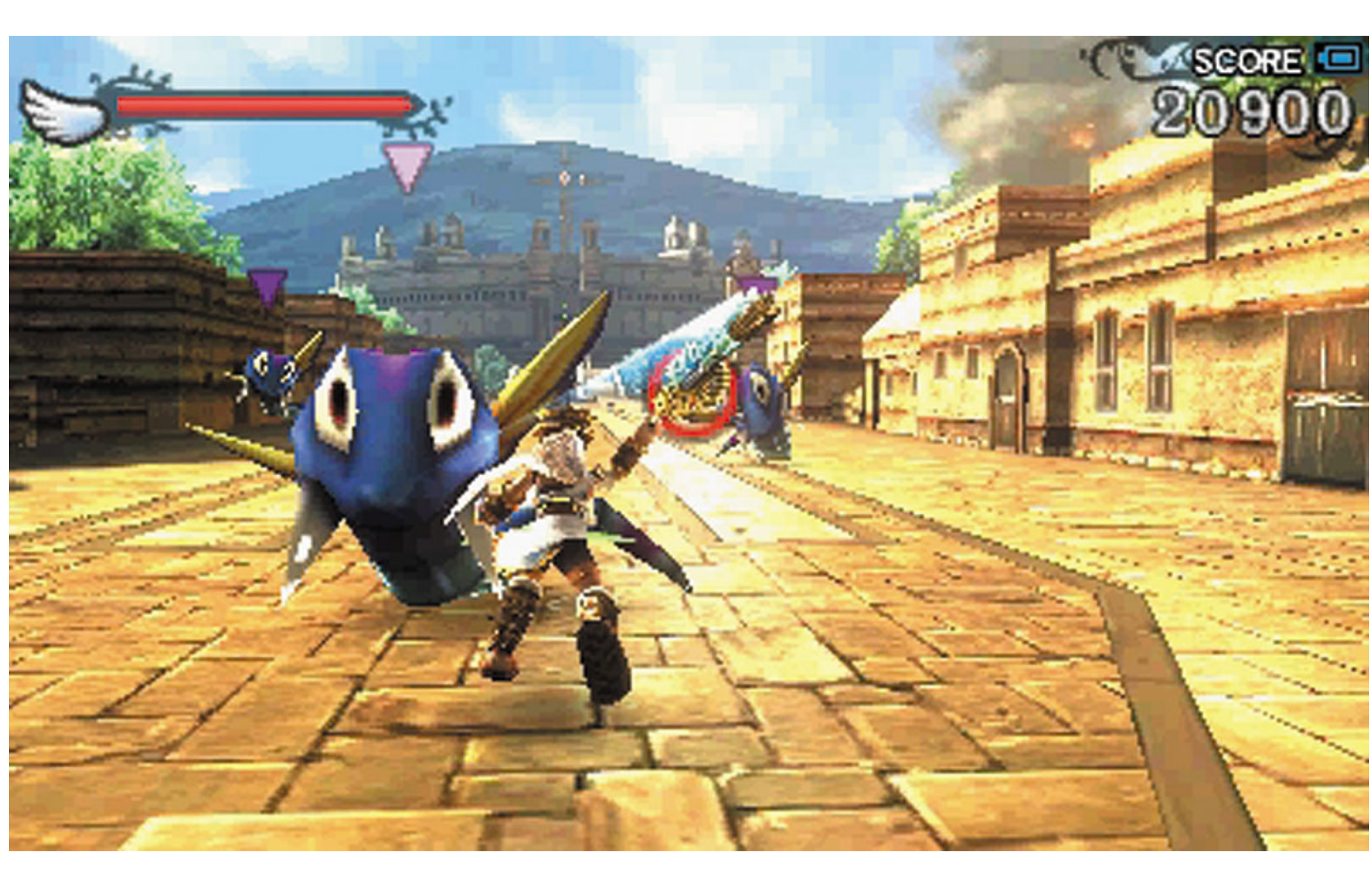


To Boss Battle
Boss Battle
7
6
5
4
3
2
1
START
5
Treasure Box
Intensity gate
Zodiac Chamber

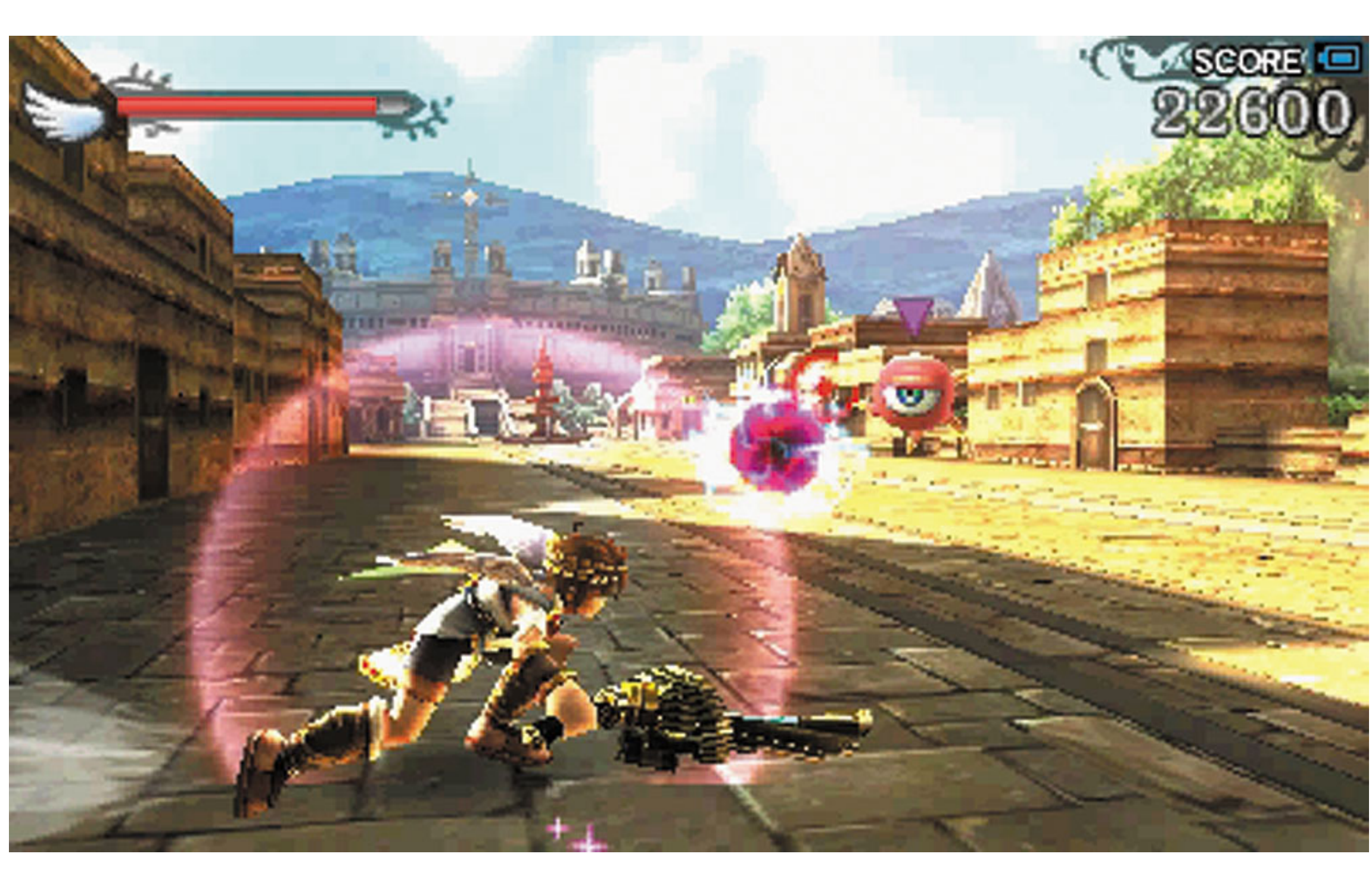


SCORE
20900

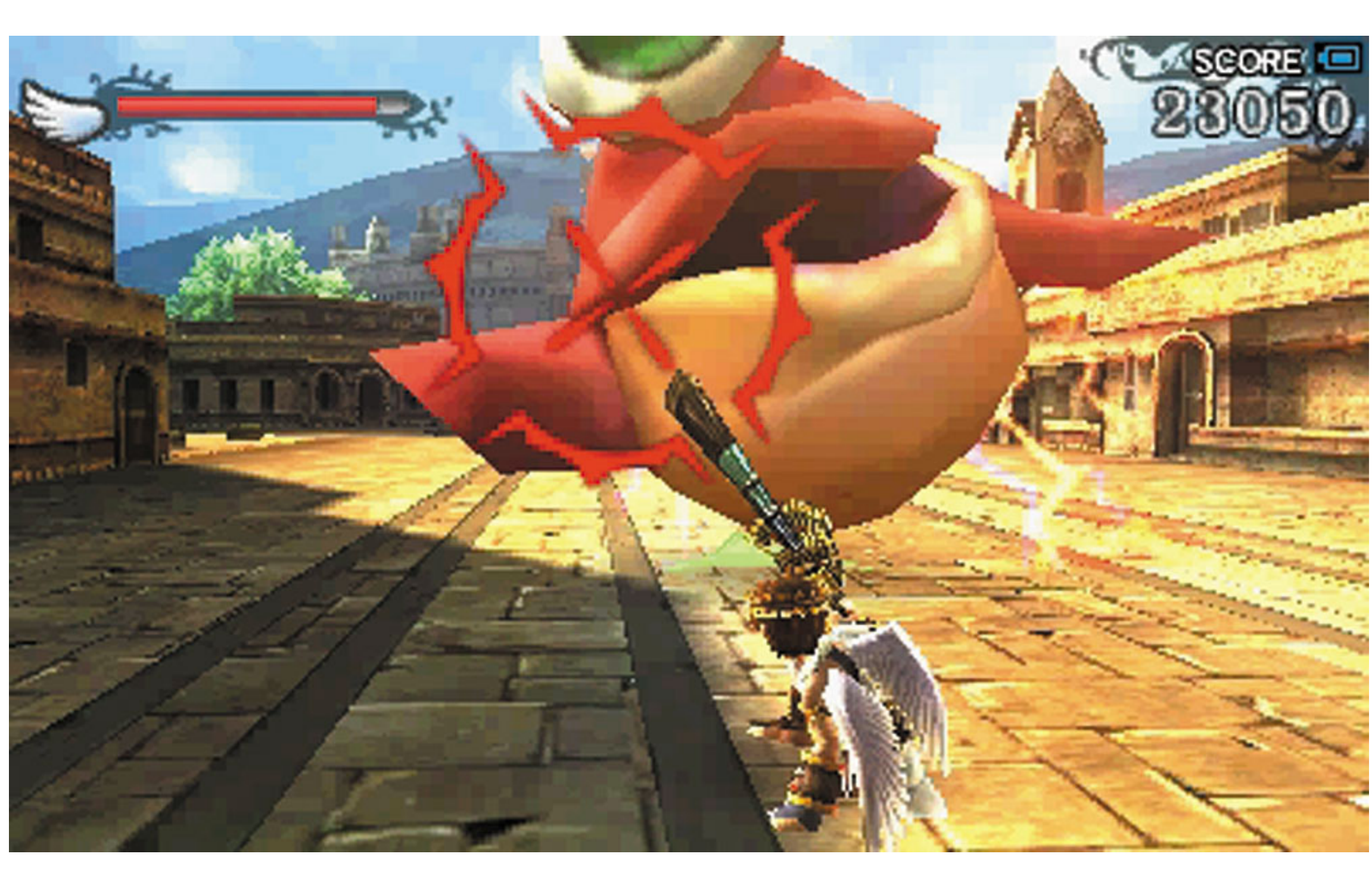
1. Typically near the start of every land battle, there is some food for restoring Pit's health.



SCORE
20900

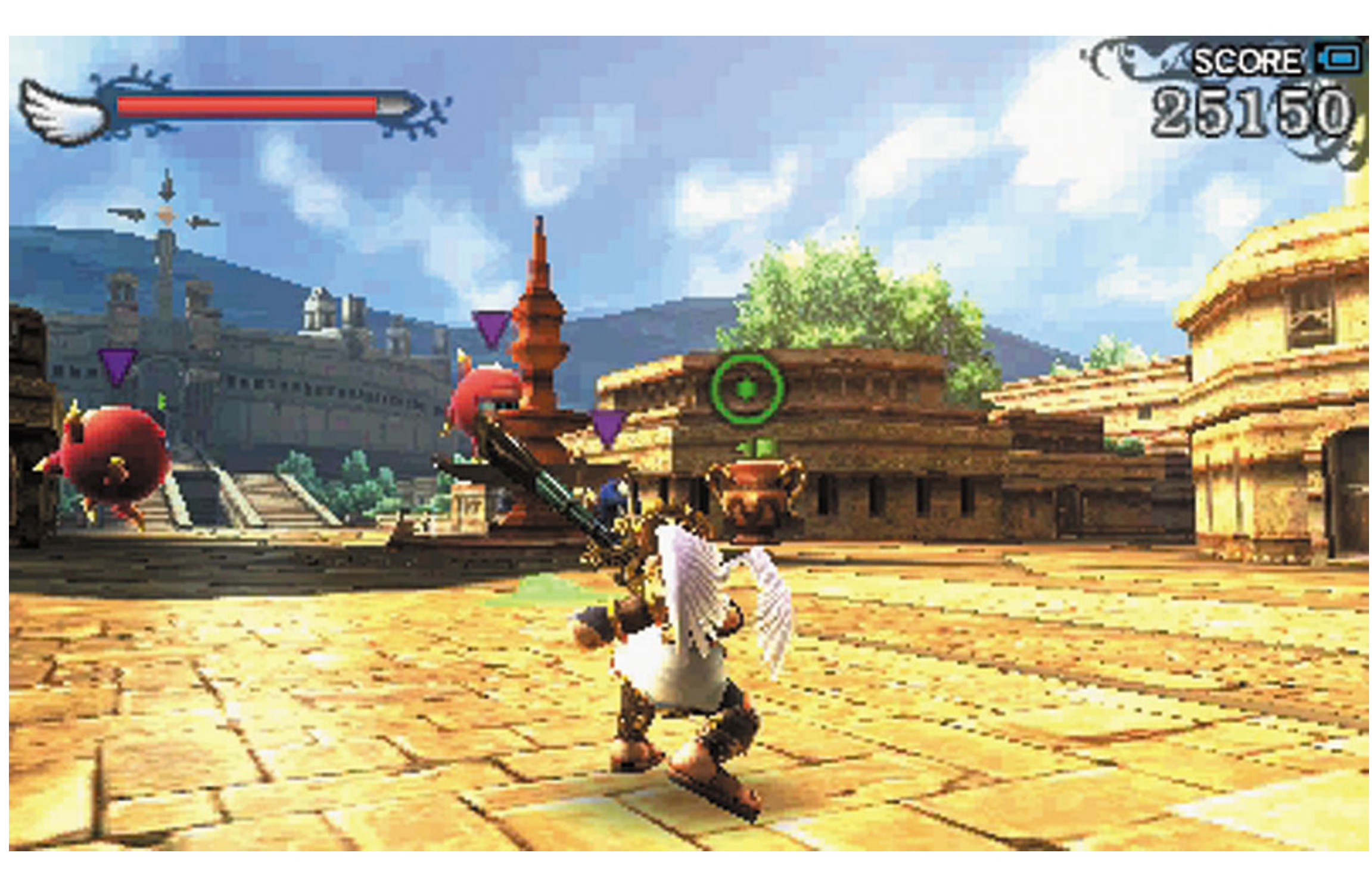


SCORE
22600

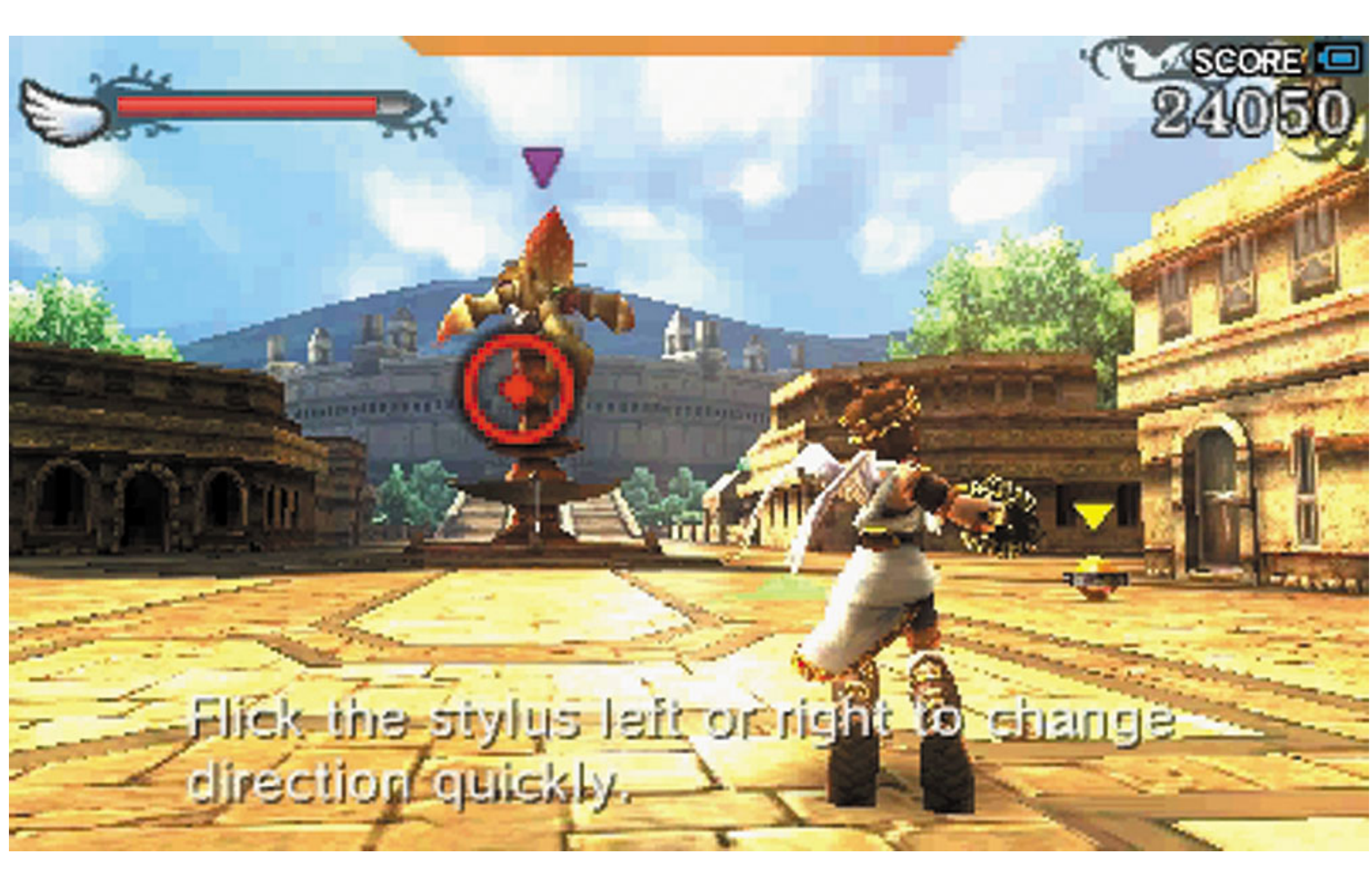


SCORE
23050

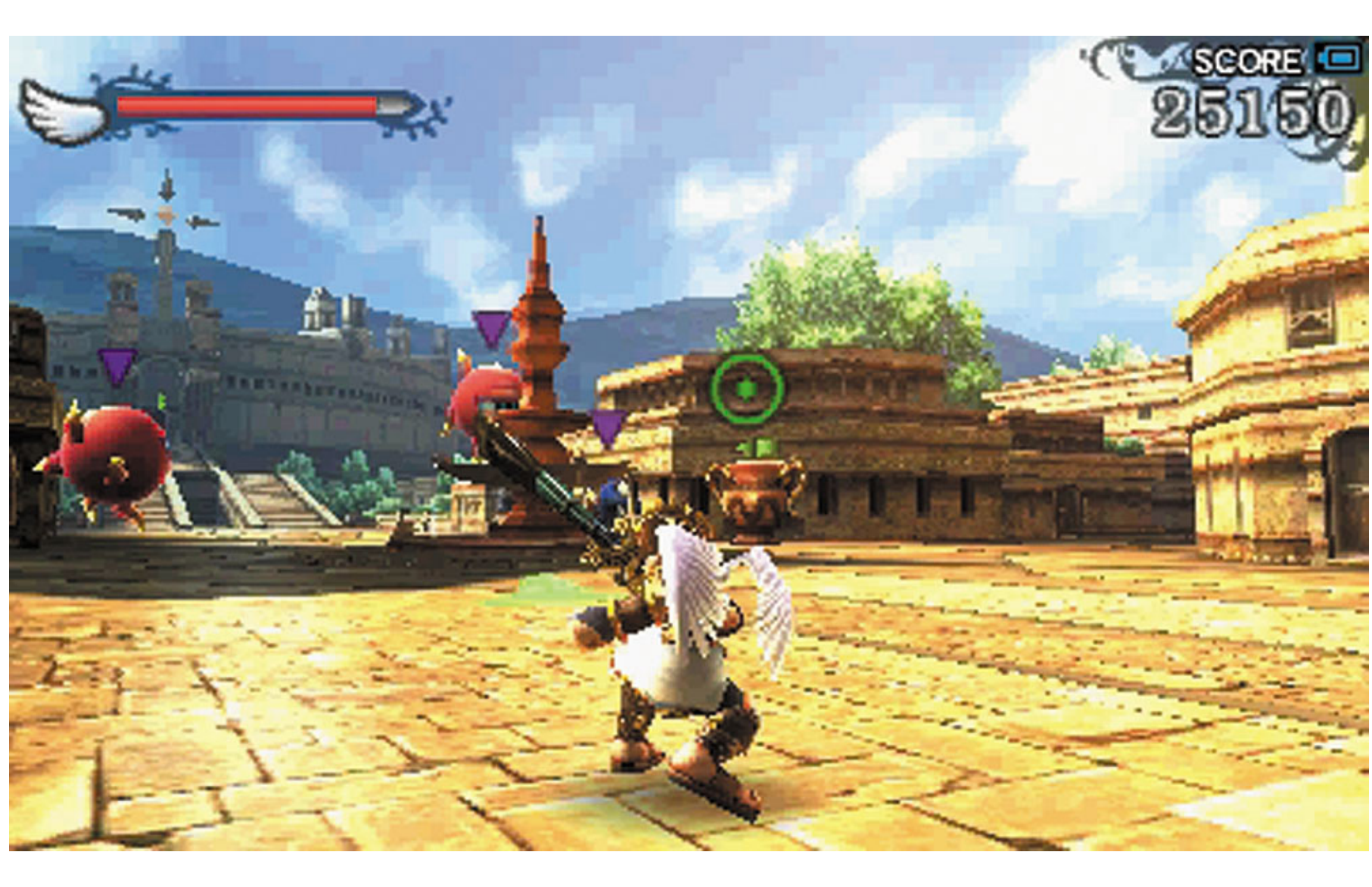
2. Shemums and Monoeyes are your first opponents. Watch out for the Shemums' poisonous bites. On higher difficulties this can be quite damaging. Just past the first group of enemies, a Nettler drops in.



SCORE
25150

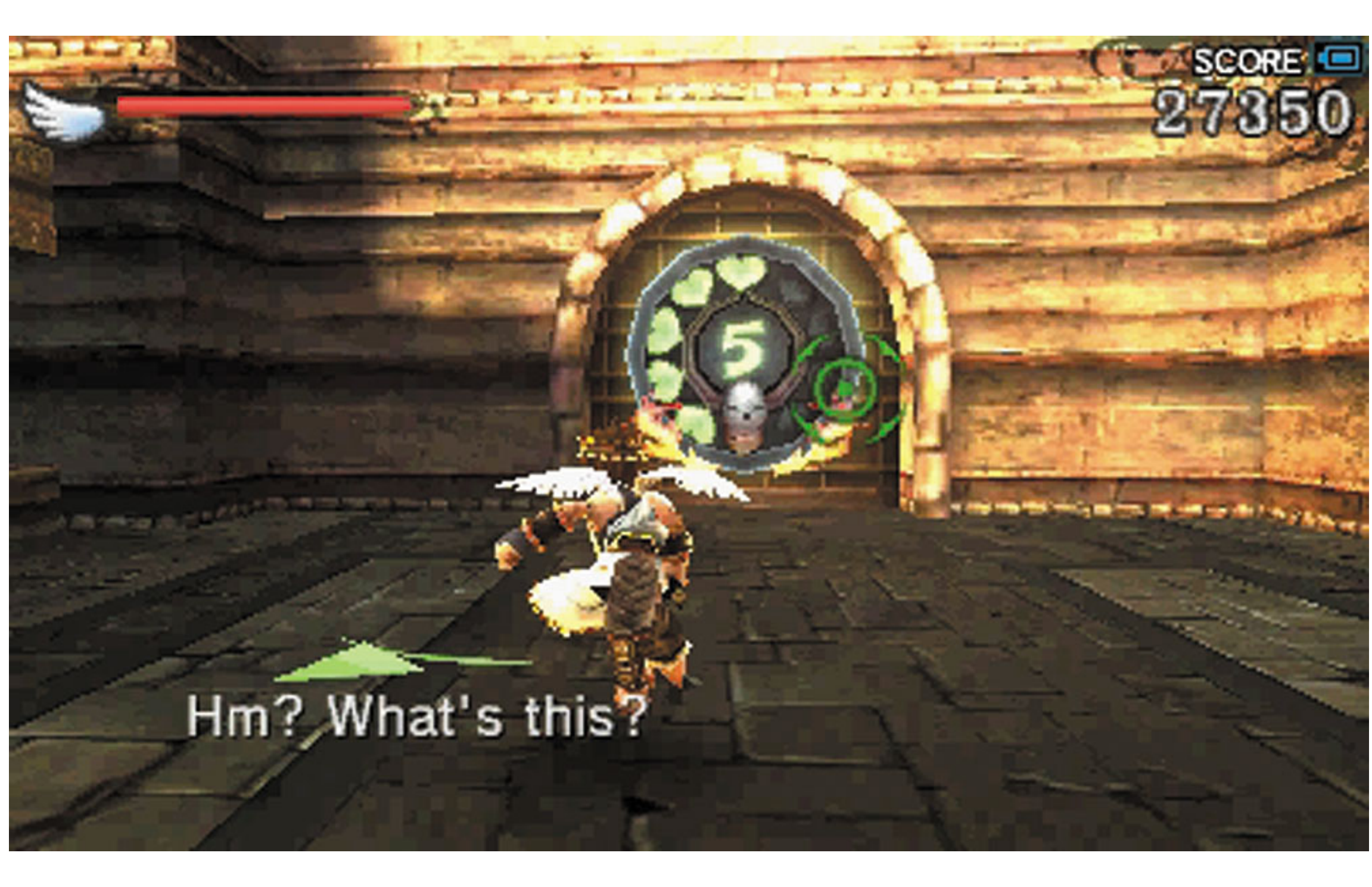


SCORE
24050
Flick the stylus left or right to change direction quickly.

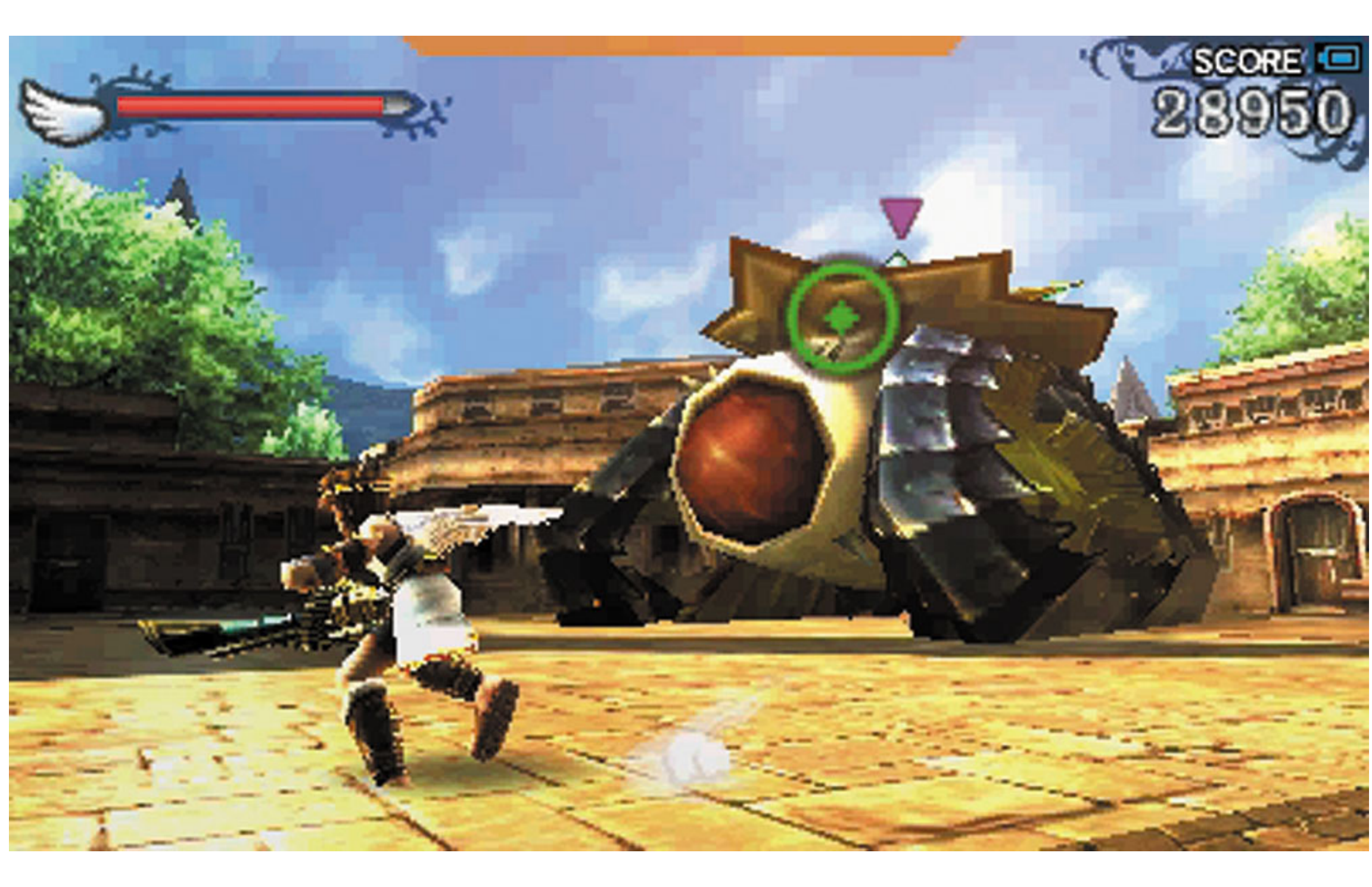


SCORE
25150

3. Near the fountain, you come across another sizeable enemy force. Make sure to take out the jar that is spawning Shemums. A Treasure Box is also near the fountain.

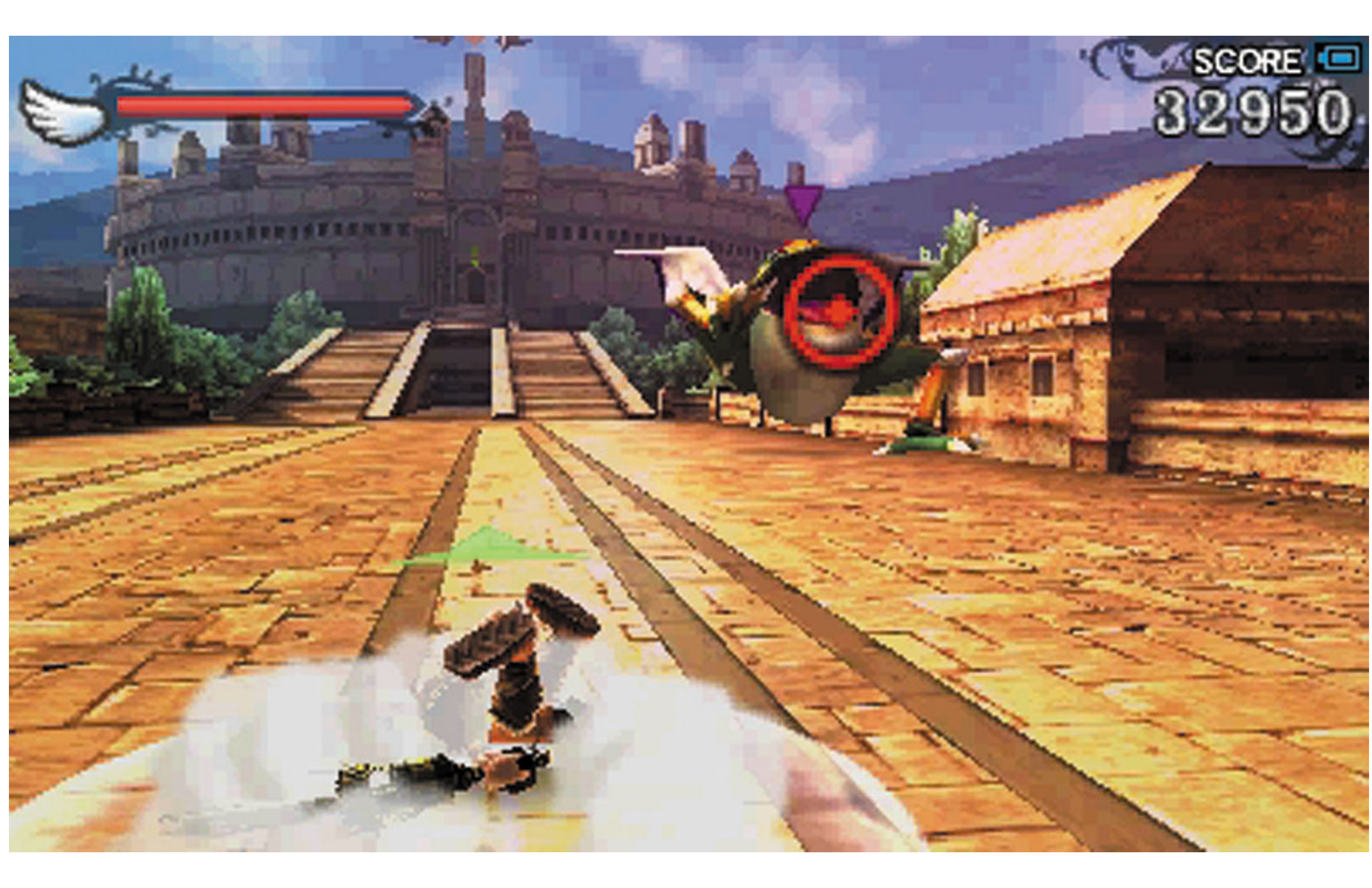


SCORE
27350
5
Hm? What's this?

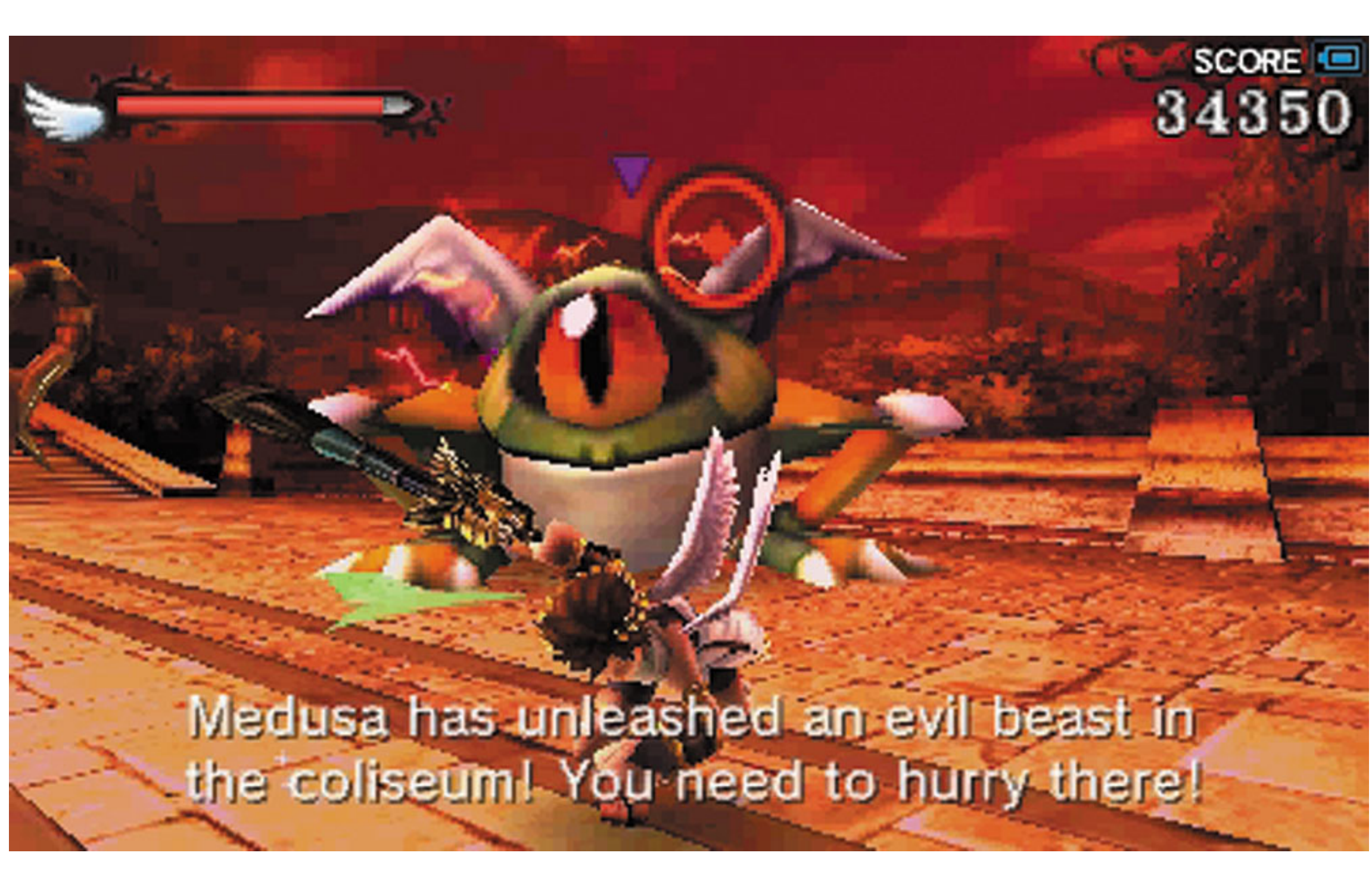


SCORE
28950

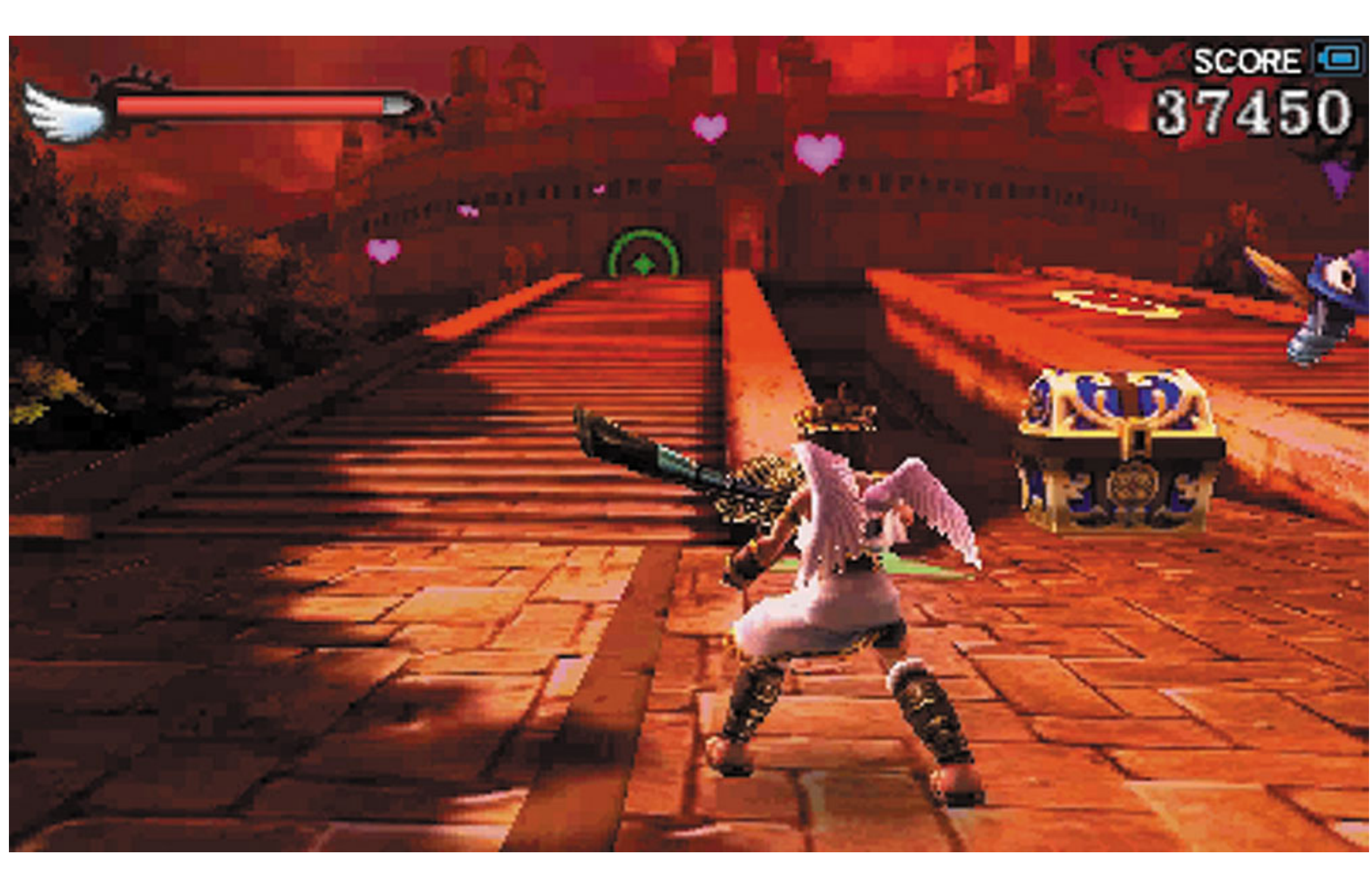
4. If you're on Intensity level 5, you can open the Intensity gate to the right of the fountain. Defeat the Crawler and the two Gyrazers here to make another Treasure Box appear.



SCORE
32950

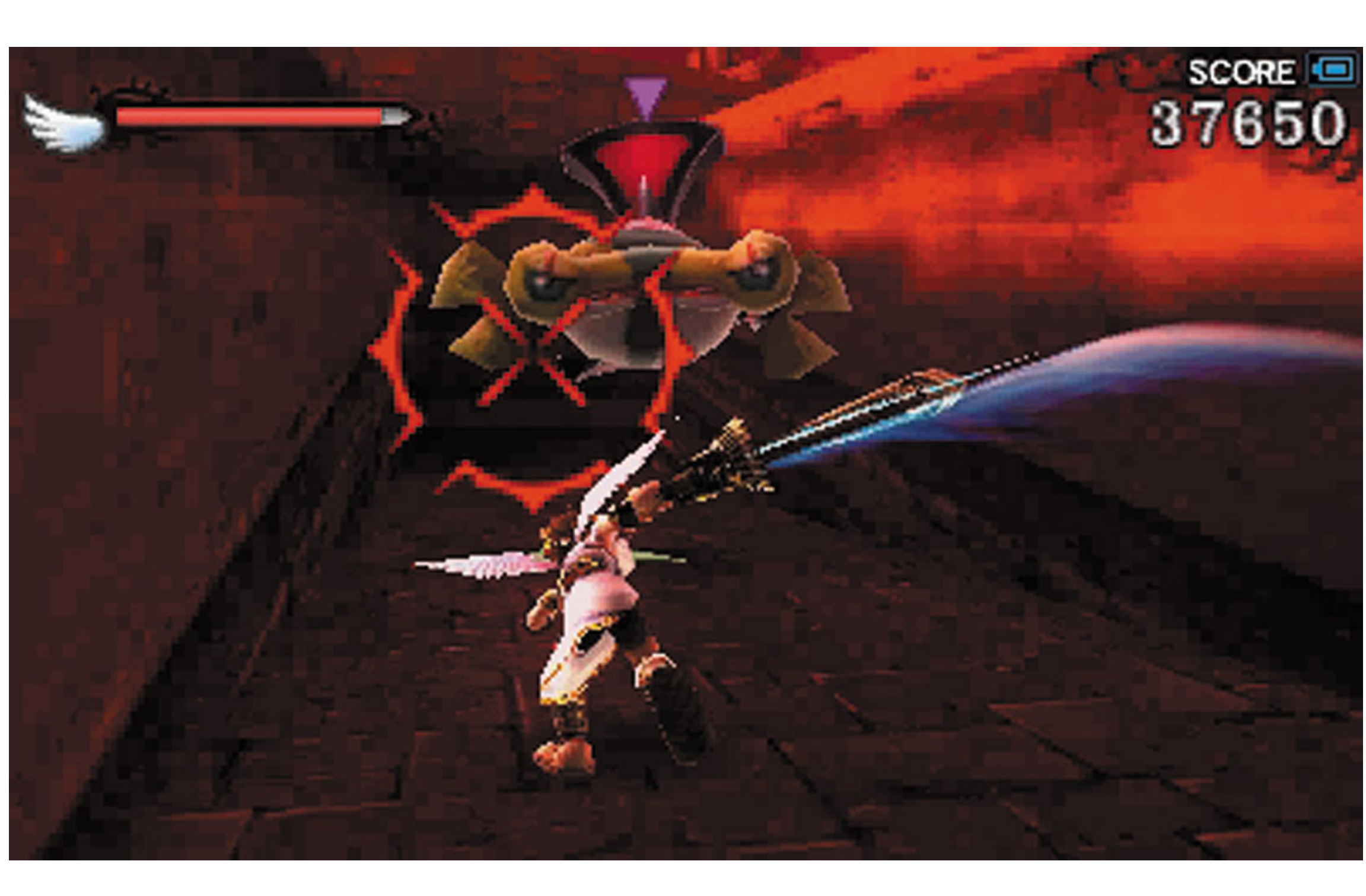


SCORE
34350
Medusa has unleashed an evil beast in the coliseum! You need to hurry there!

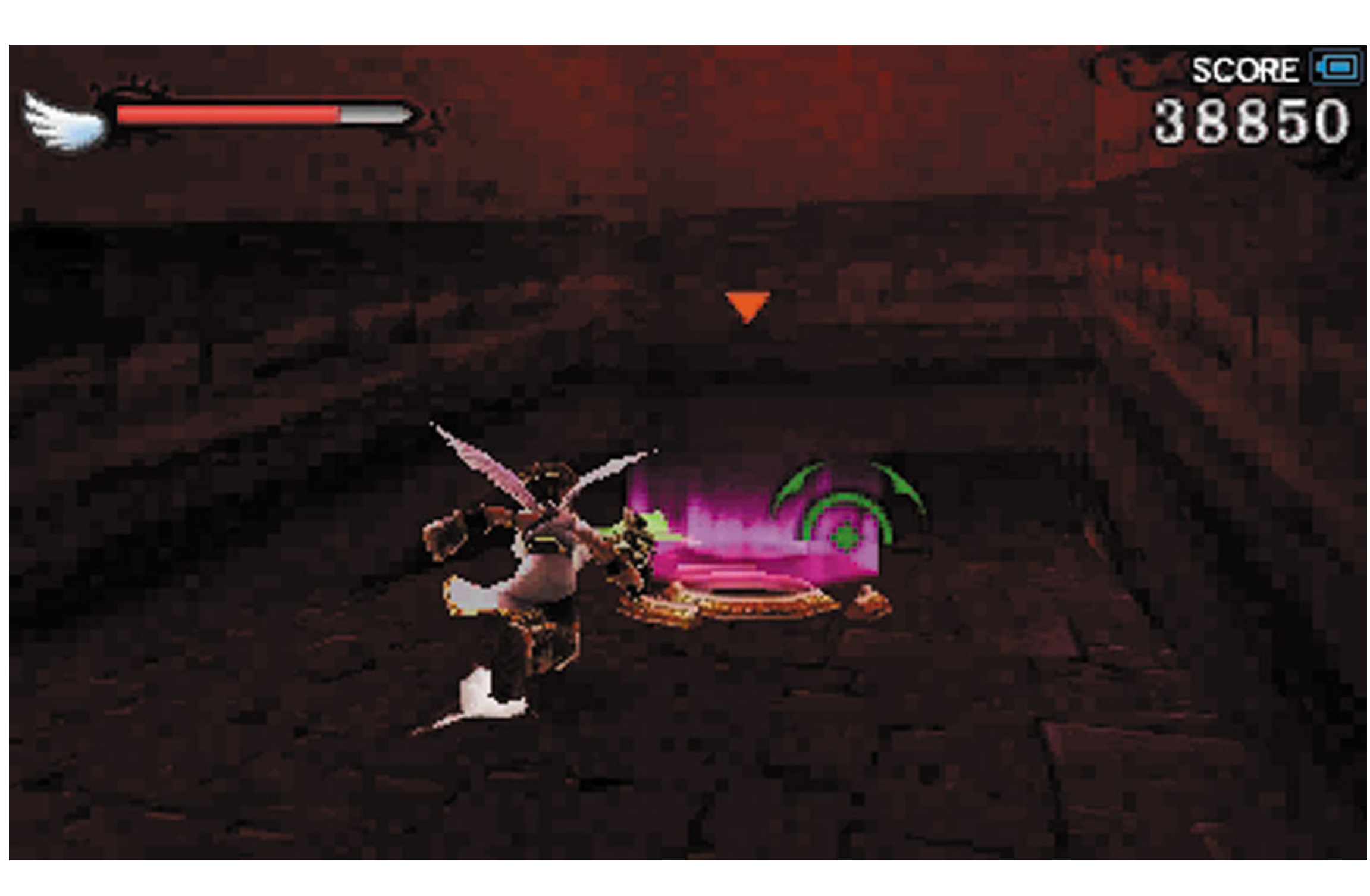


SCORE
37450

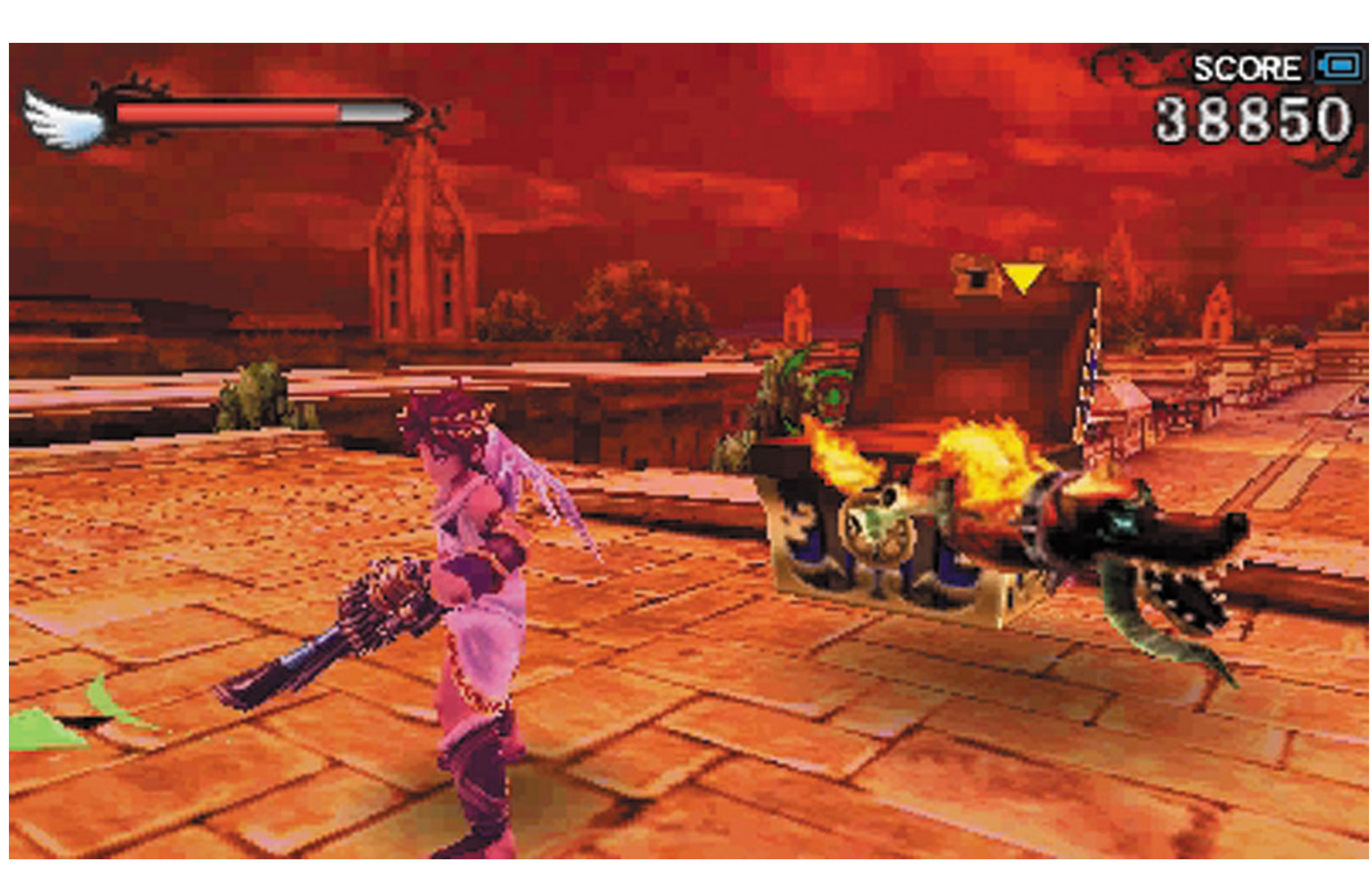
5. As you approach the stairs, another large enemy ambush strikes. Don't forget the Treasure Box at the tip of the alley between both stairways.



SCORE
37650

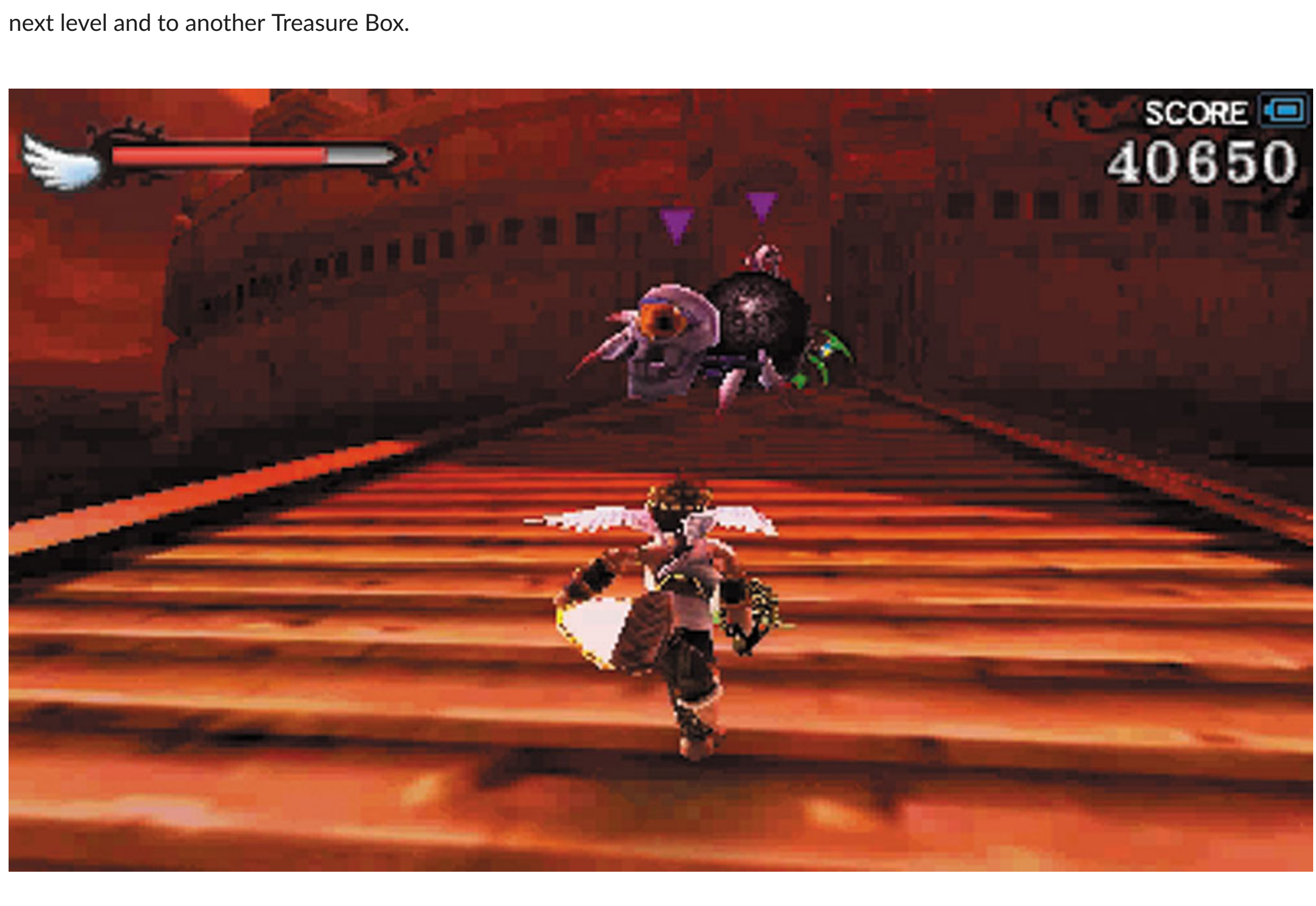


SCORE
38850

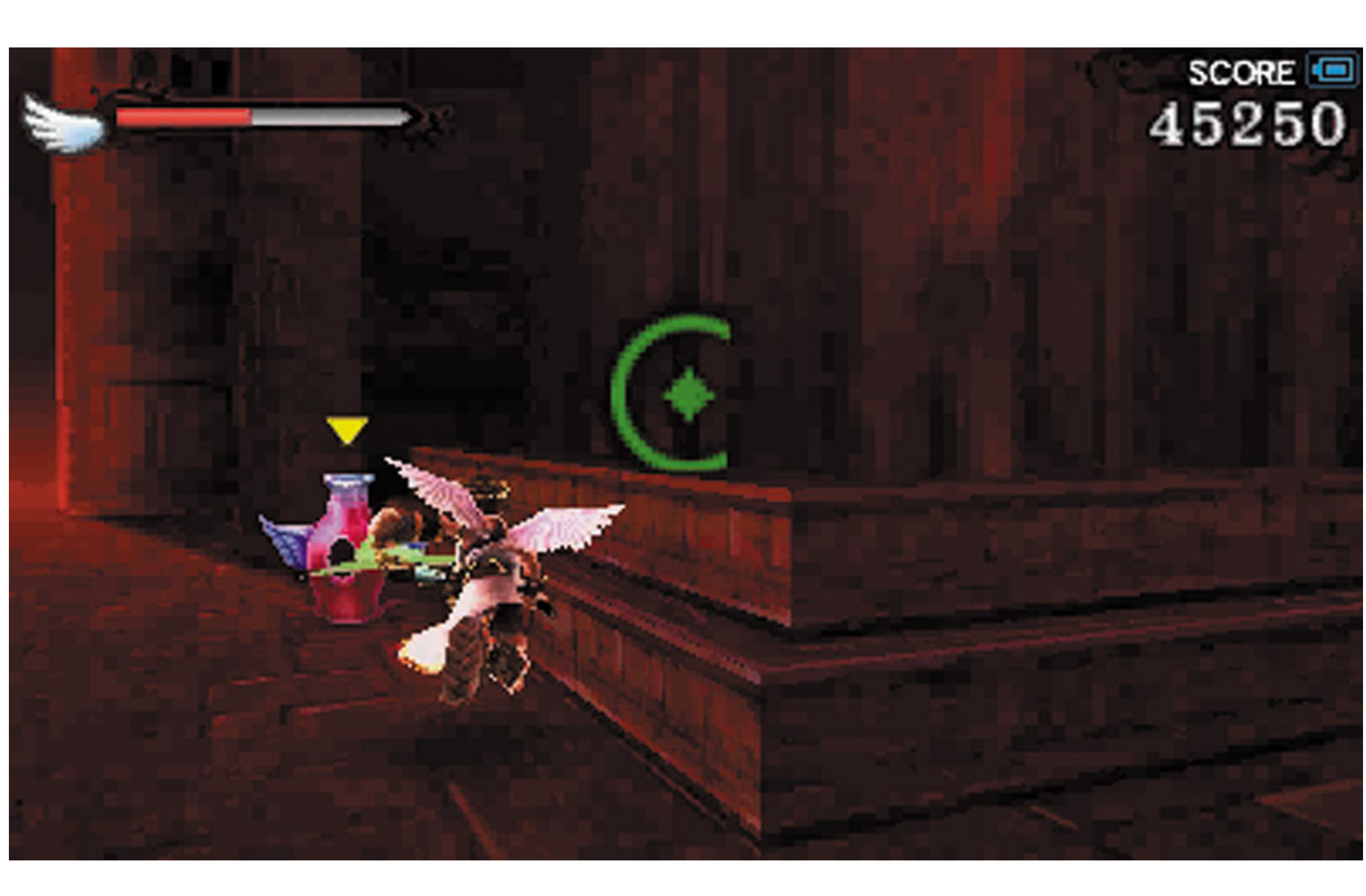


SCORE
38850

6. Take the alley between both stairways and defeat the Wave Angler that attacks. A jump pad appears, taking you up to the next level and to another Treasure Box.



SCORE
40650



SCORE
45250

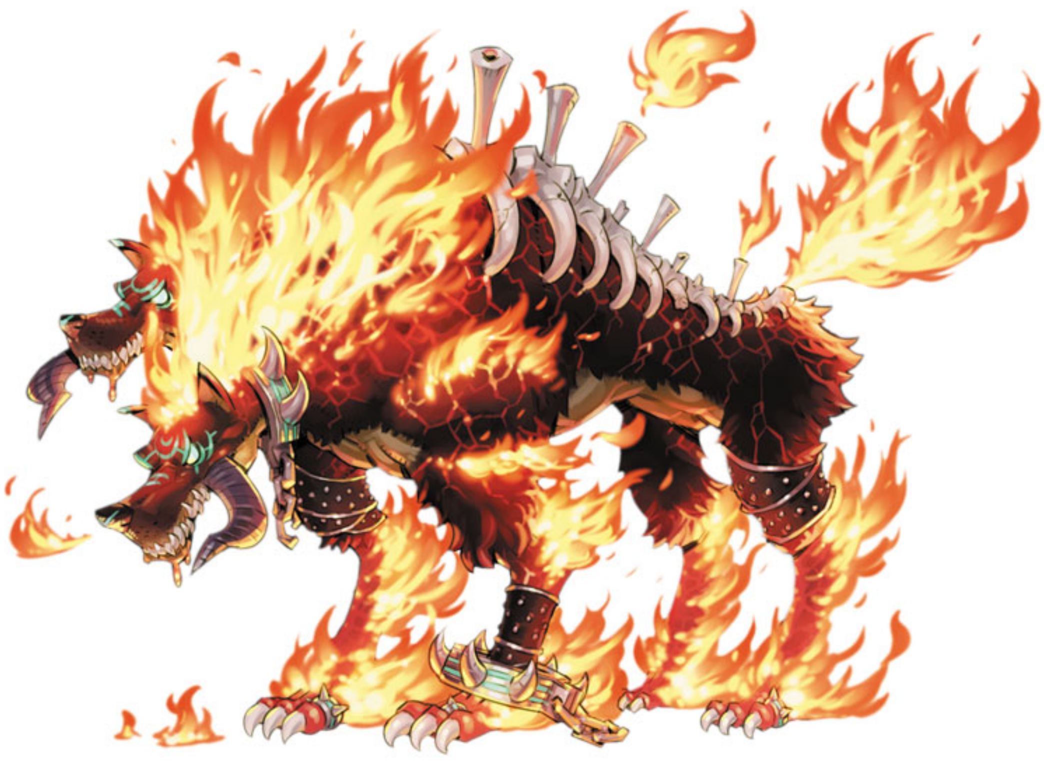
7. The last stretch of stairs takes you directly to the boss, but you're attacked along the way by a Ganewmede, among other monsters. Once you slice past them, collect the Drink of the Gods, and go after Medusa's pet.

Note

Drinks of the Gods typically appear before a major boss battle, but occasionally they also mark the halfway point through a long level.

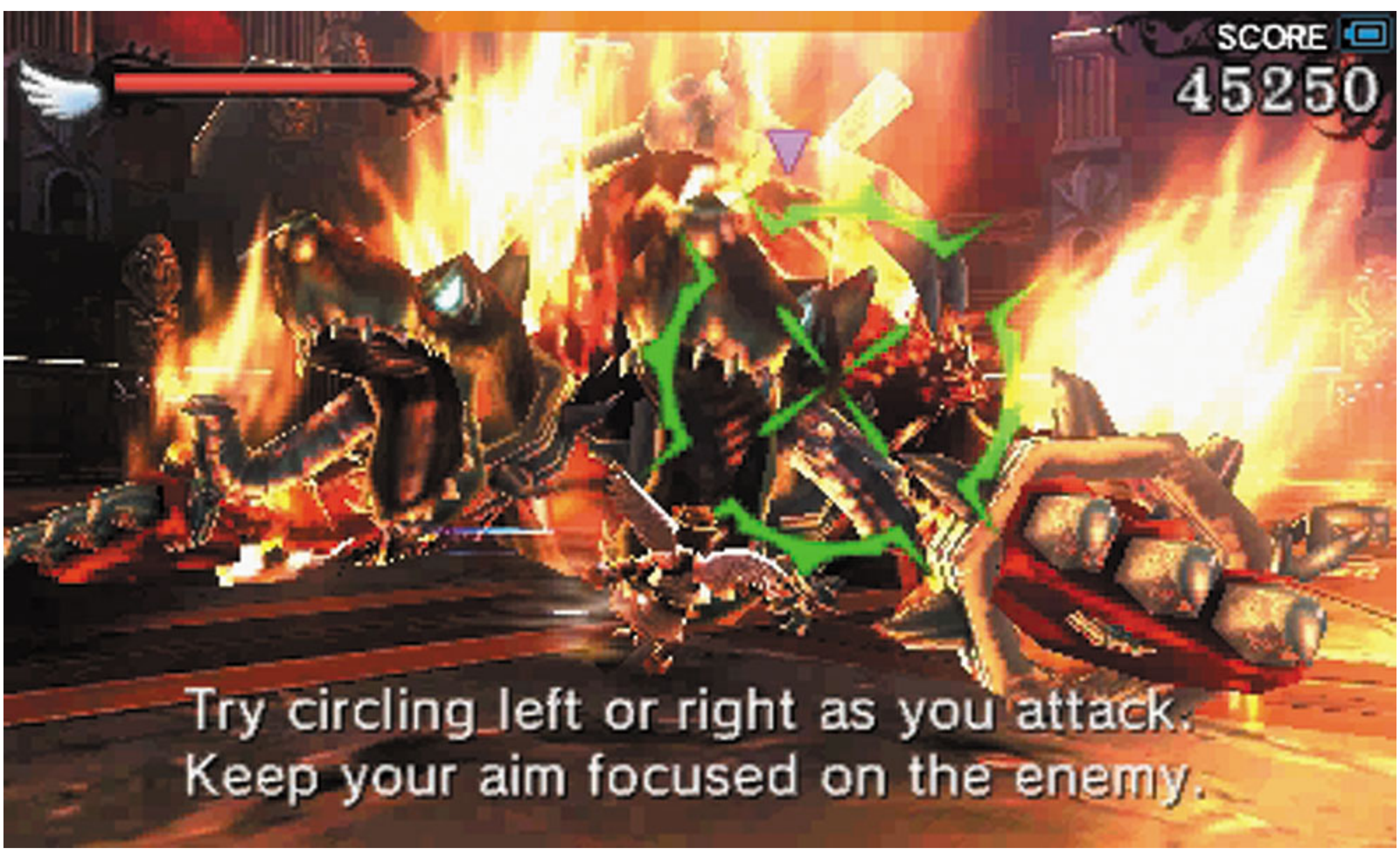
Chapter 1: The Return of Palutena

Boss Battle: Twinbellows the Ferocious



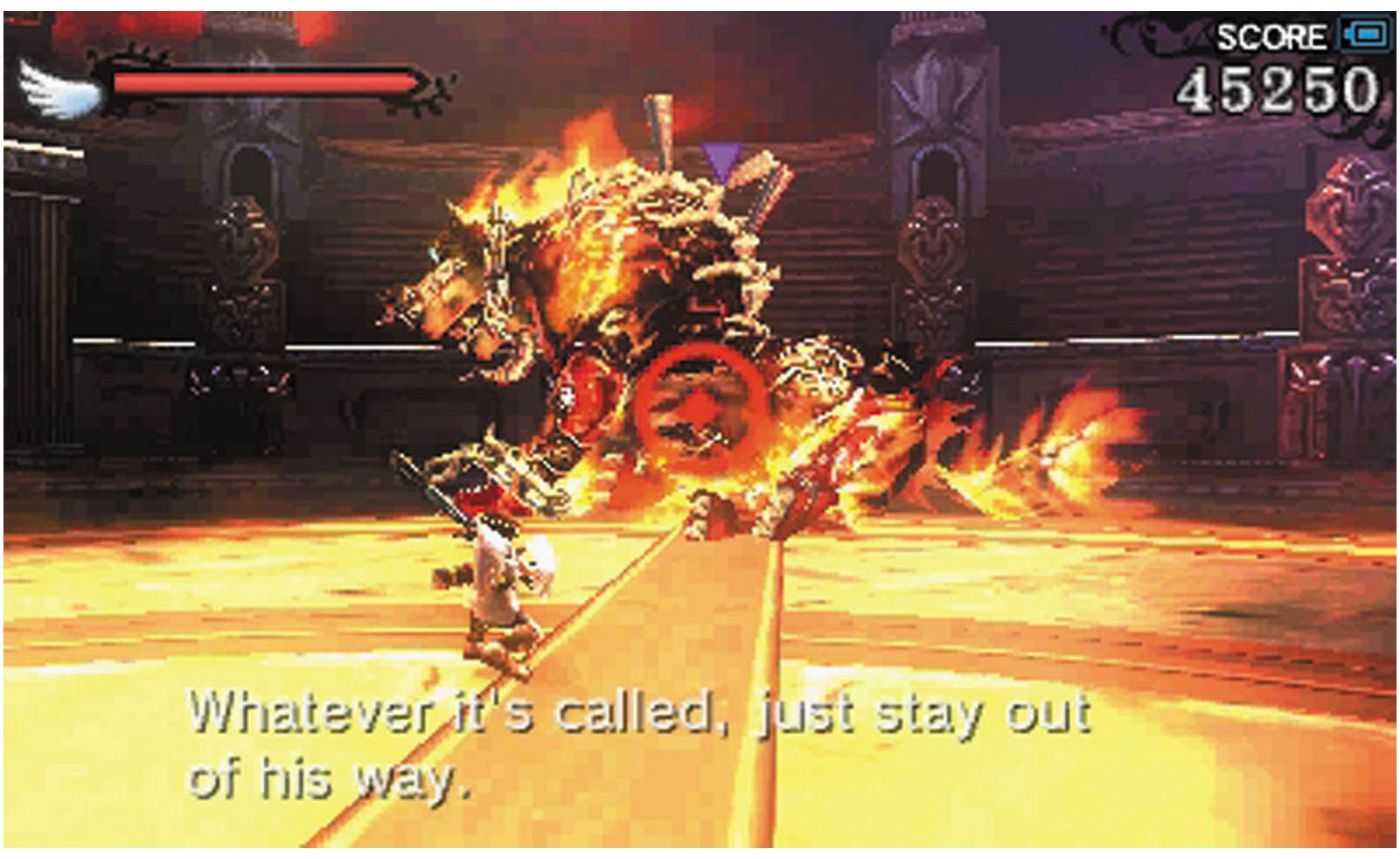
Health Range	
Min Health	Max Health
350	1750

At first, Twinbellows is a very intimidating opponent, even on lower Intensities. He hits hard from up close with his claw swipes and bull rushes, or from afar with his fire attacks. He is incredibly fast for his size and his roars are able to push you away from him if you do get close. However, if you stay calm and concentrate first on not getting hit, and then exploiting any openings, you should be able to put this fire out. It cannot be stressed enough: evasion is important, and this battle is meant to teach you this. On higher Intensities, you absolutely cannot afford to soak up many hits.



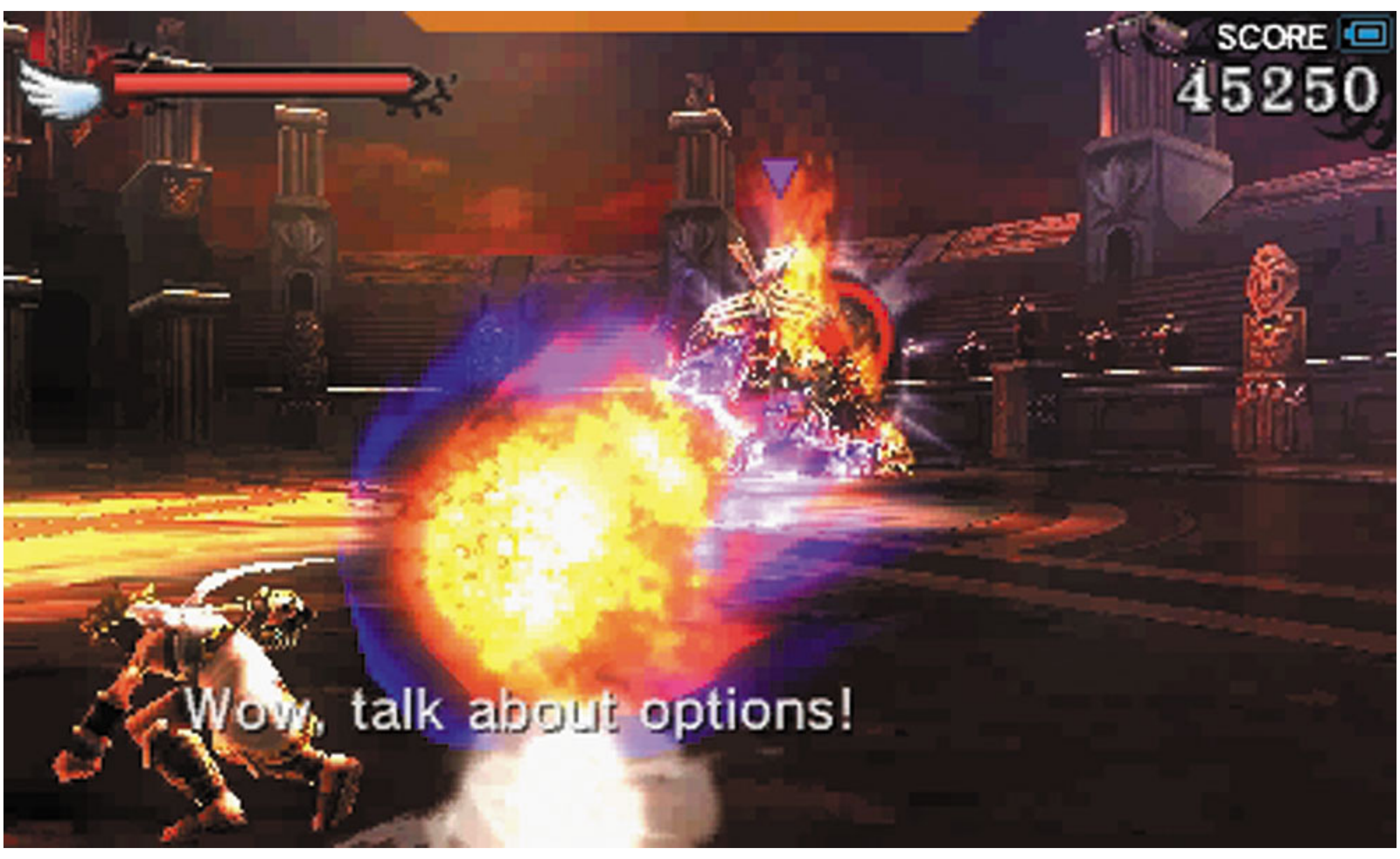
Try circling left or right as you attack.
Keep your aim focused on the enemy.

Twinbellows is at his fastest when he charges, and you may be caught off guard early on. Simply dodge him at the last moment (and keep your reticle on him) and he should run past you. If your back is to one of the coliseum walls, stunning himself. However, as he gets lower on health, Twinbellows can stop himself before impact, turn around, and charge again. This becomes more frequent the lower on health he is.



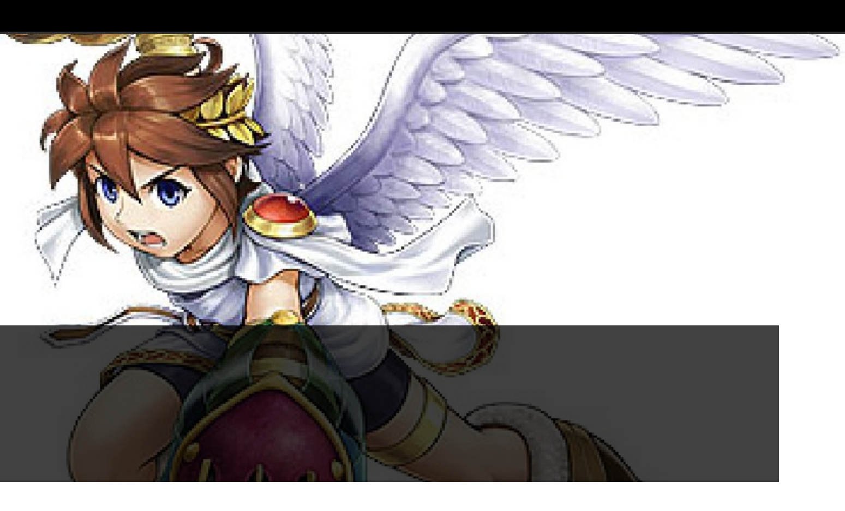
Whatever it's called, just stay out
of his way.

Once he's stunned, use your best abilities on him to pile on the damage, taking advantage of your weapon's strengths. Charged shots and dash shots are good bets that keeping you safe from when he finally recovers from his stun.



Wow, talk about options!

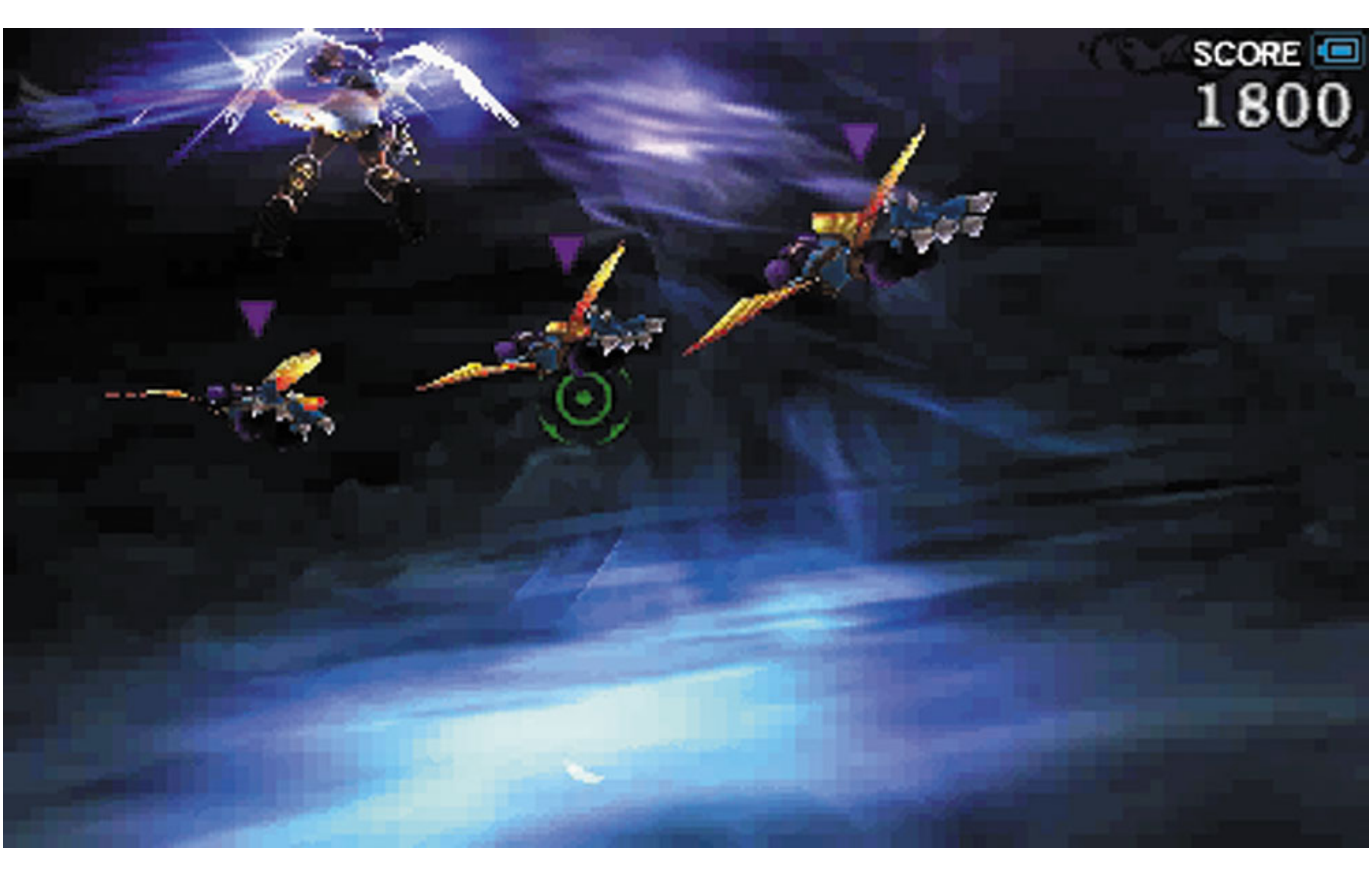
Sometimes, he spews fireballs or streams of fire from both of his heads. You can evade them if you're fast and skilled enough. He also roars, which can move you outside of melee range. As long as you remember to stay evasive while keeping up the offensive pressure, Twinbellows goes down fairly easily.



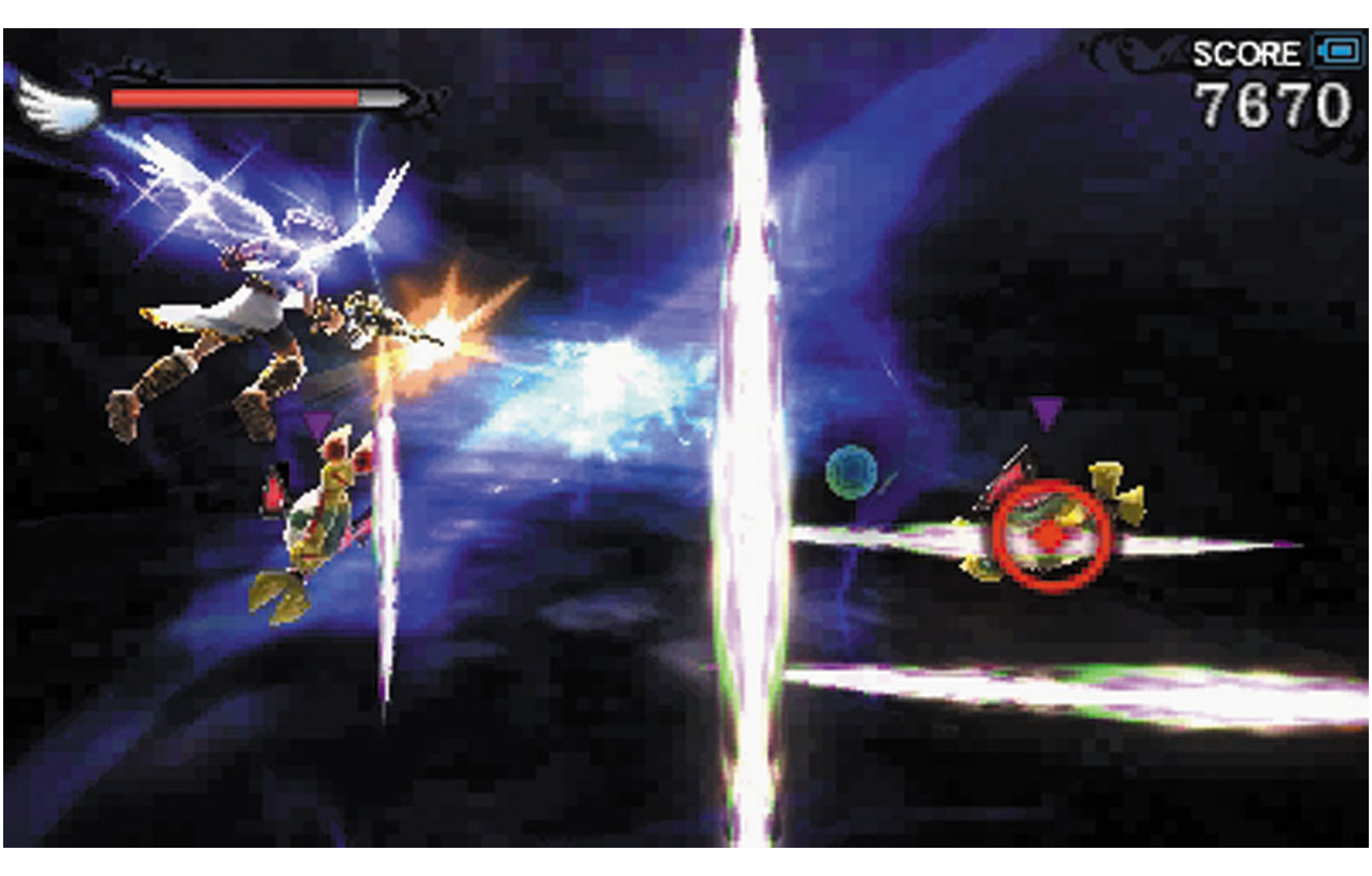
Chapter 2: Magnus and the Dark Lord

Air Battle

With Twinbellows extinguished, Pit is now directed by Palutena to find and defeat Dark Lord Gaol, and the way there is a bit more challenging than the first flight. You begin in the middle of a terrible storm, with lightning arcing through the sky. Expect larger groups of enemies than before, which means more chances to get hurt on the higher Intensities.

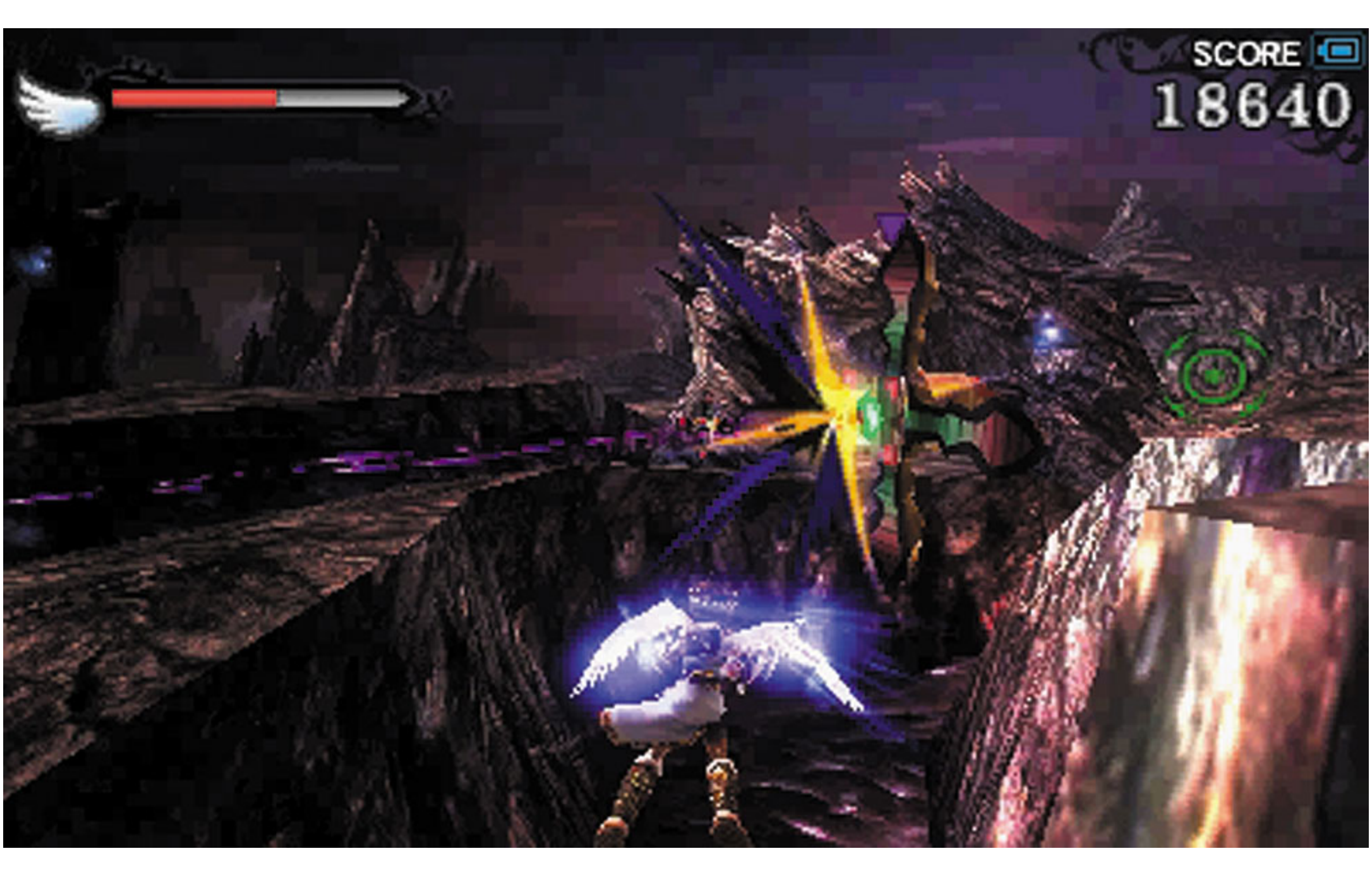


Along with the now familiar Monoeyes, Miks start making regular appearances early on, as well as Syrens. The Miks prove slightly more dangerous because of their lashing tongue attack. The Syrens tend to fly in from off-camera, taking time to sweep ahead of Pit before attacking. Take them down before they have a chance to strike.



About a minute into the battle, the lightning storm grows more violent, threatening to electrocute Pit. Wave Anglers join in, adding their own wave attacks to the mix. You can rack up a lot of damage if you're careless here. Palutena eventually guides Pit out of the worst of the storm by sending him spiraling through the clouds to the land below.

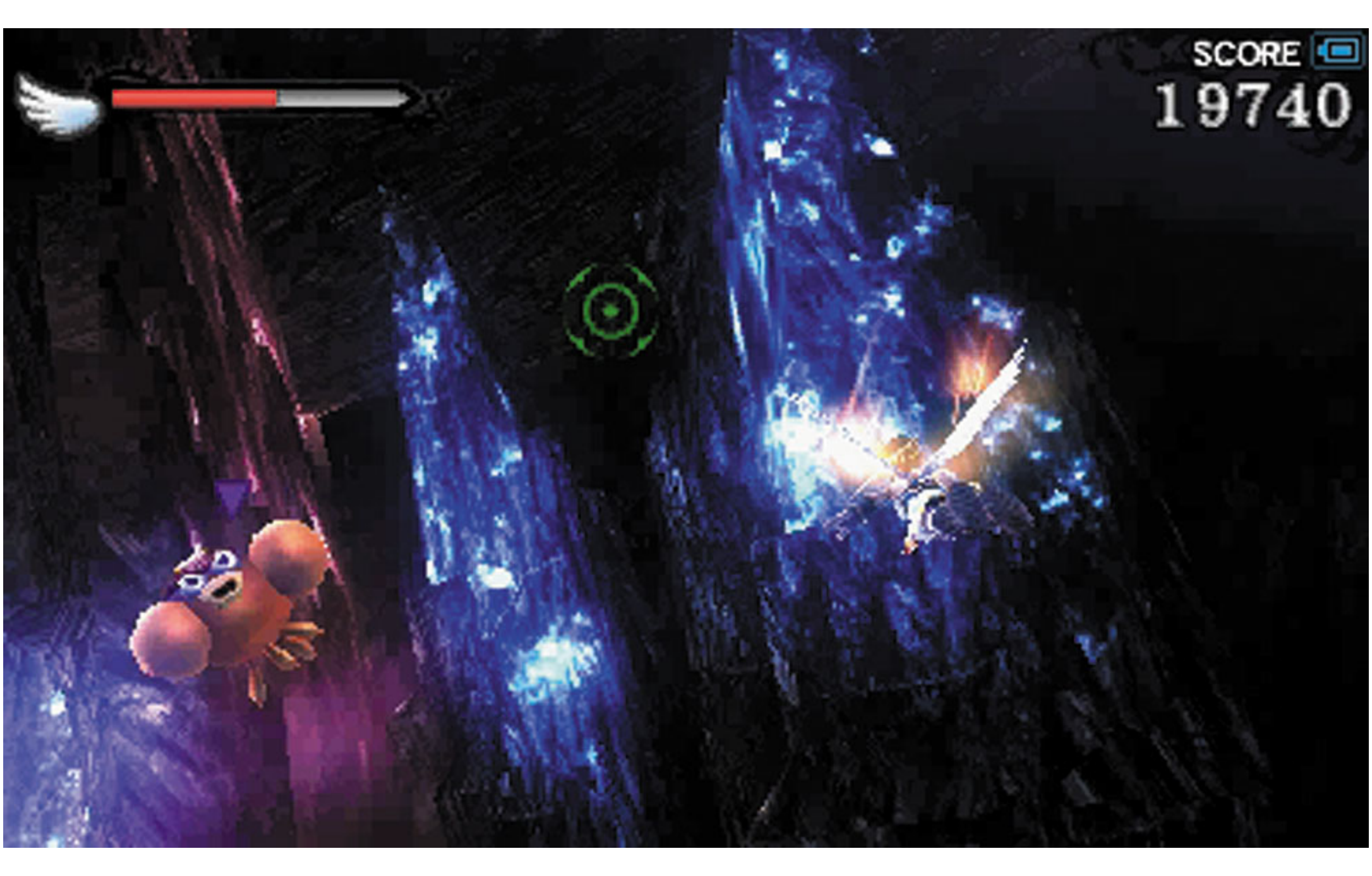
SCORE
12940

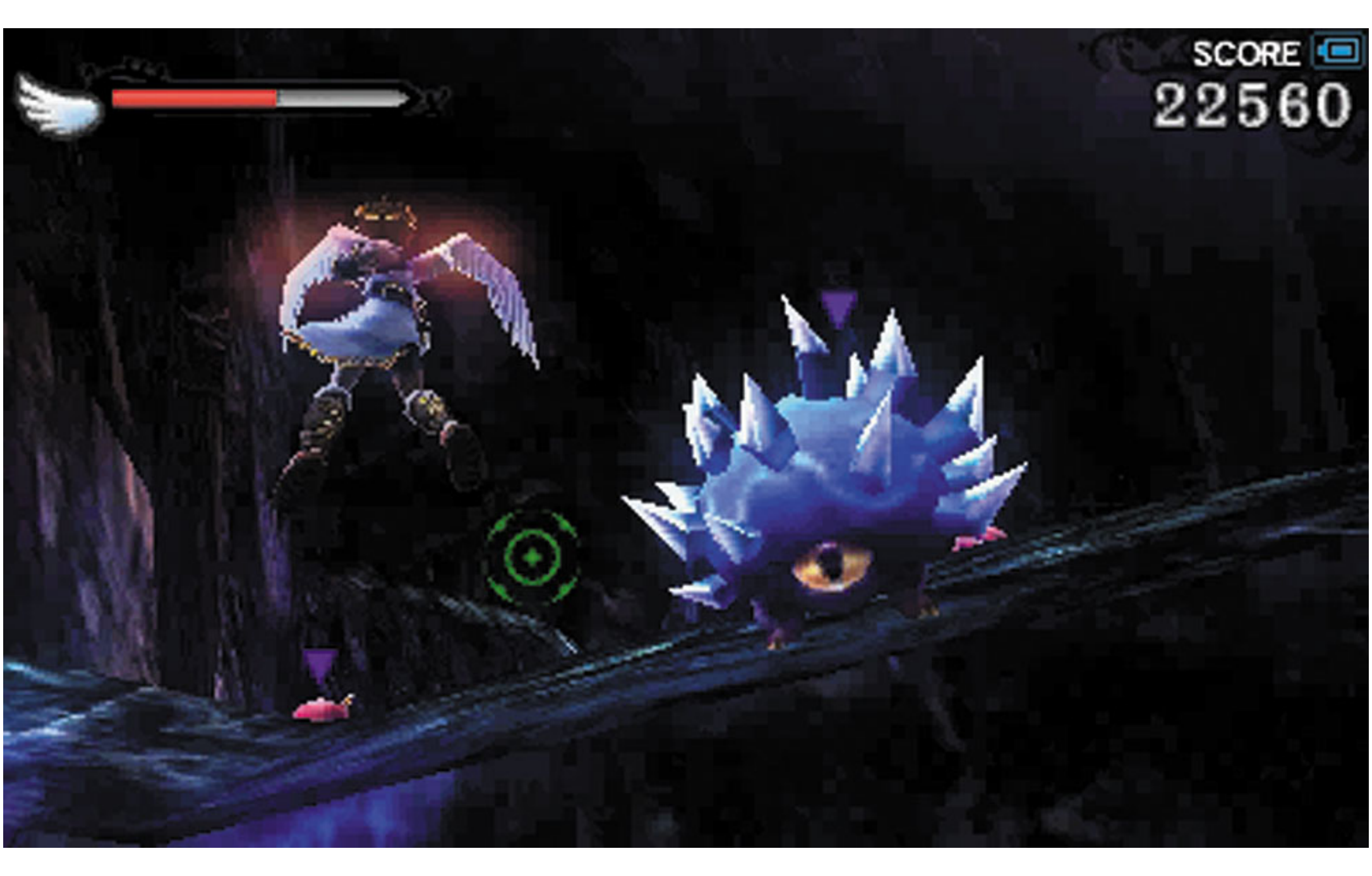


During the long dive, a squadron of Shrip pursue you, trying to cut you down with their spinning blades. Gyrazers will also give chase during your crash dive for the canyons, where you'll be attacked by nearly everything you've seen up to this point.

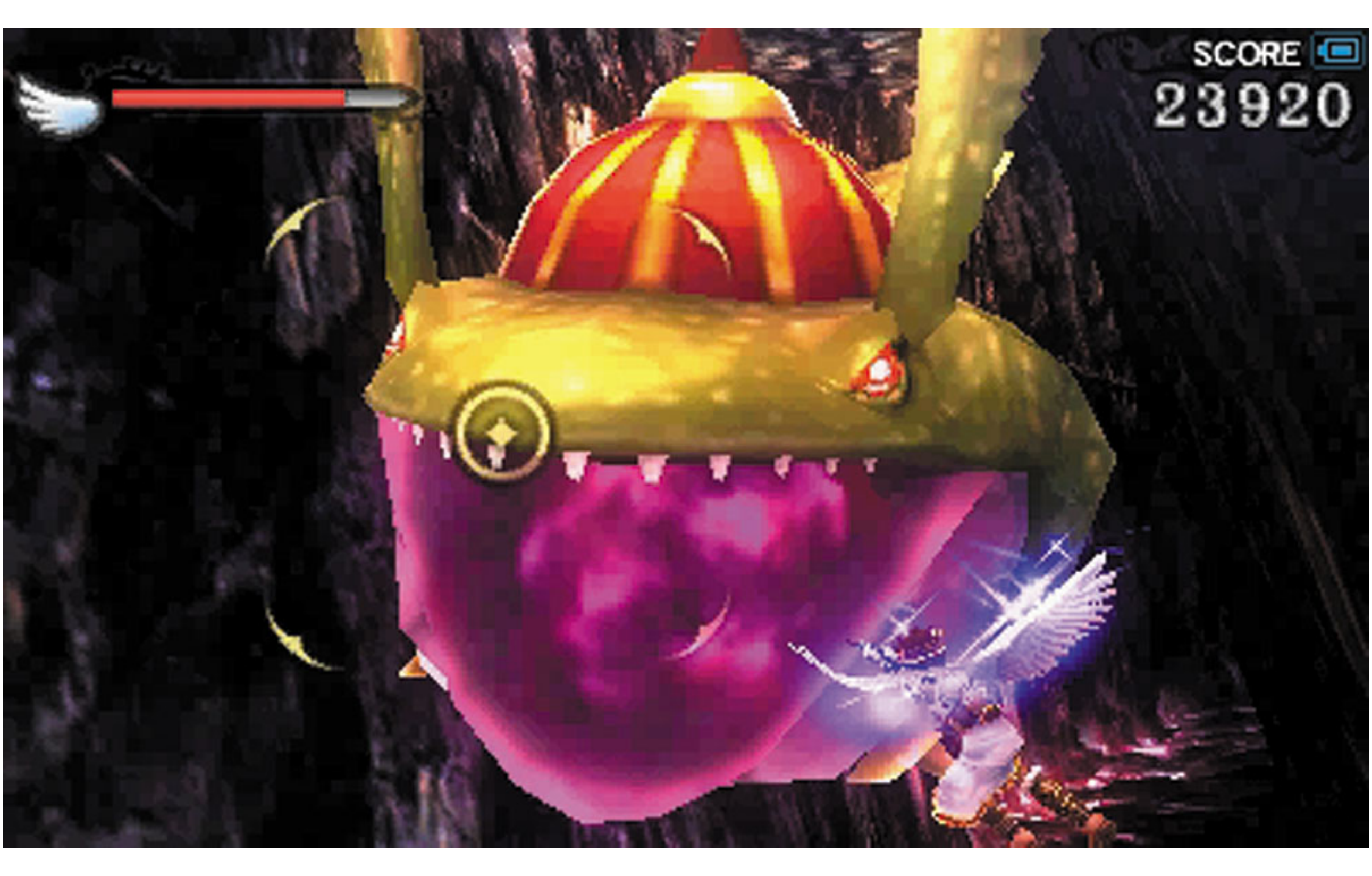
Tip

If you're having trouble clearing the skies, now's the time to use a Special Attack.





Palutena decides to take the fight underground, and it's here that you meet Octos. Watch out for their circular poisonous clouds. Further in, you'll also encounter Porcuspines. Their spines can be tough to evade, as they are small, fast, and can be tough to see as other enemies attack.



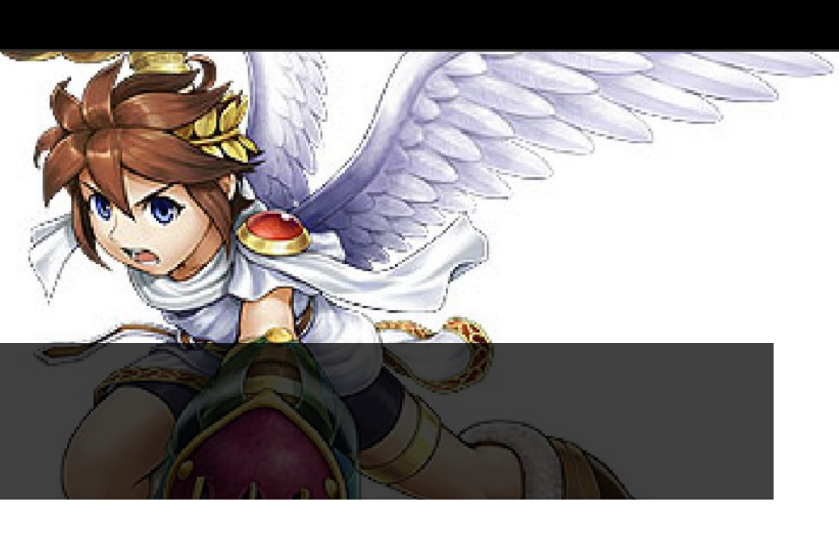
As you escape the caves, collect some Recovery Orbs. A Belunka gives chase, deploying enemies from its mouth. You can either take down the whale quickly, or try to farm hearts from the baddies it summons.

SCORE
25460

SCORE
27640

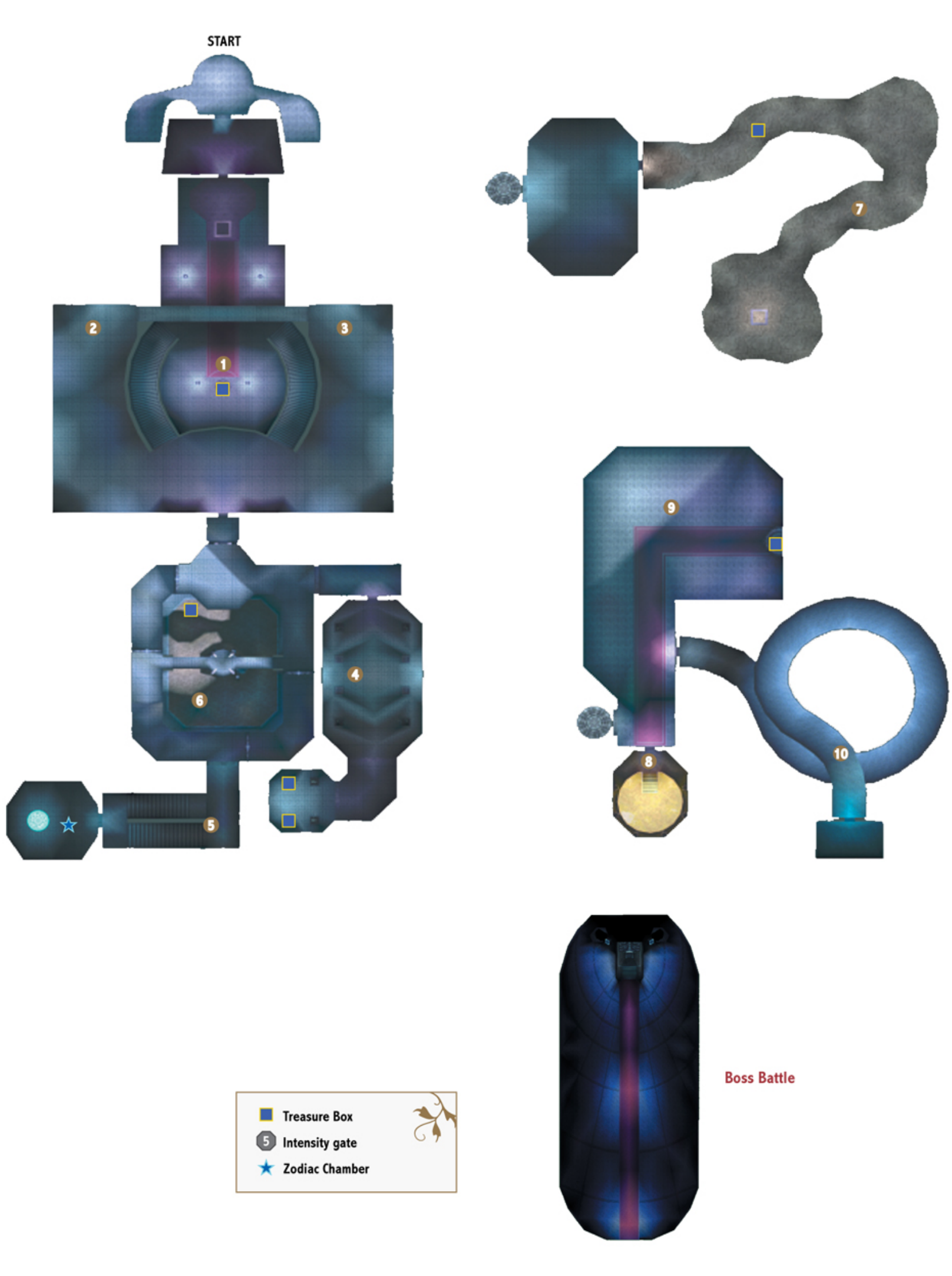
SCORE
32240

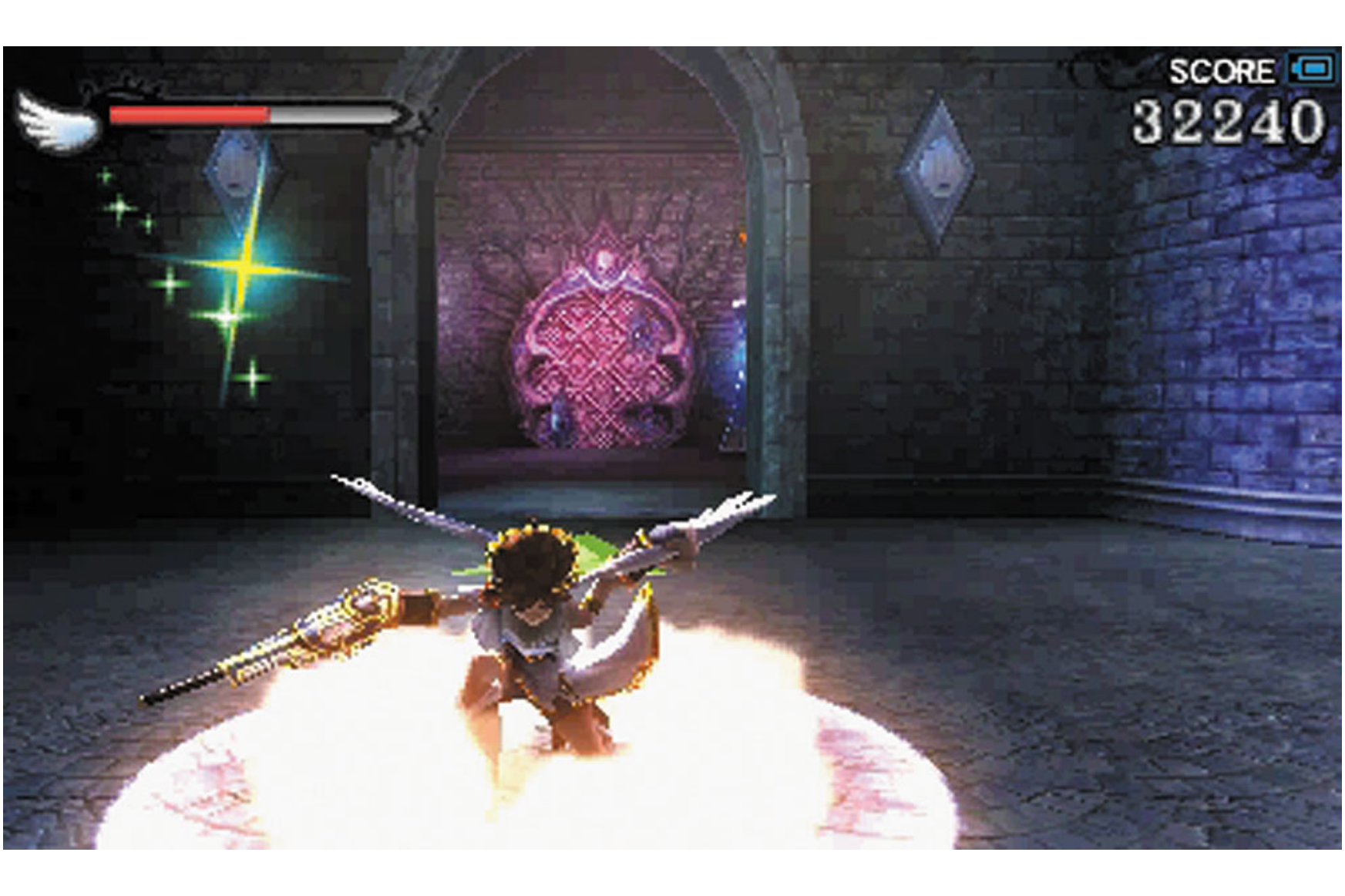
A massive cliff face stands between you and the dark lord's castle. Continue to wipe out enemies as you race up the barrier until you come across an amazing sight: The humans have organized a massive army to try to take down Gaol themselves, and they are being punished by Underworld forces. Pit wants to lend a hand, but Palutena guides him to the enemy stronghold instead. If Gaol is defeated, the Underworld Army loses one of its sharpest commanders, and hopefully turn the tide of the battle in favor of the humans.

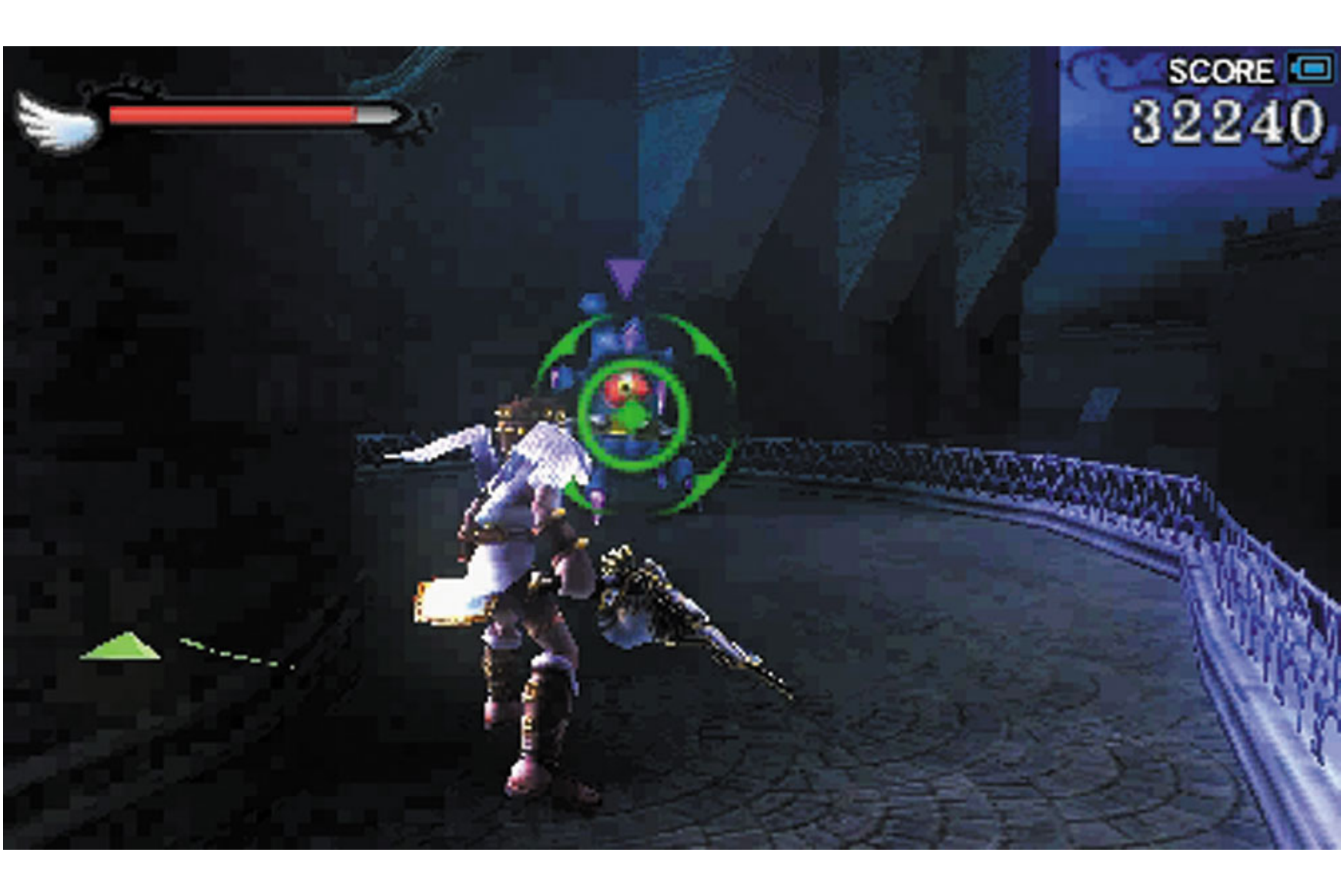


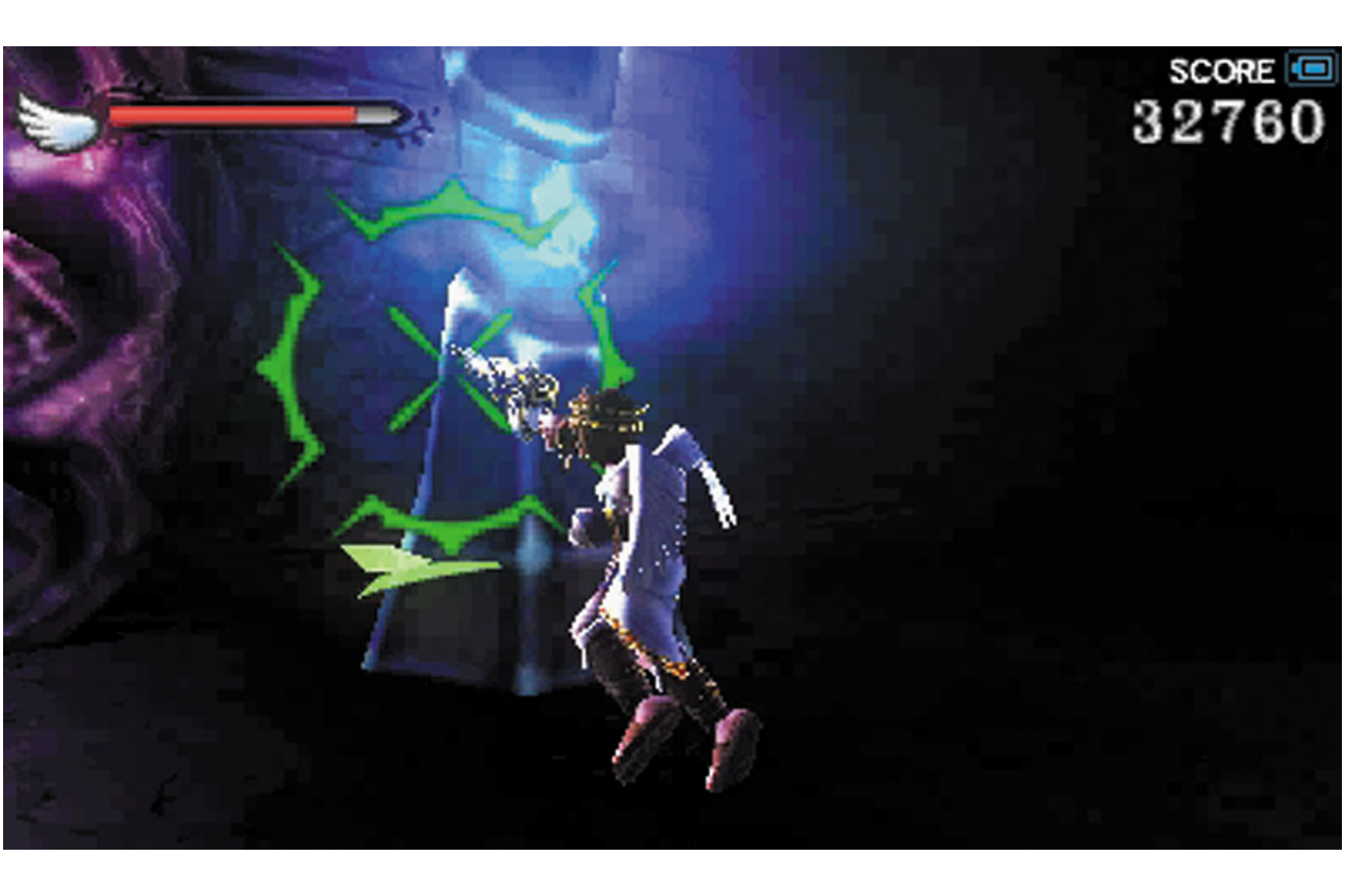
Chapter 2: Magnus and the Dark Lord

Land Battle

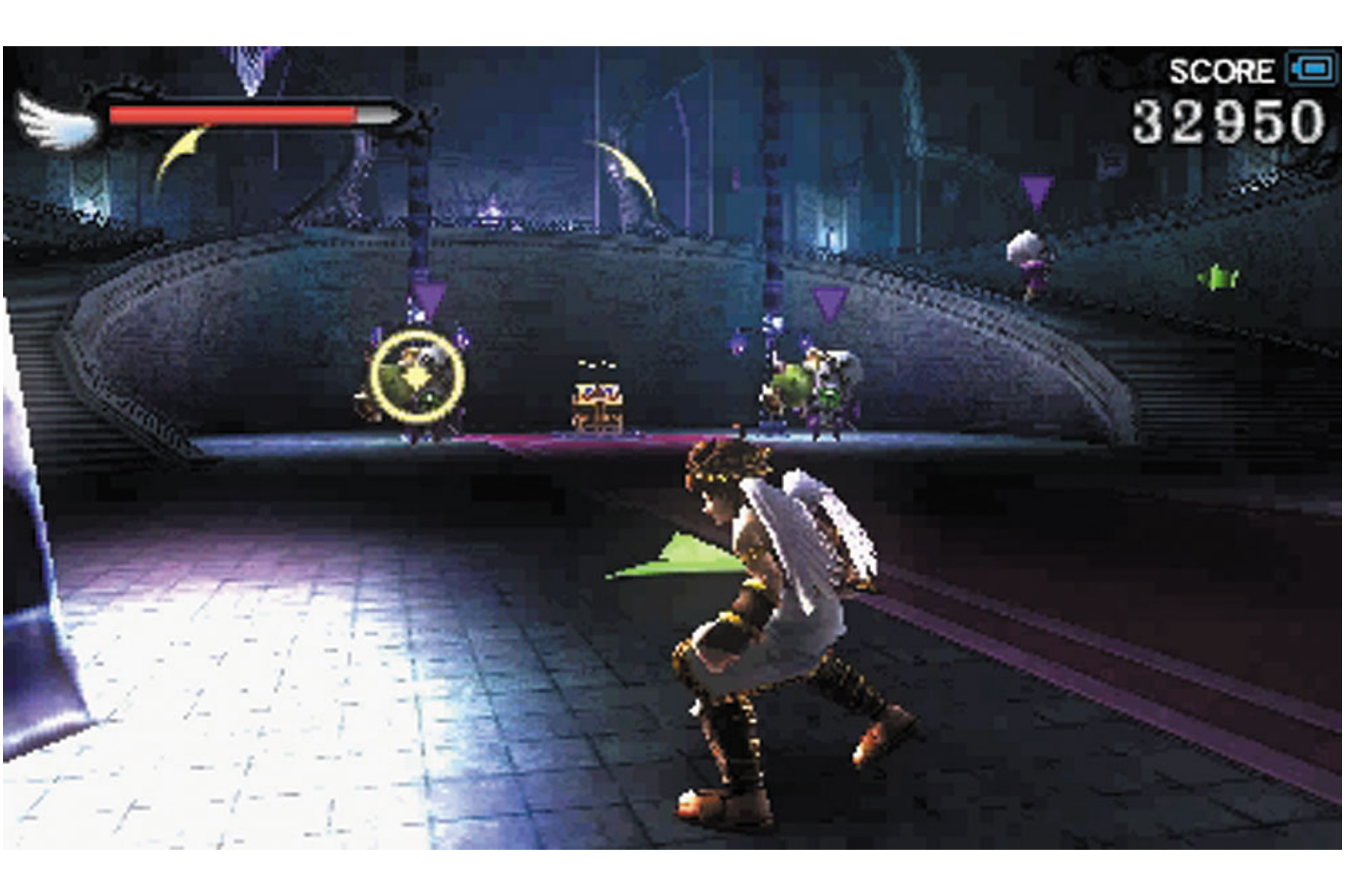


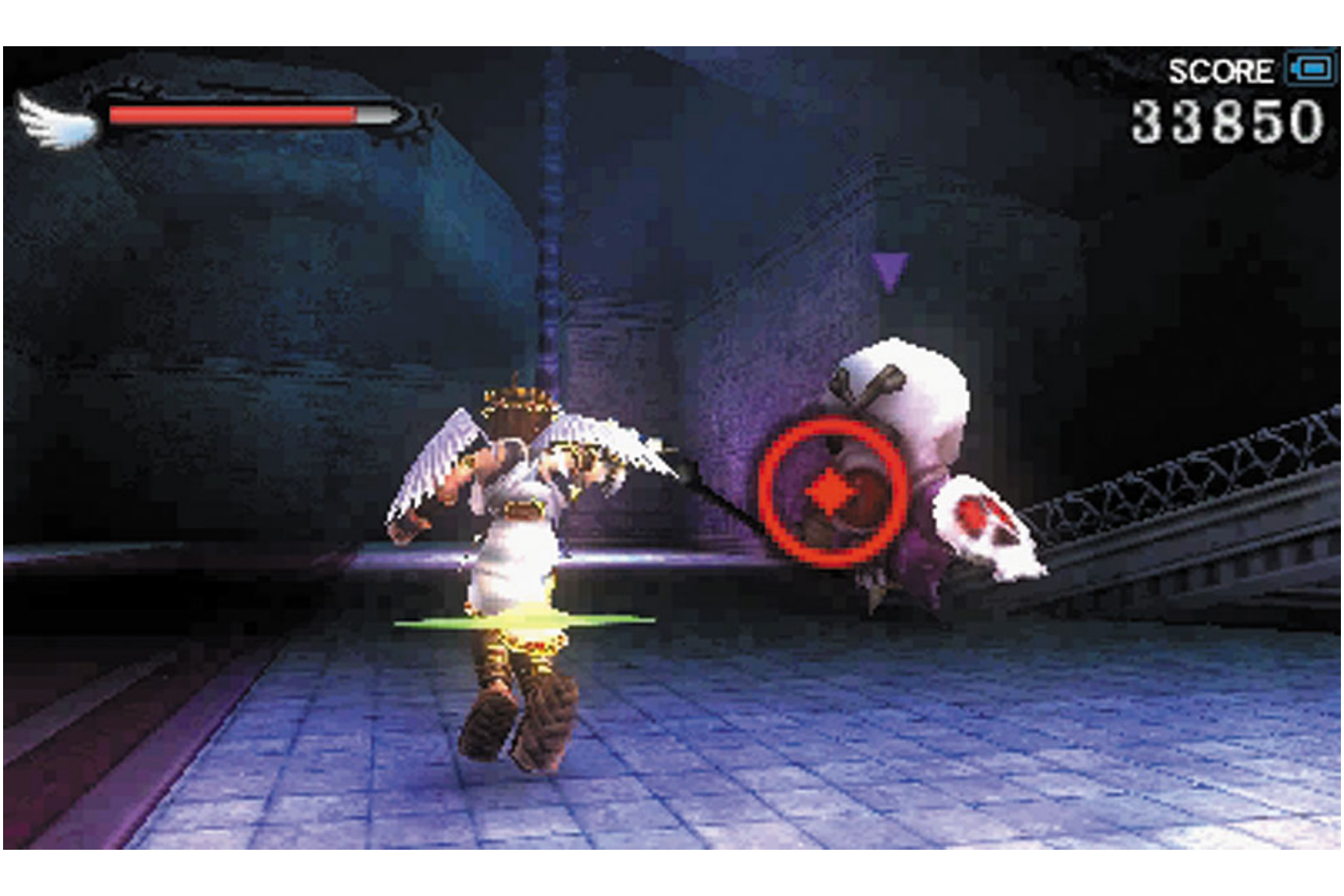




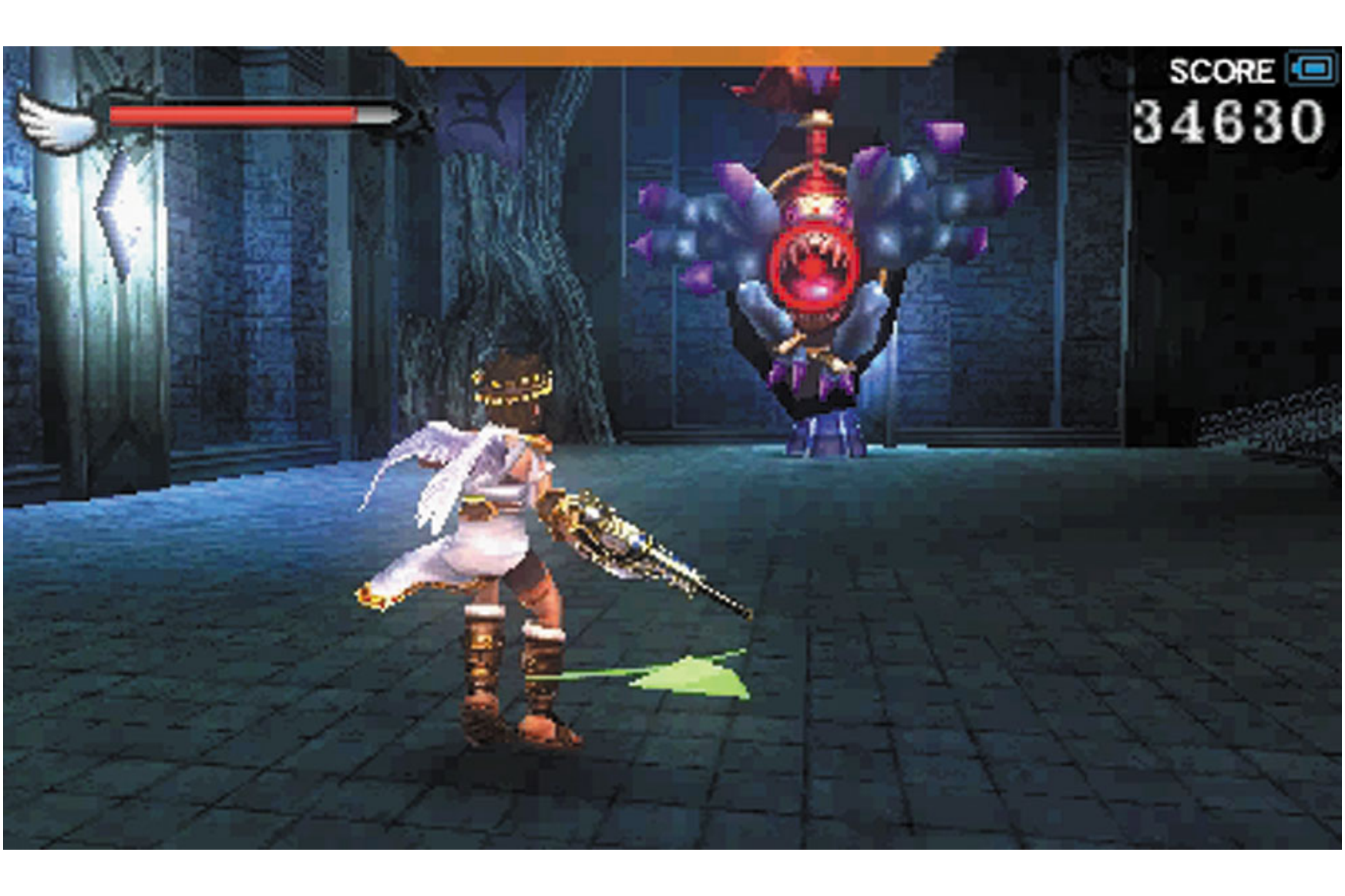


The balcony Pit lands on is blessed with food from the goddess, so grab it if you're in need before going deeper into the castle. Watch out for the Handora to the right of where you start. Head inside and strike the switch with your weapon to open the way into the castle. Drop down the hole beyond this door.

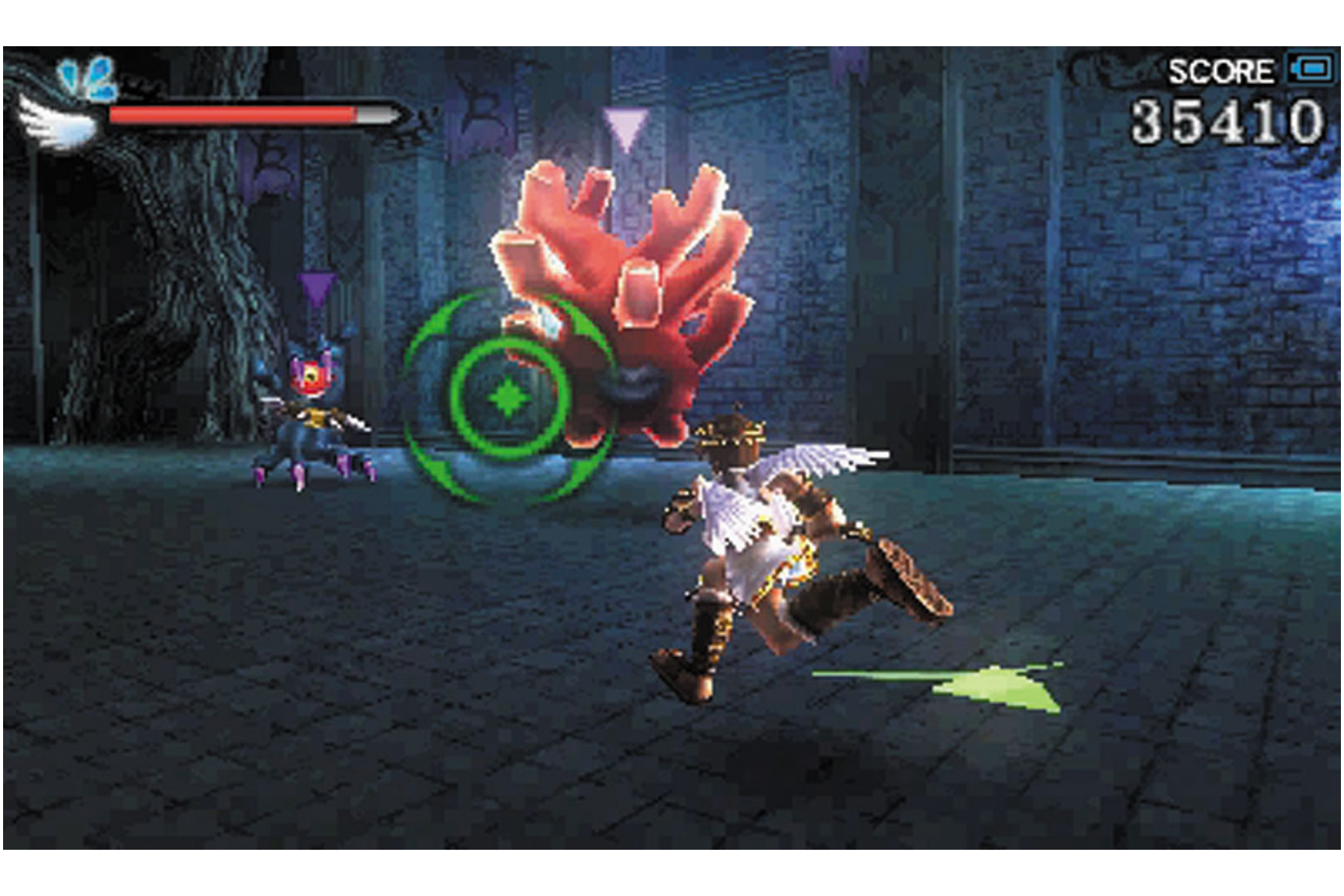


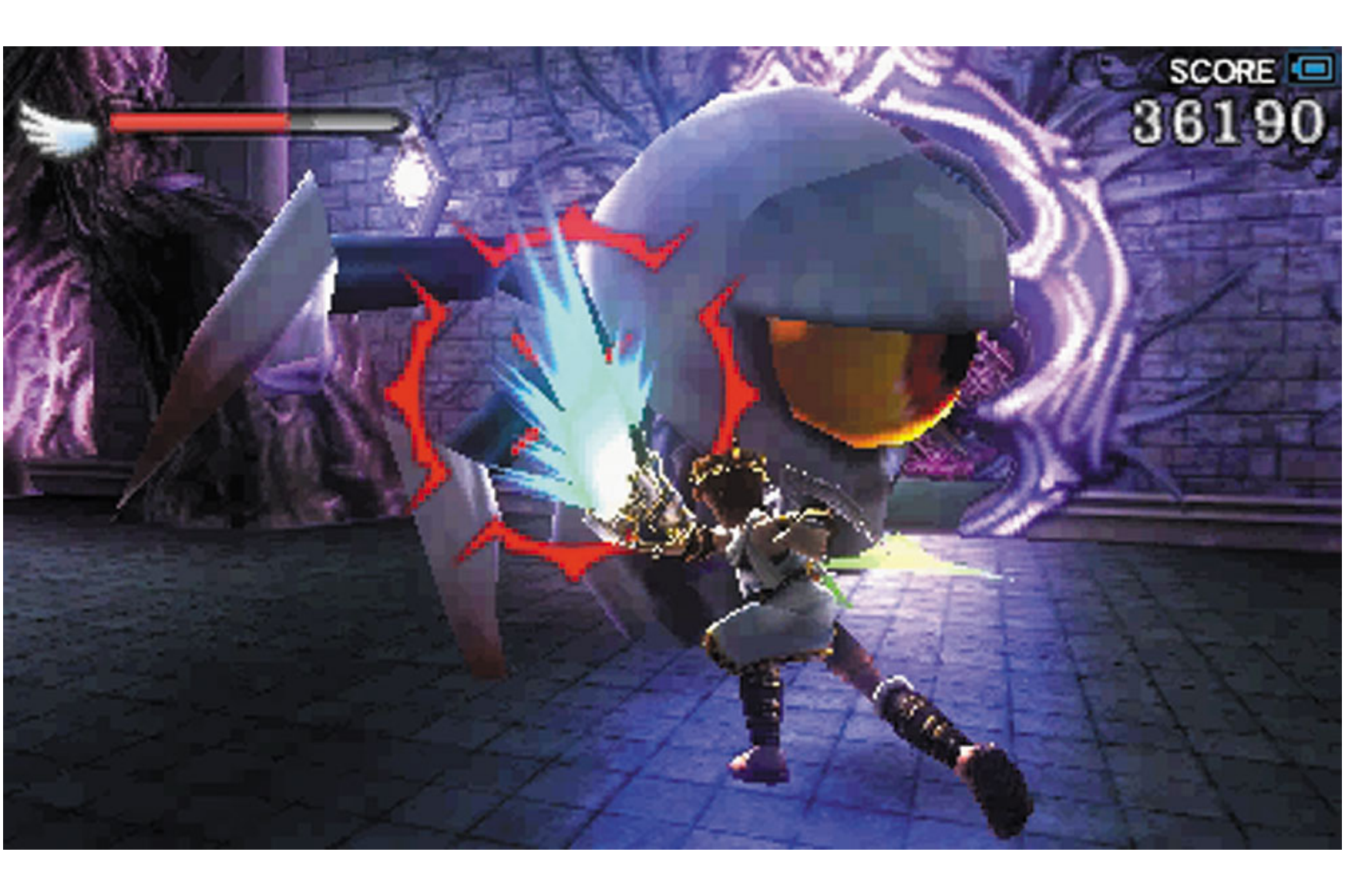


1. Drop down the hole beyond the first door, and you'll arrive in a grand hall. A Treasure Box, flanked by Skuttler Cannoneers, appears between the two stair cases leading up to the next floor. More Skuttlers will come down those stairs to attack you. To exit this chamber you must hit two switches.

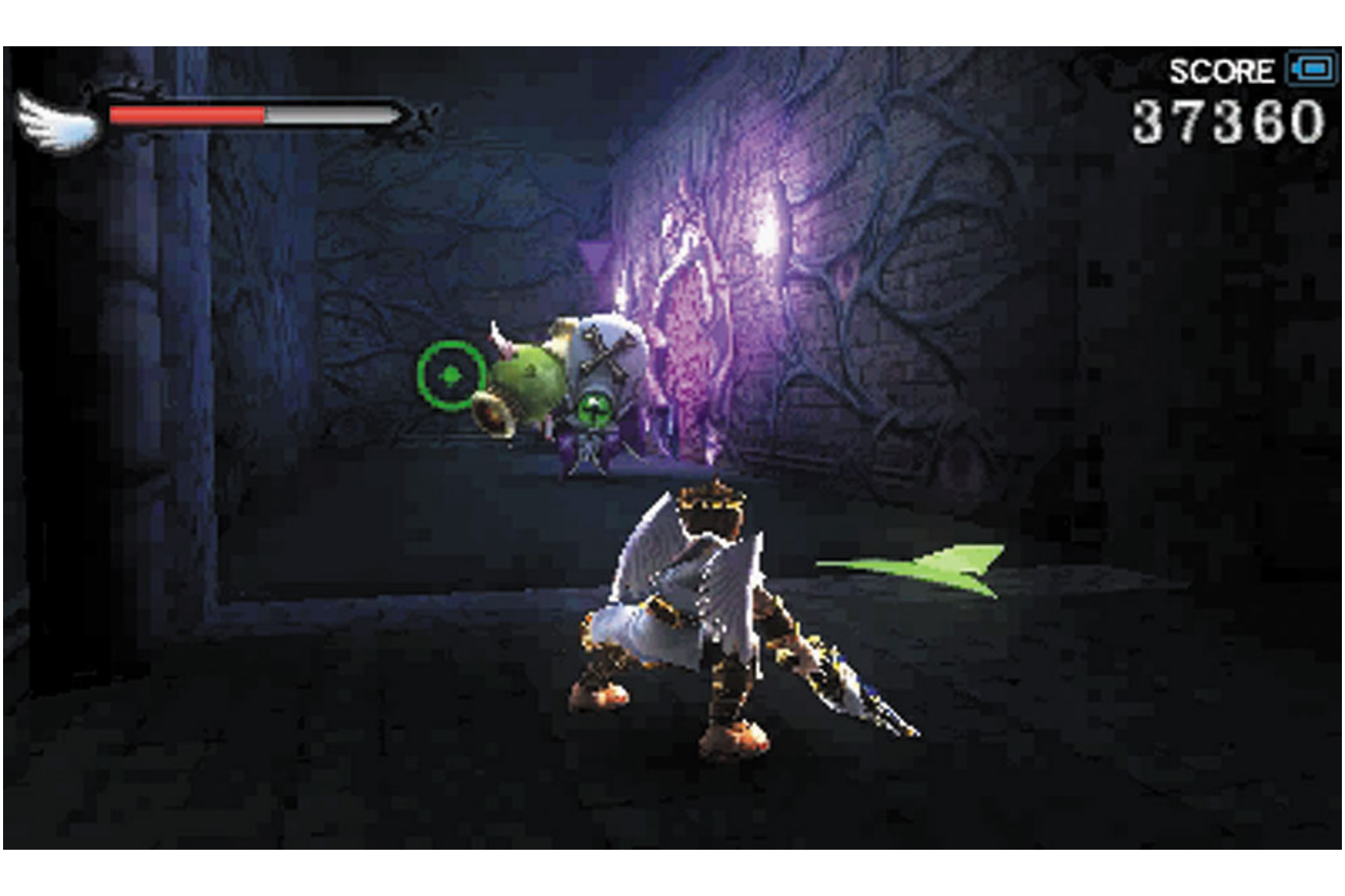


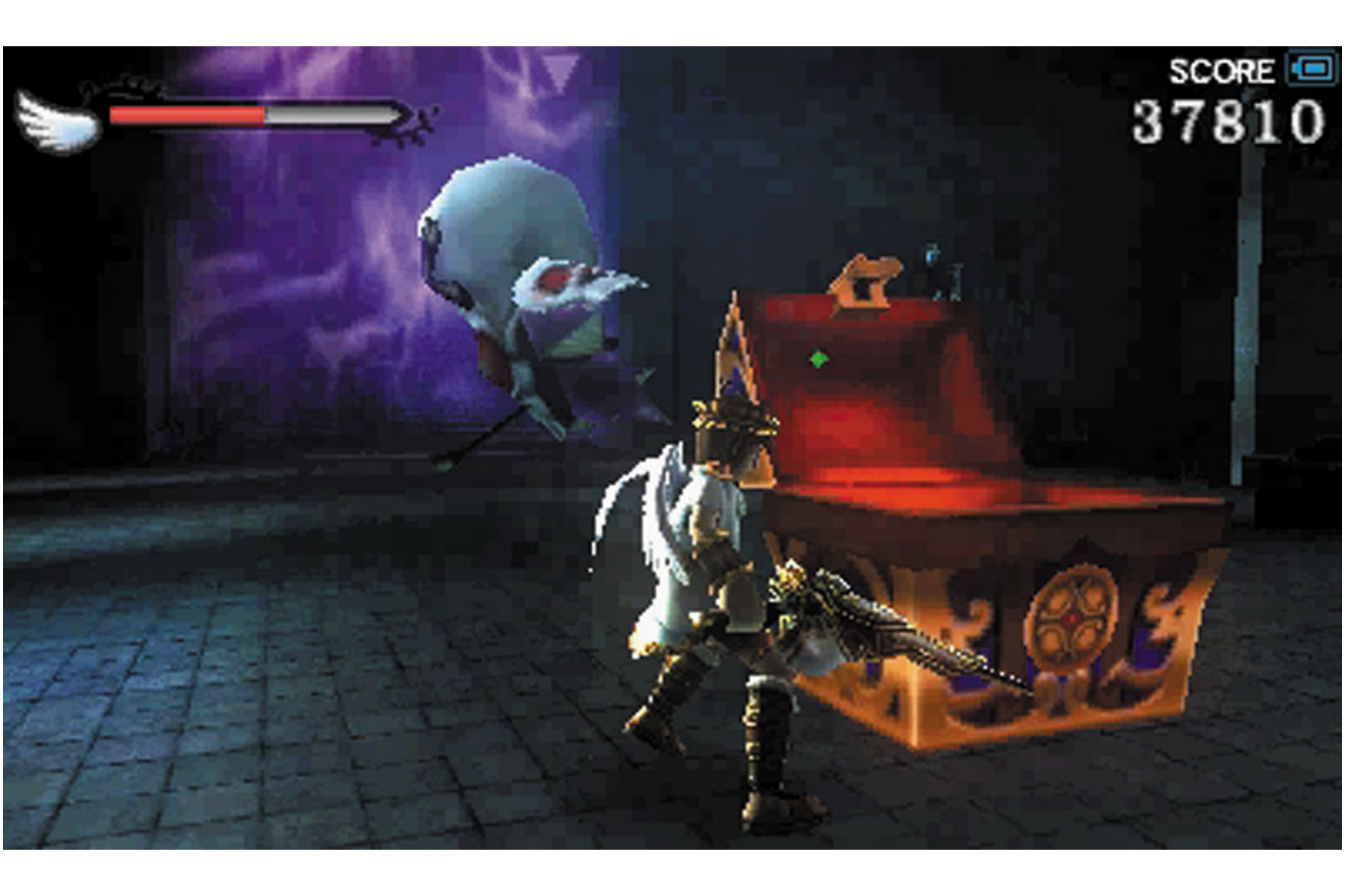
2. One switch is guarded by a Boogity.

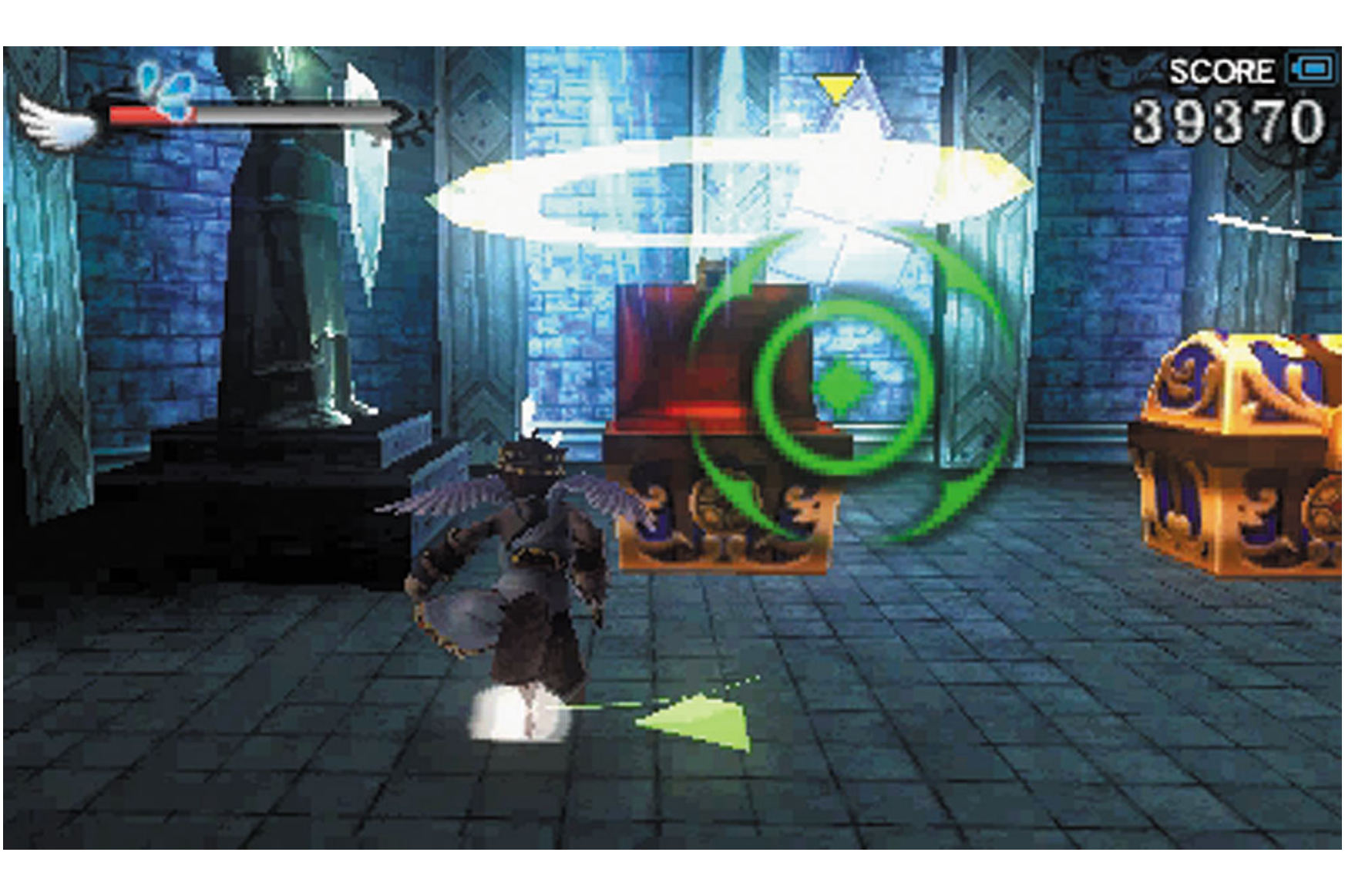




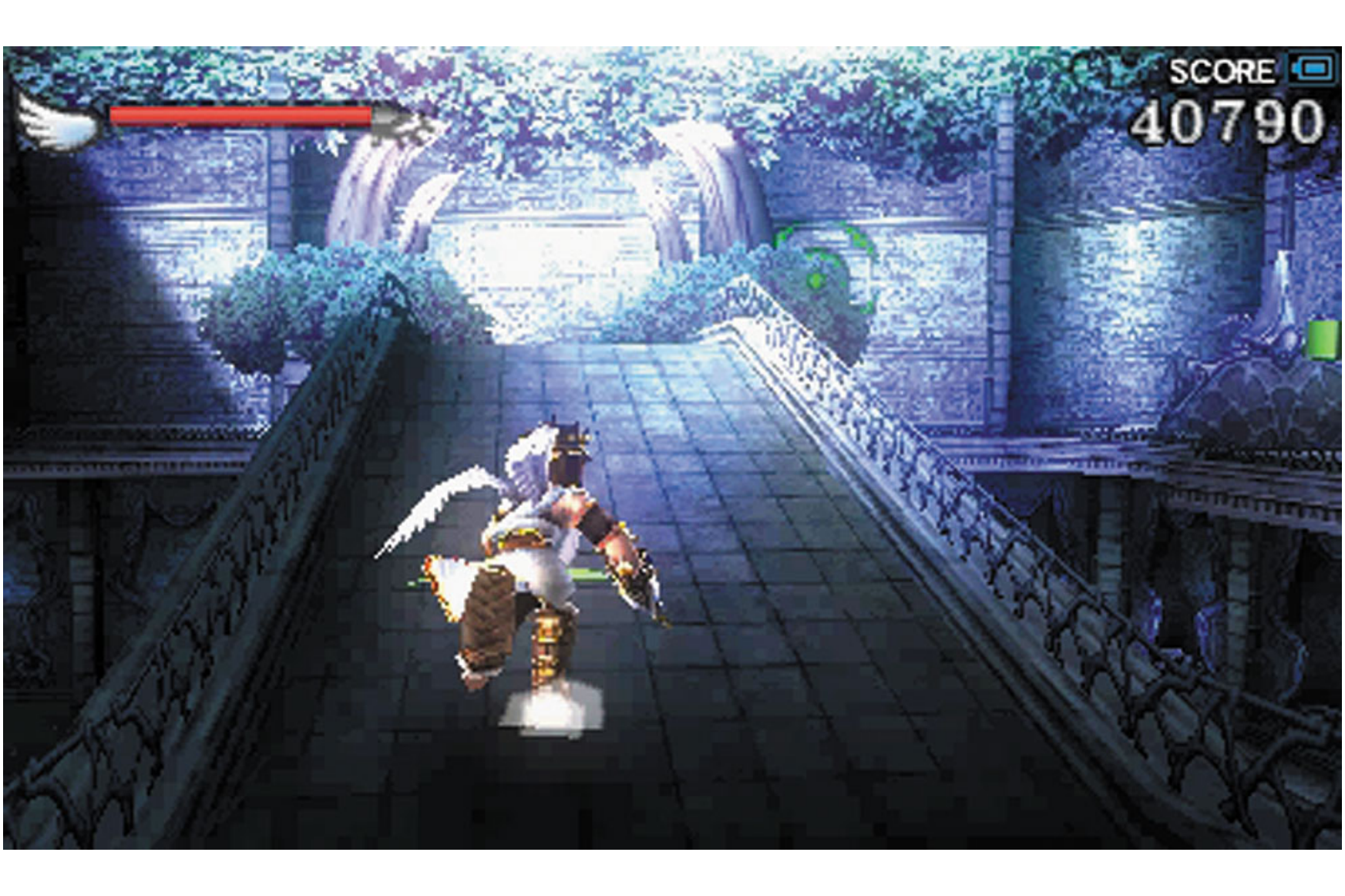
3. The other switch is guarded by a Handora and a Coral. A bridge between both switches is patrolled by a Monolith. After you hit the switches, you must contend with a Ganewmede that blocks the exit from this room.

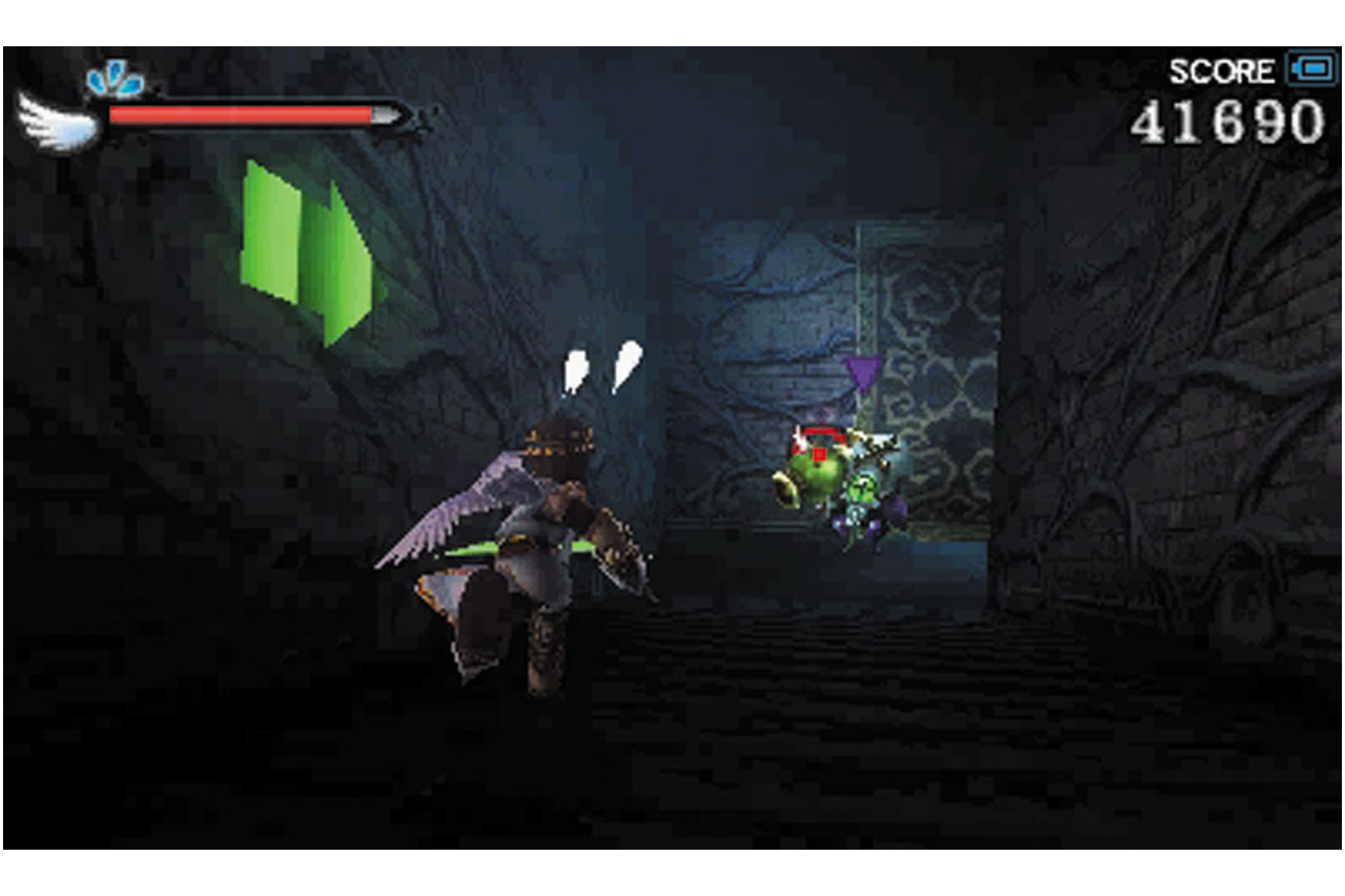


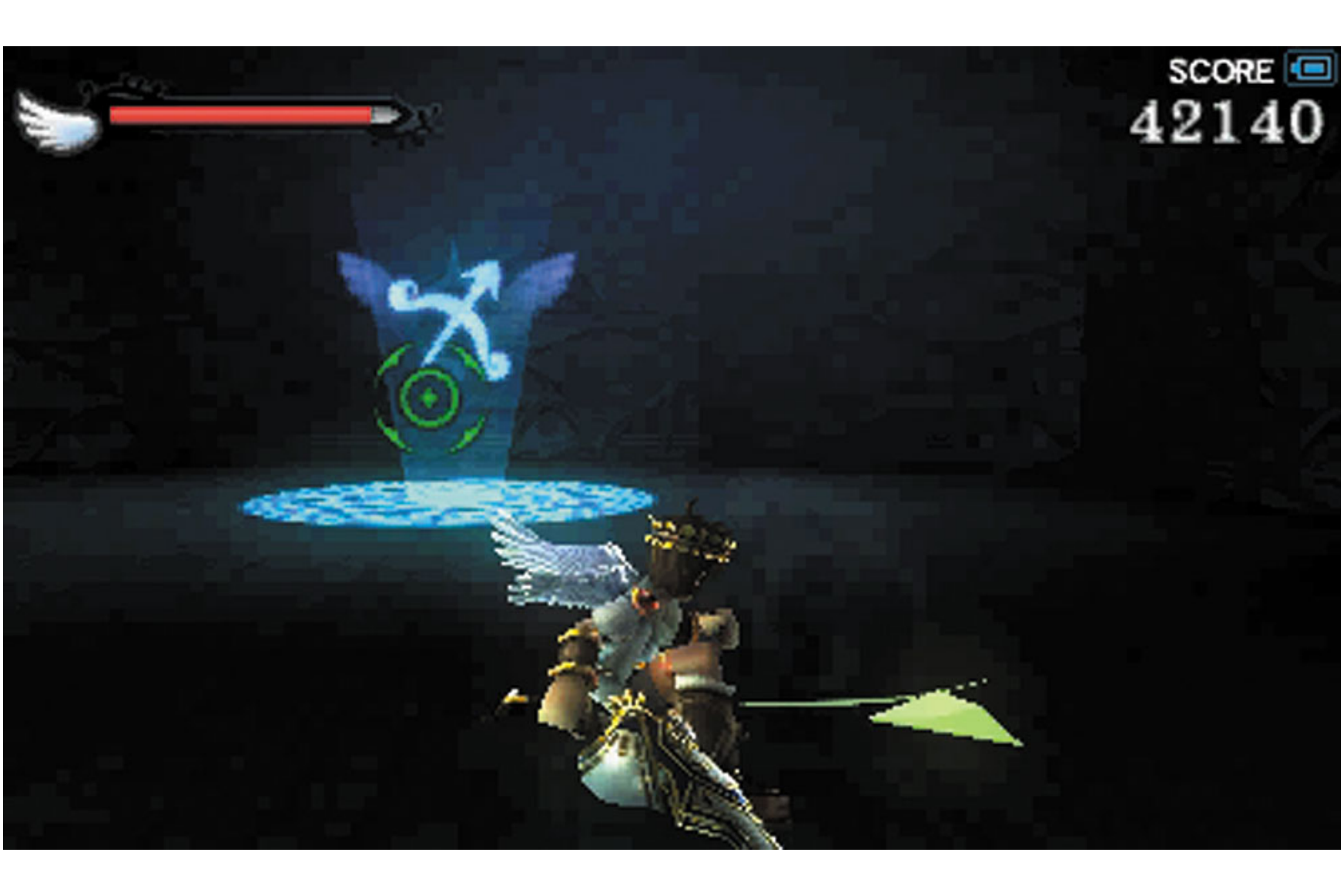




4. As you exit the grand hall, Palutena informs you of treasure to your left, so explore in that direction to find a side chamber. There, you are ambushed by more Underworld goons as soon as you try to open a Treasure Box. Beat down these Skuttlers, then go deeper into this room to claim your prize. More goons turn up to try to stop you after you've collected your loot, but if you clear them out, food will appear near the exit to help you recover from the fights.



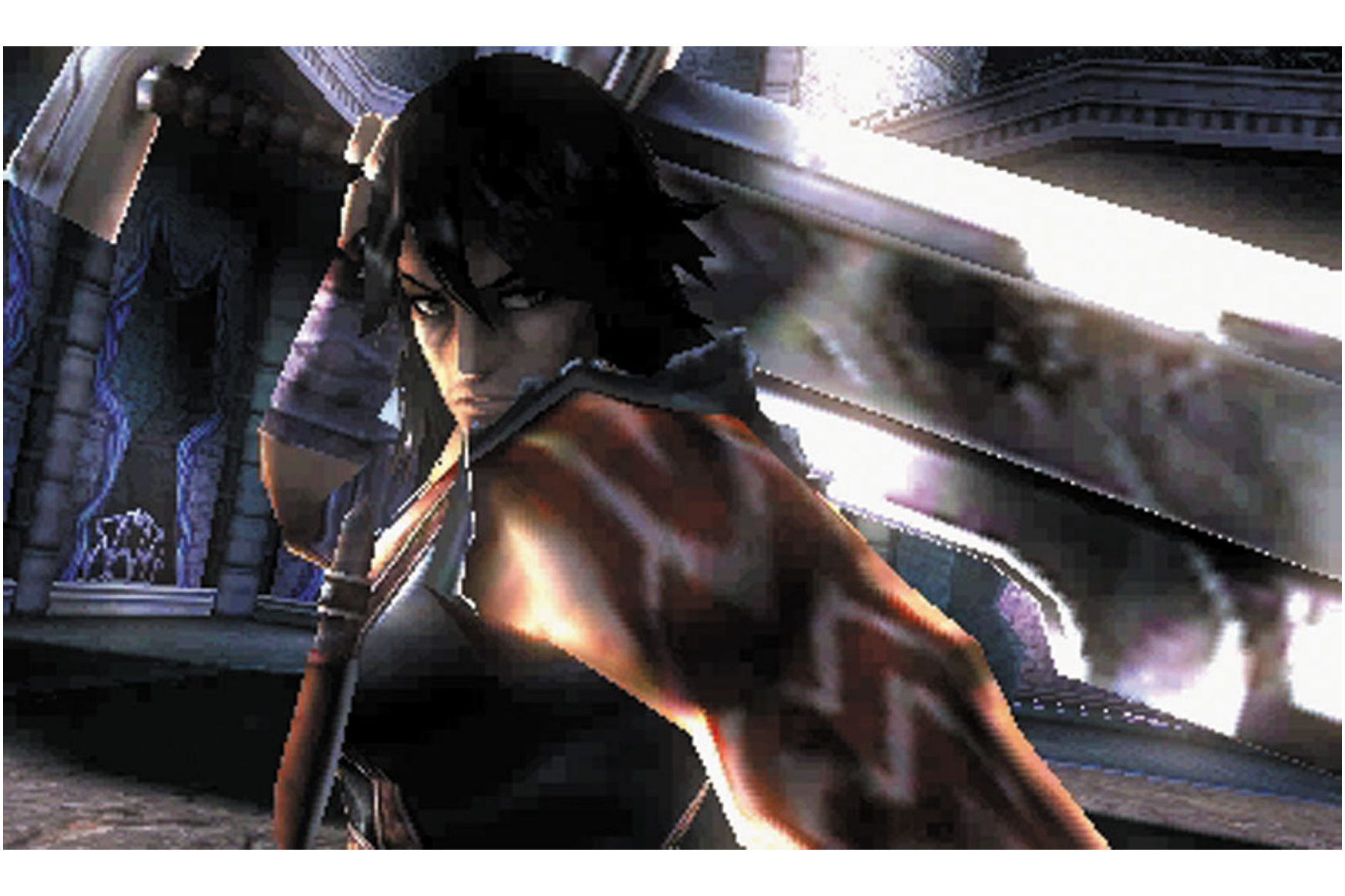


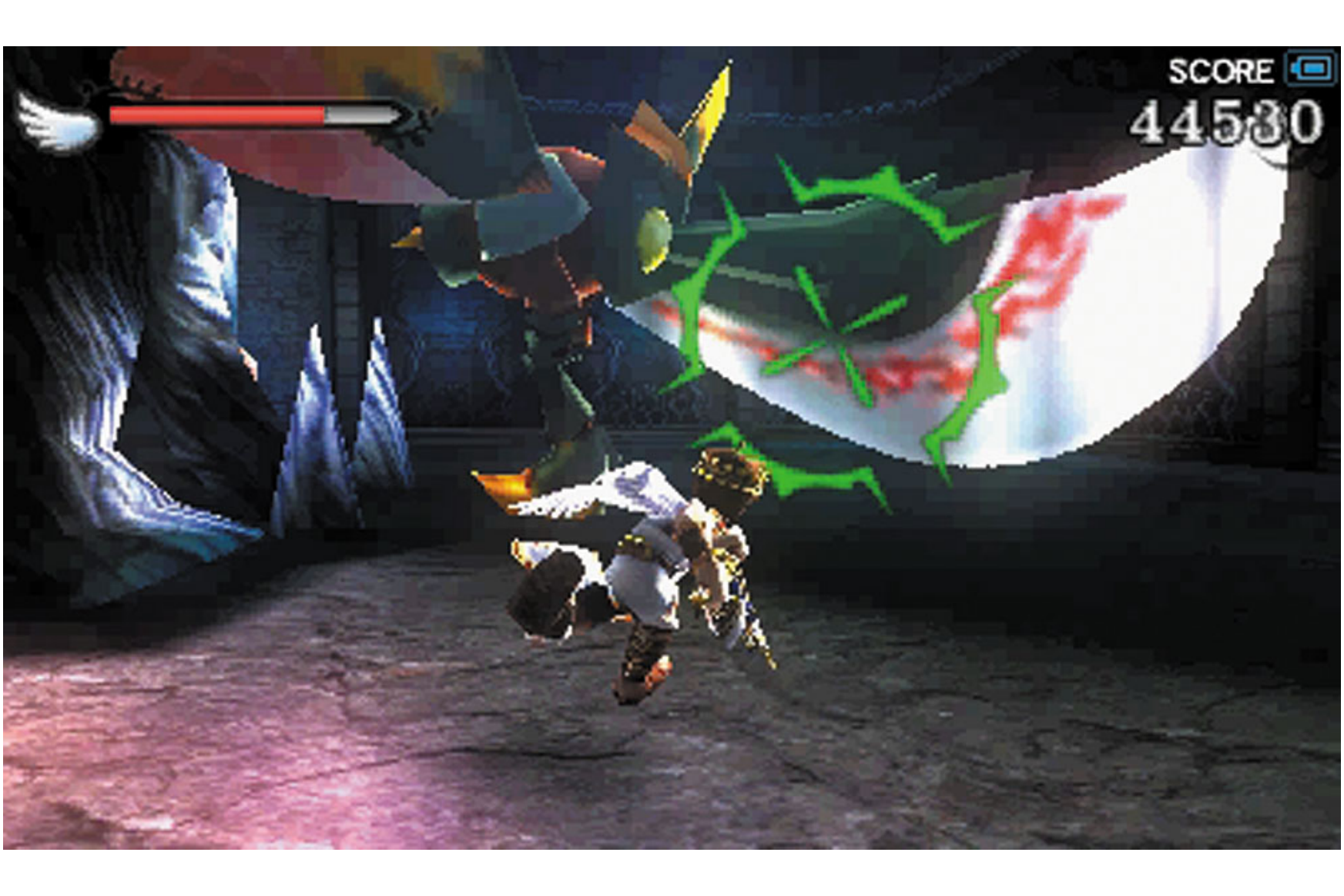


5. Now cross the bridge into the next section. A stairwell takes you lower into the castle depths. A Skuttler Cannoneer protects a passage hidden by a wall drape. This passage leads to your first Zodiac weapon of the game. Continue down the stairs.

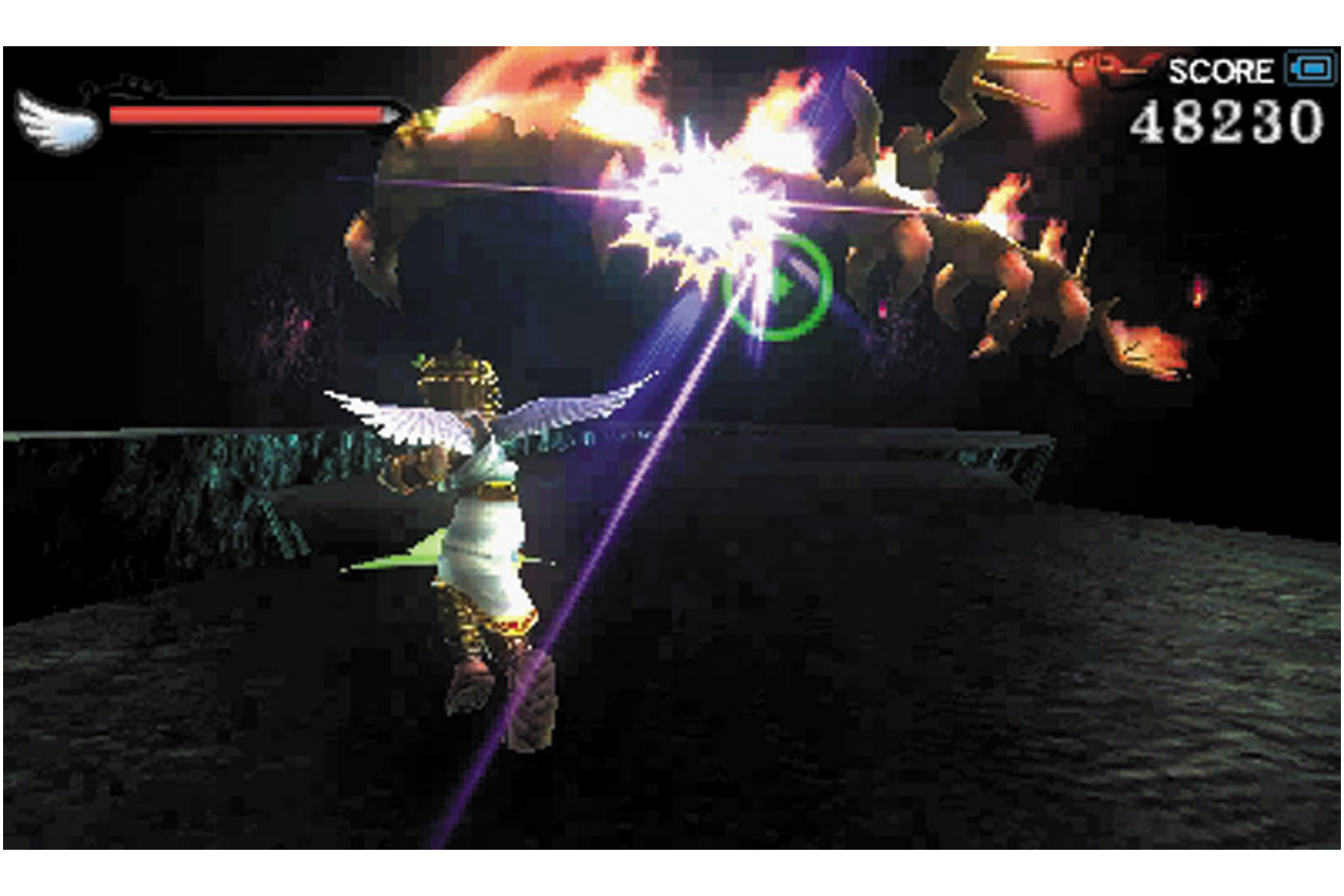
Tip

You may want to consider leaving the Zodiac weapon for later. If you come back at a higher Intensity, it will be all the more powerful once you finish the level.

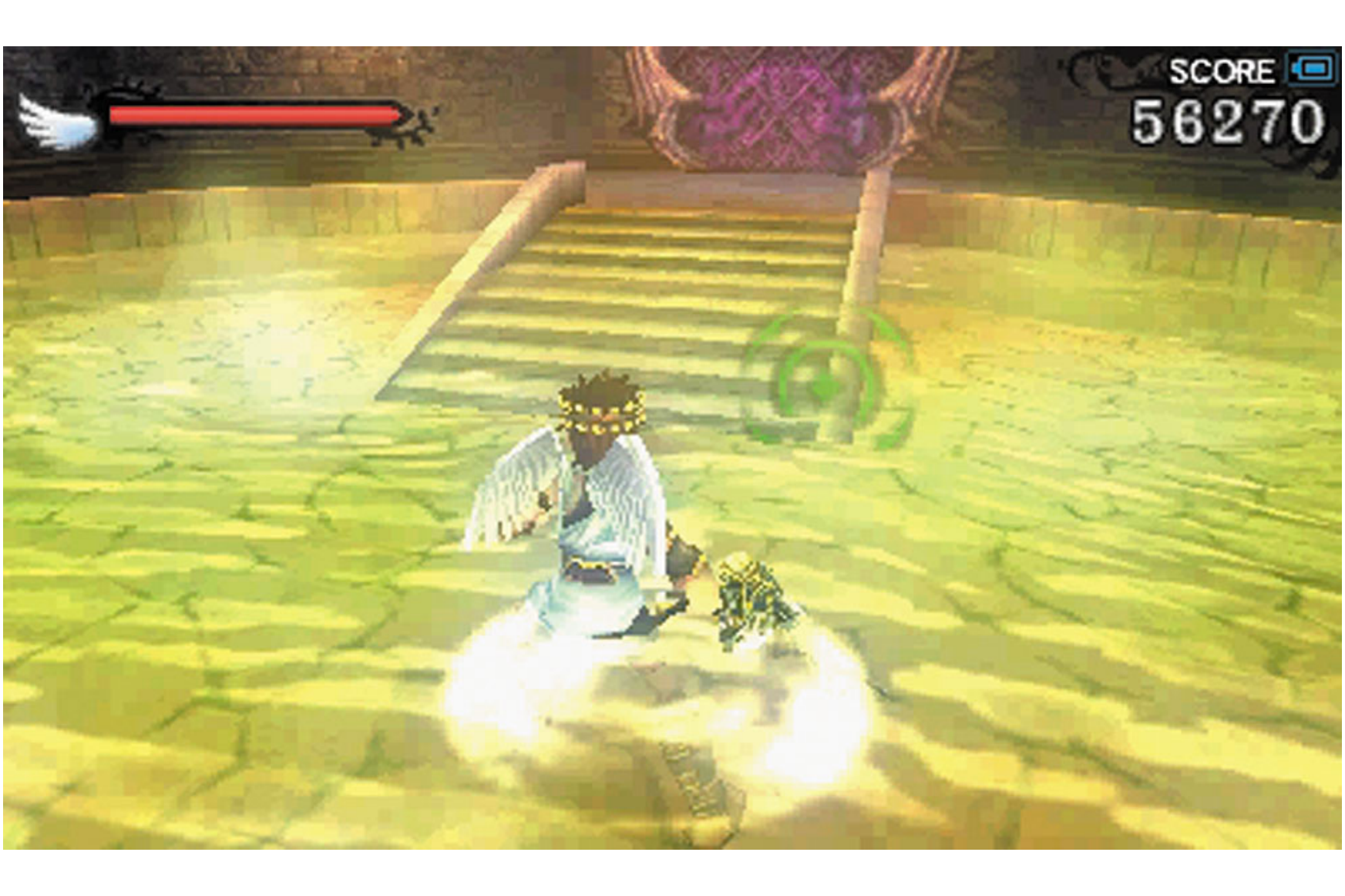




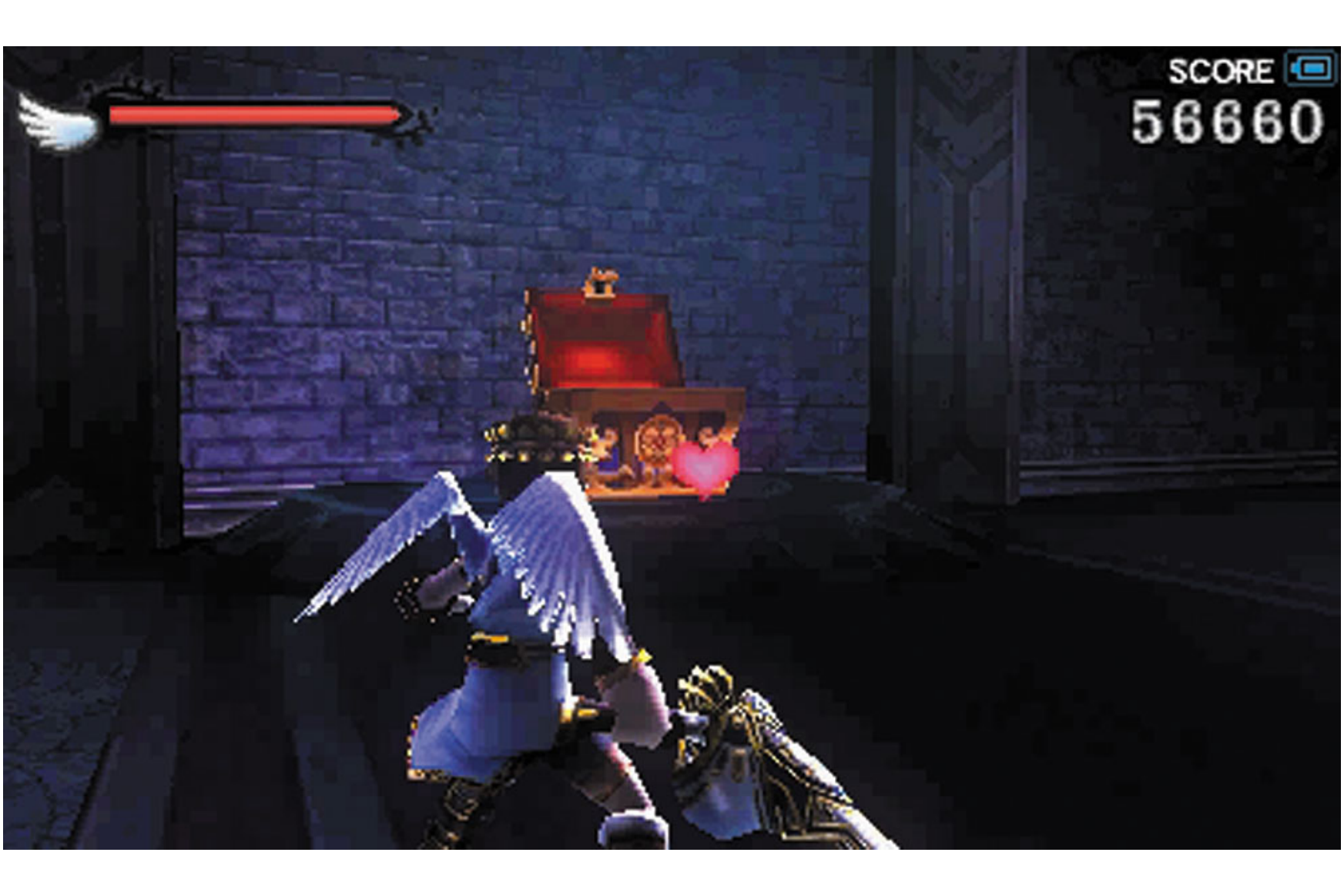
6. As soon as you enter this room, you're introduced to the human mercenary, Magnus. He has single-handedly infiltrated the castle and his immense strength is making short work of the Underworld Army troops. He explains he's here for the reward for taking Gaol down, and despite his questionable morals, Palutena instructs Pit to help him. This is one of the largest battles yet, so pace yourself and don't get reckless. Eventually, the enemy is driven away, and you get a Treasure Box for your efforts. Continue to follow the arrows down another hole.

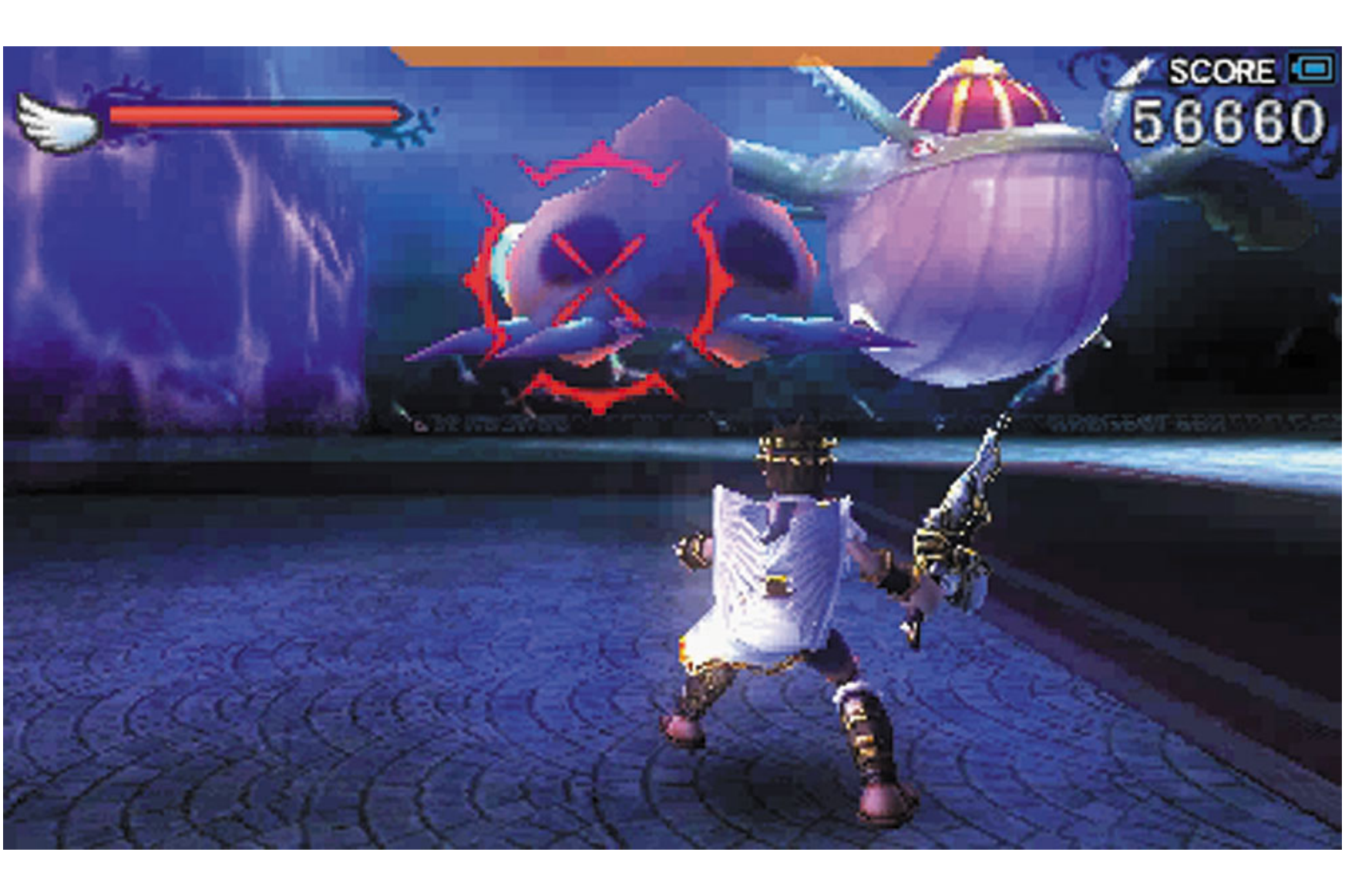


7. The real danger on this twisting path is the enemy. A Fire Wyrm floats around the bridge, barraging you with flames. Between you and Magnus, any ground forces are easily beaten, giving you plenty of free shots at the Fire Wyrm.

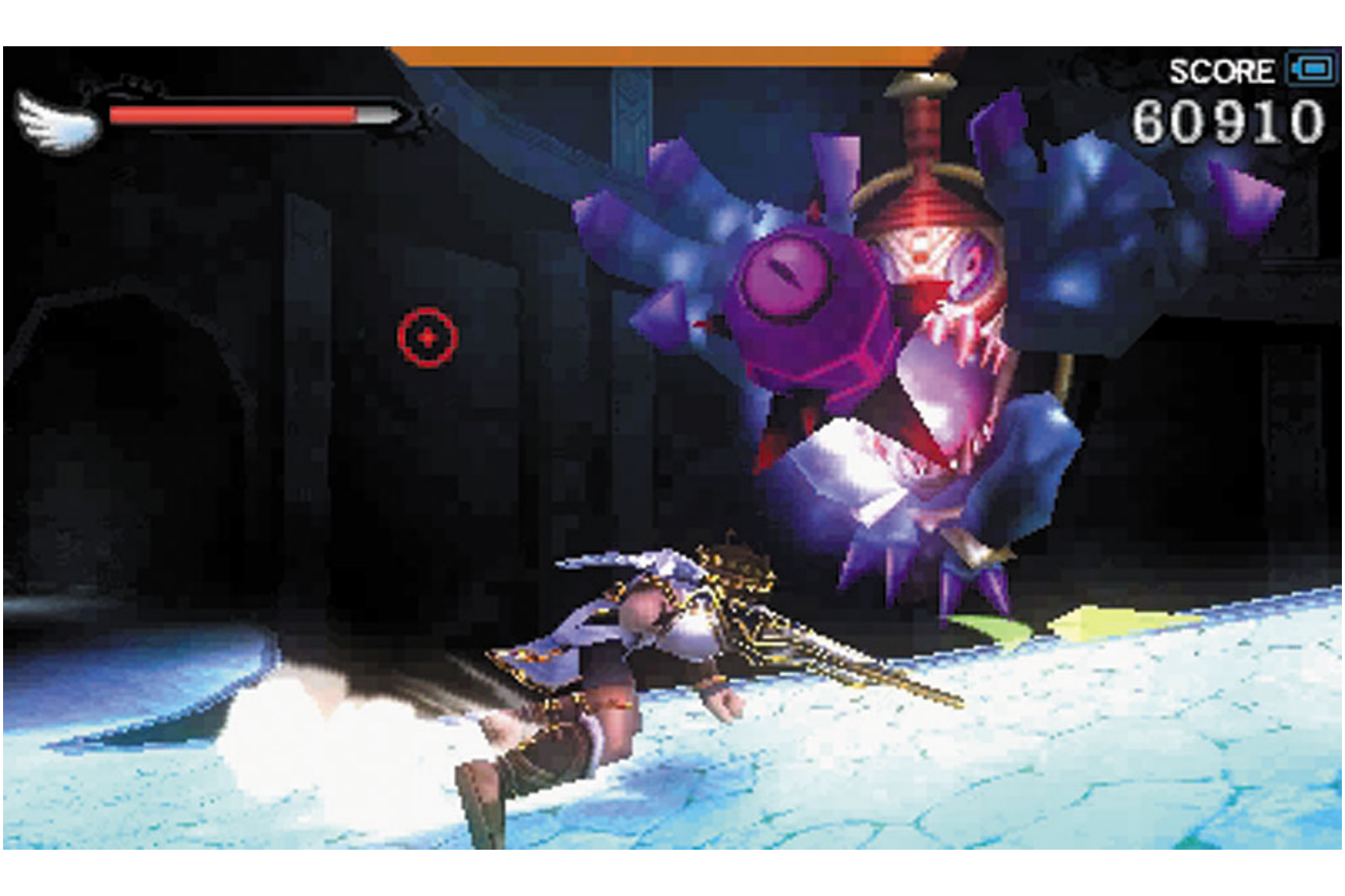


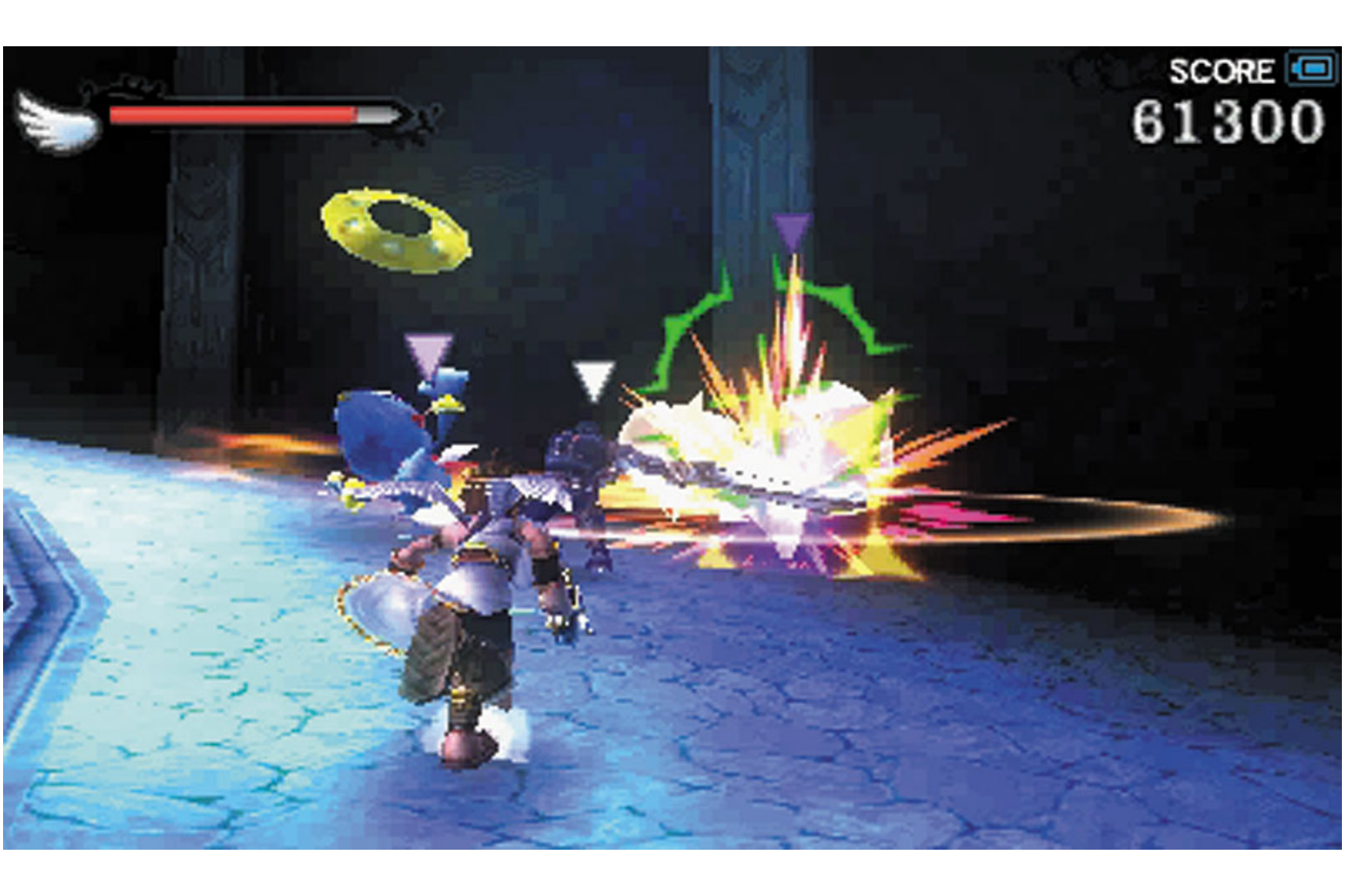
8. The room after the winding path is where another Skuttler ambush awaits. After you cut through this, an elevator becomes accessible. Enter it, and when you exit it, you'll be on a rooftop with two doors. Take the one to your right to enter a health-restoring hot spring.



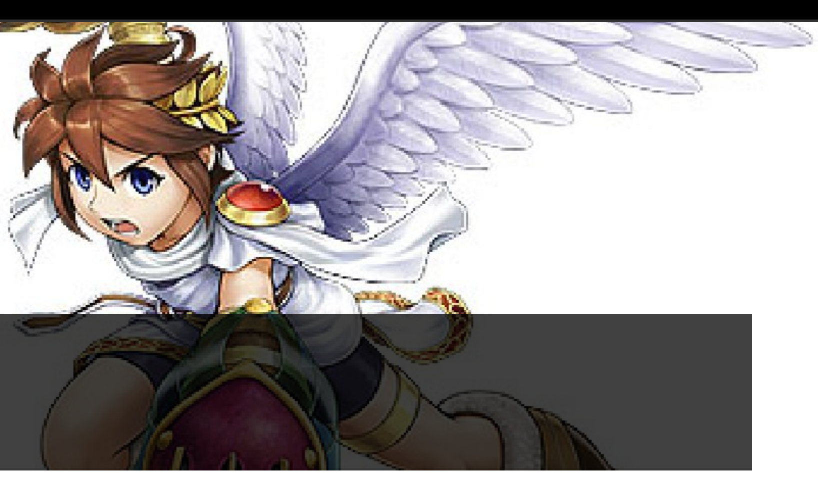


9. The other door remains locked, but the red carpet leads to a Treasure Box that Magnus rightfully declares to be a trap. If you approach the box despite the warnings, you trigger an ambush. You have to beat this ambush to unseal the door leading further into the castle. A Belunka and a Specknose start this party, and a second wave of enemies appears as soon as they are taken care of.



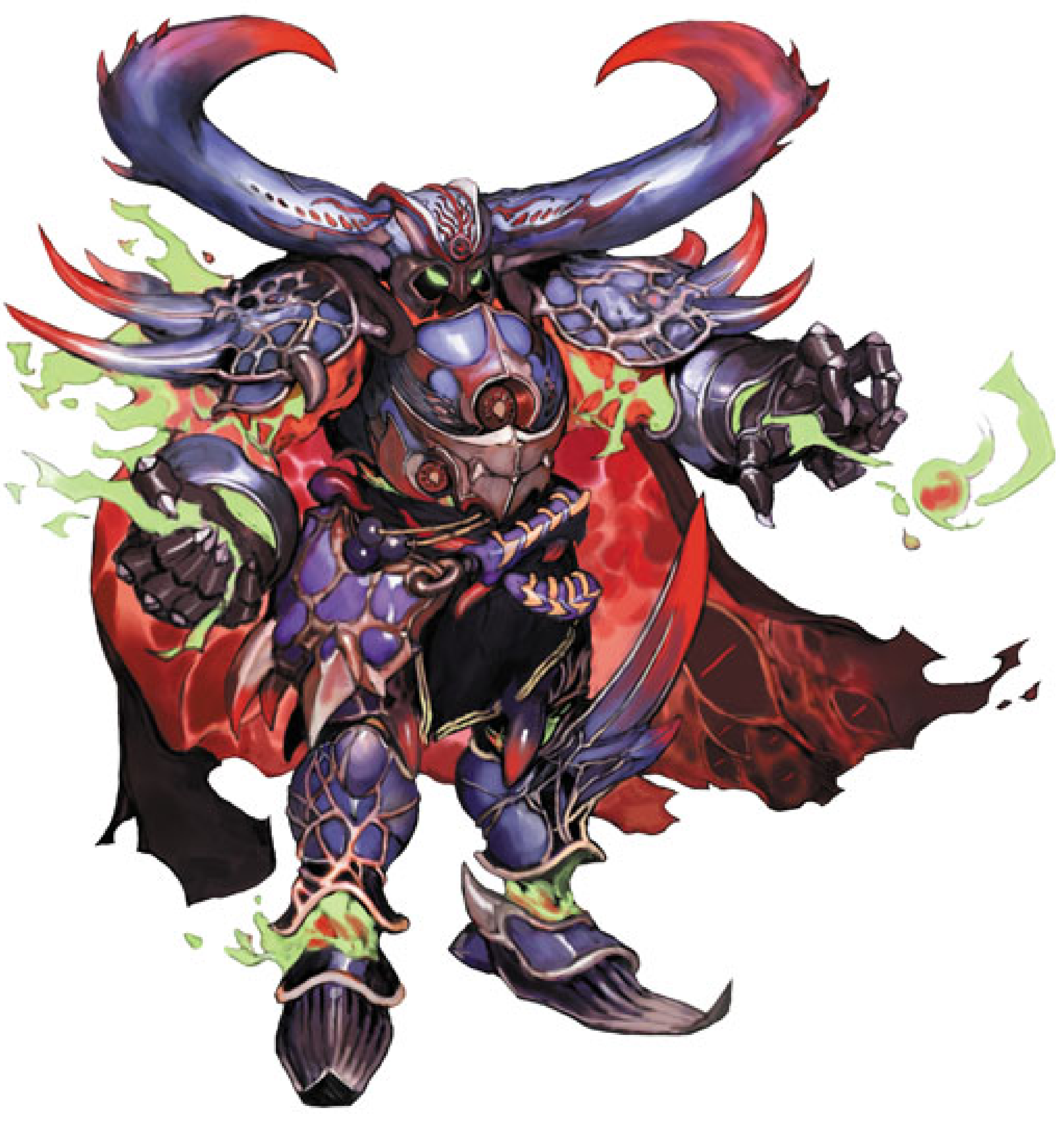


10. The newly unsealed door leads to a long spiraling passage that guides you up the tower. You'll be attacked by a variety of foes the whole way up. Among them are Shildeens, smaller blue baddies that project force fields that allow the enemy to take potshots at you while preventing you from getting to them. Once that shield goes down, Pit and Magnus can shred the Shildeens quickly. This passage is the final stretch. Once you reach the top, a Drink of the Gods awaits you: You're at Gaol's front door.



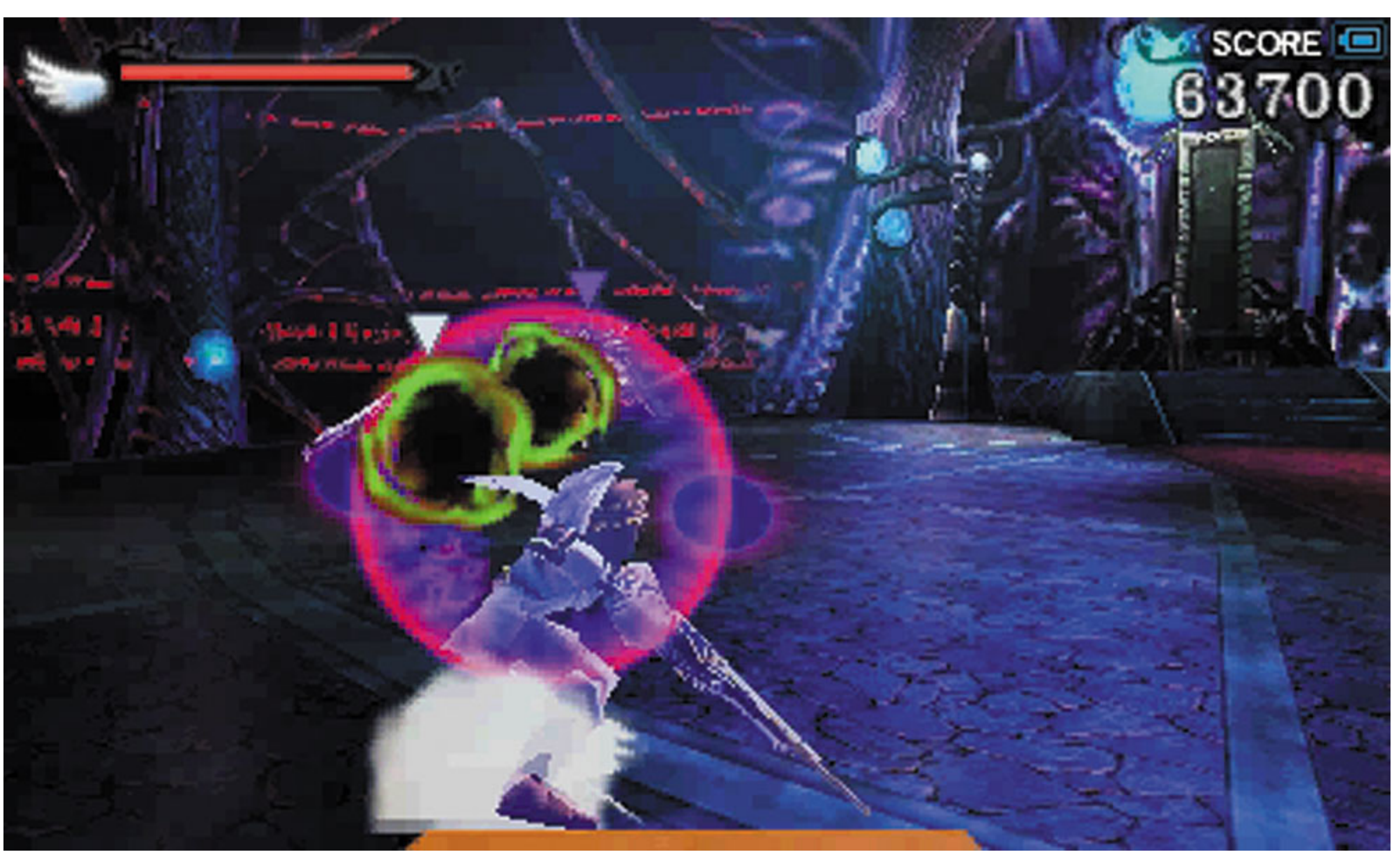
Chapter 2: Magnus and the Dark Lord

Boss Battle: Dark Lord Gaol

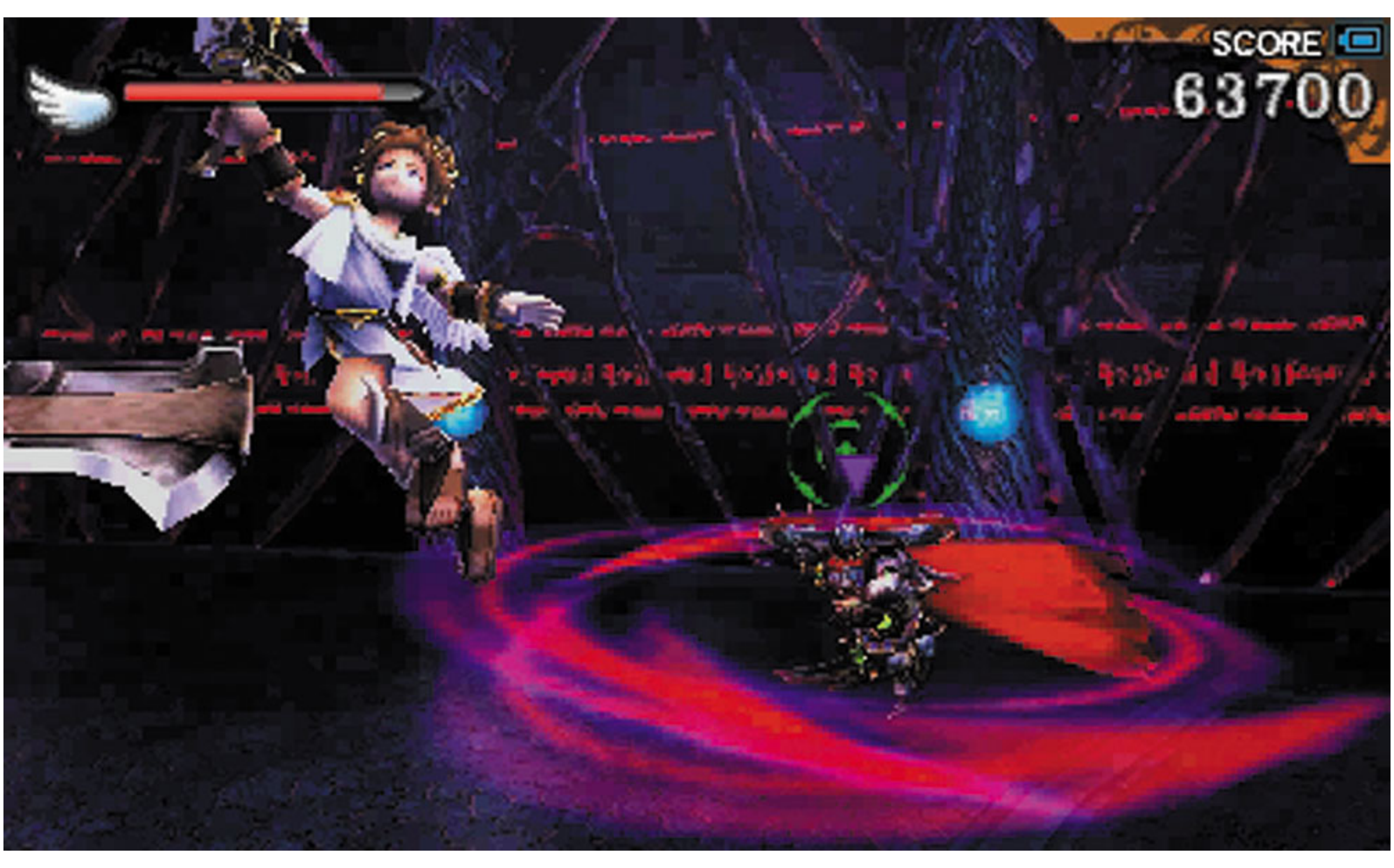


Health Range	
Min Health	Max Health
225	1124

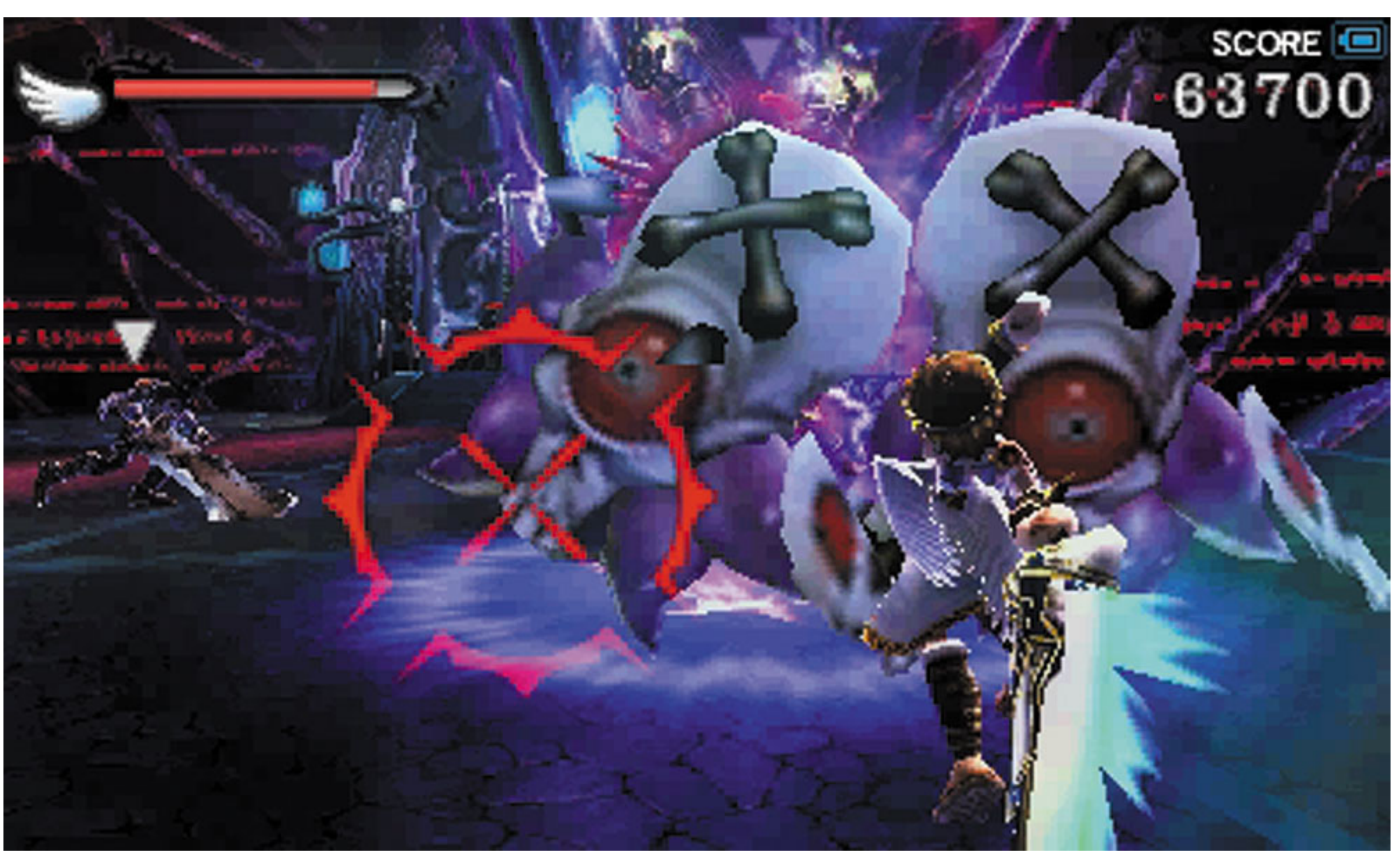
Unlike Twinbellows, Gaol is a target roughly comparable to Magnus's size, so you don't have to try to dodge something the size of a tank. Like Twinbellows, the Dark Lord is impressively fast, considering the armor he's got, air-dashing through the arena with great ease. Magnus and Pit will have a tough time just getting close enough to hit him. Once you do get close, Gaol can use a magic shield to protect himself from direct harm.



At a distance, Gaol is a capable sorcerer, able to bombard Pit and Magnus with magical blasts. Some attacks come directly at you, while others are flung like Grenades and take longer to get to you, but exploding with a wide area of effect.



Even when you get close to Gaol, he has a special spin attack that uses his cape to lash out at anyone close by. He tries to send you flying a fair distance away, where he can resume his magical bombardment.



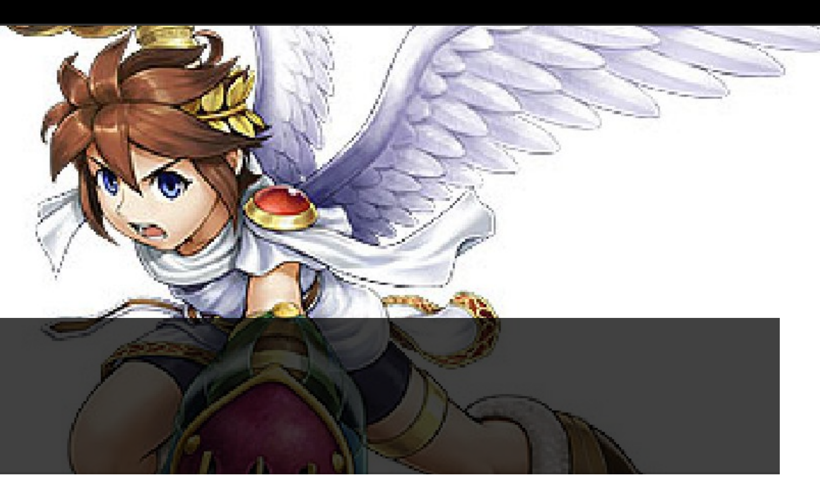
Occasionally, Gaol will summon a pair of Skuttlers to shield himself against frontal assaults. Between Pit's speed and Magnus's strength, it's possible to bypass this Skuttler shield completely. Pit can dodge around to the the side or behind Gaol, and Magnus just tends to cut right through the Skuttlers.

SCORE
63700

However, Gaol often uses the Skuttler shield as a chance to set up a powerful area of effect attack that hits very hard. And once the Dark Lord begins to prepare for this attack, you may not have enough time to react and run away.

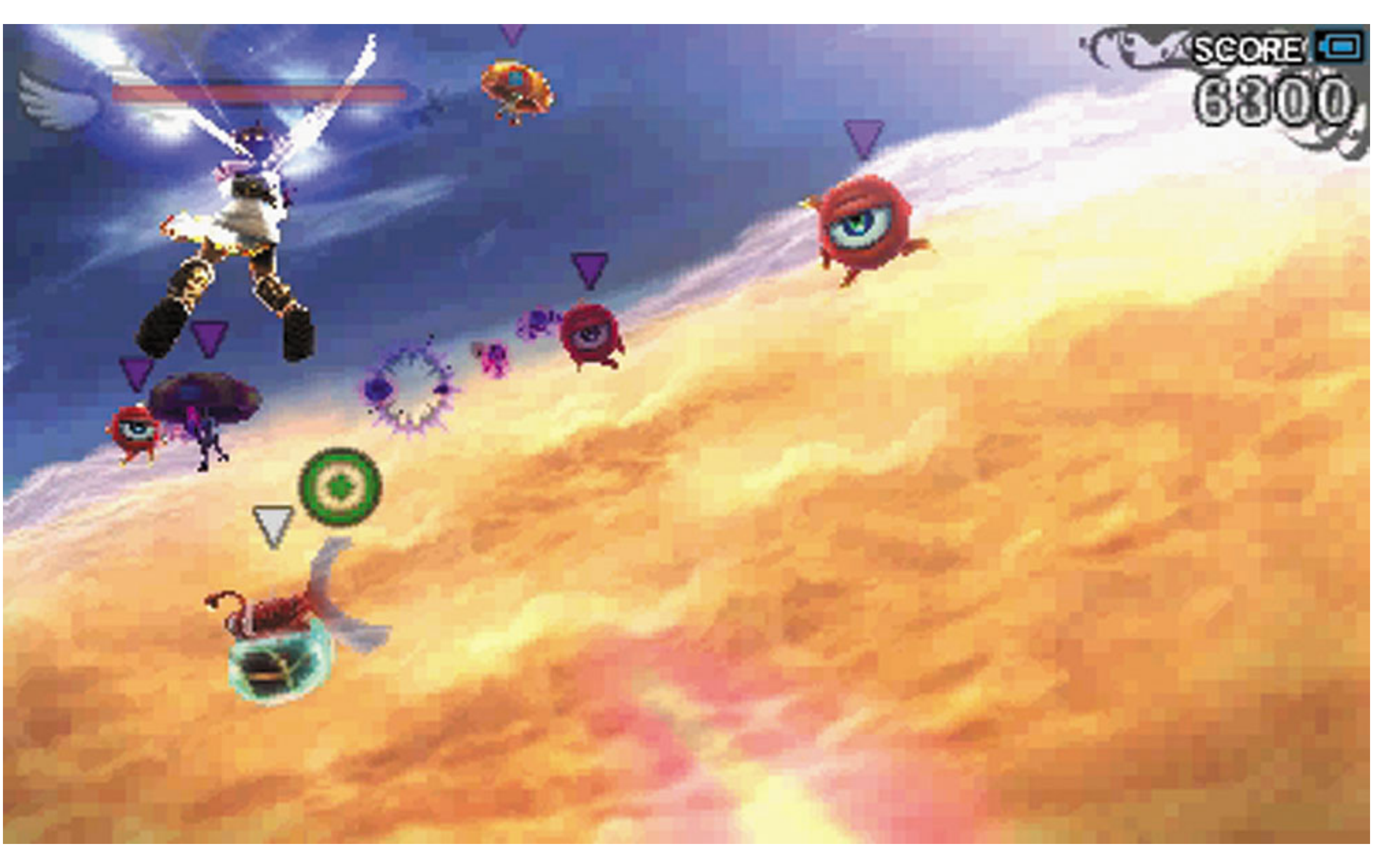
SCORE
83200

The safest method for dealing with Gaol is to stay at mid-range, piling on damage with various types of charged shots. Stay on the move so as not to get hit by any of his ranged attacks, but always be prepared to dodge at the last second. Between Pit and Magnus, Gaol can be brought down with relative ease. In the aftermath of the battle, you learn some surprising information about the Dark Lord, but don't have the time to dwell on it. Another of Medusa's commanders requires your immediate attention.

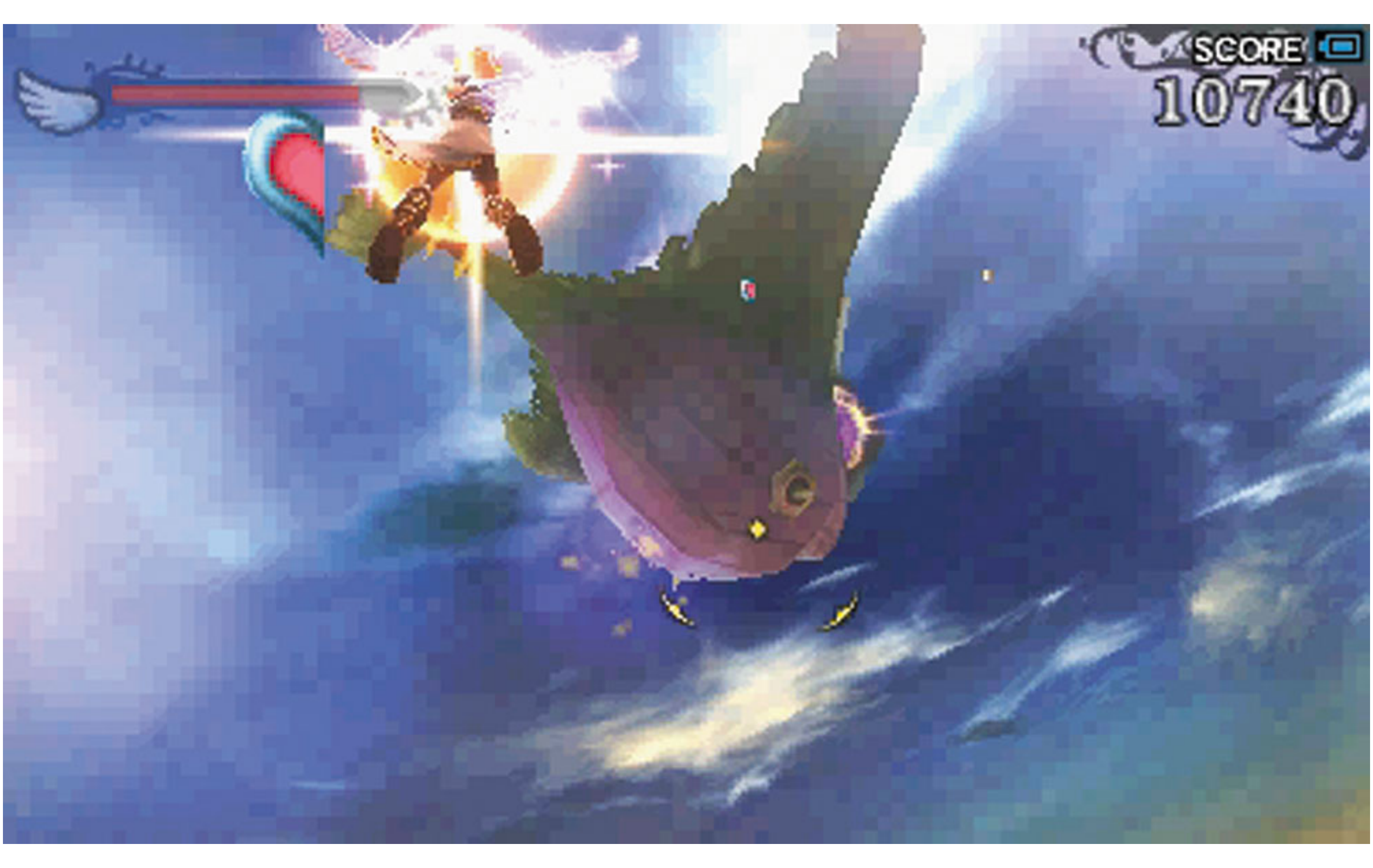


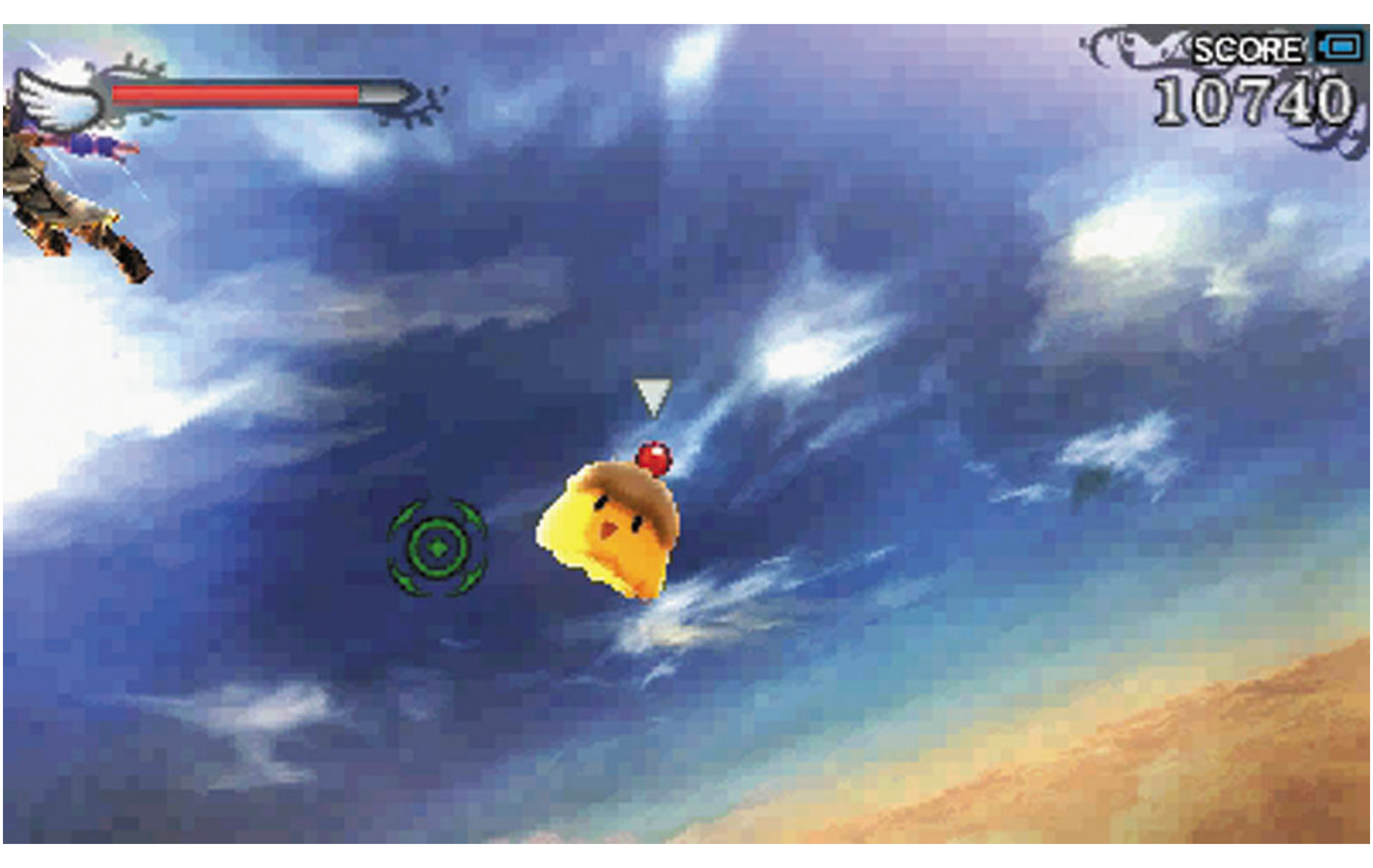
Chapter 3: Heads of the Hewdraw

Air Battle

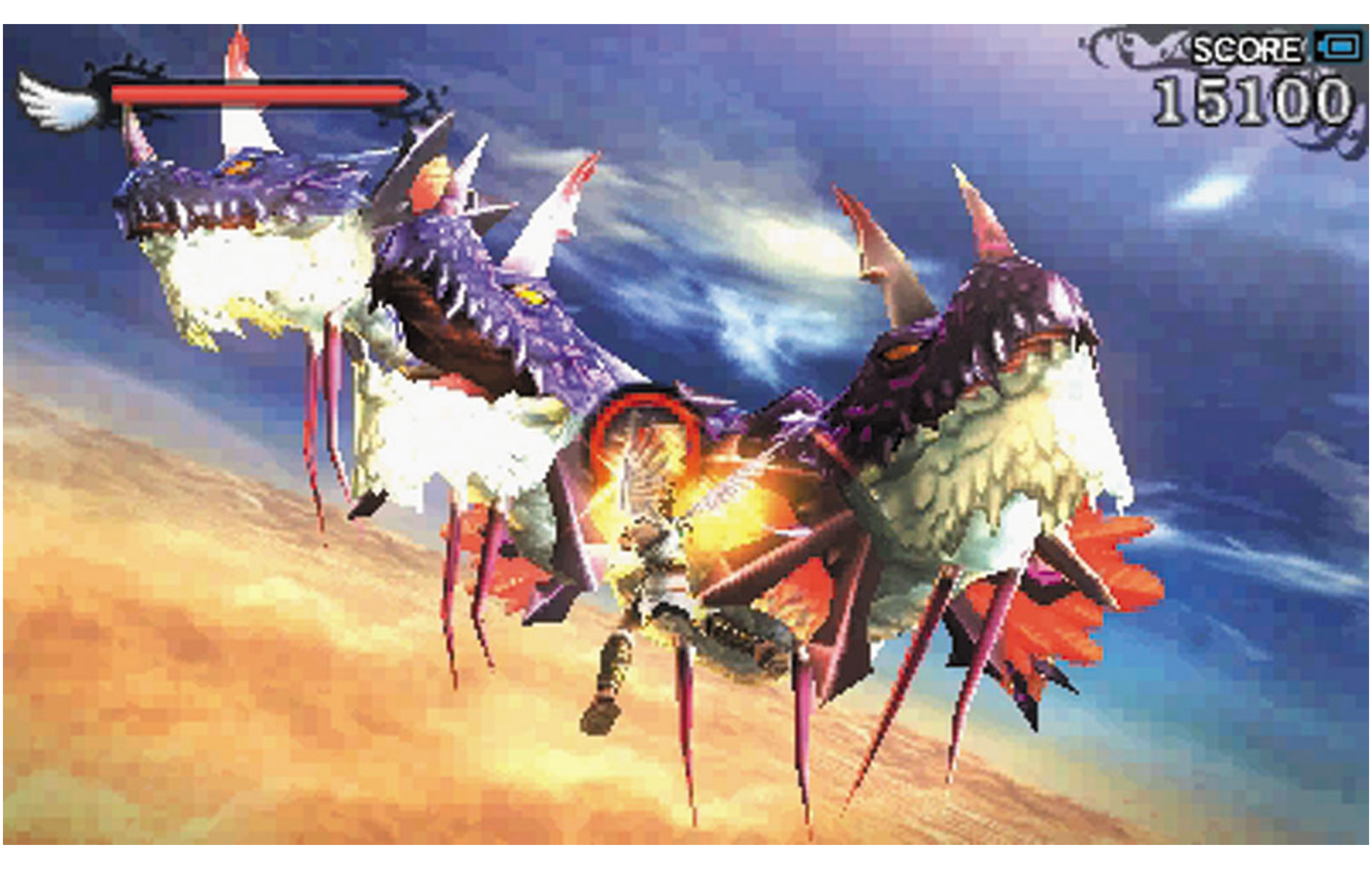


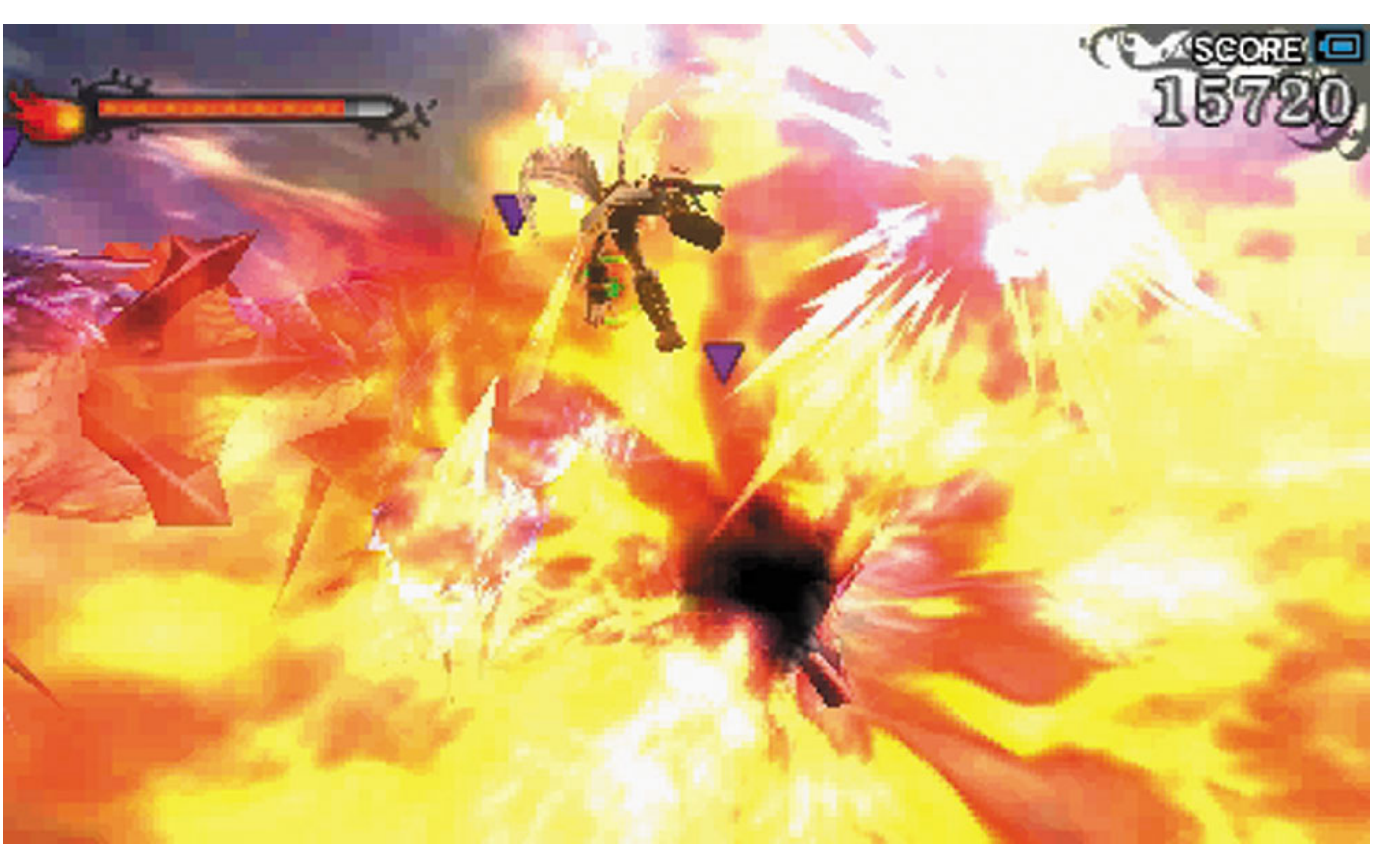
Medusa has finally decided to strike back at Palutena directly, sending a sizeable force into Skyworld. The gloves are starting to come off now. The enemy comes at you in greater numbers, so Palutena's early advice about using Special Attacks to clear the skies of enemies and enemy fire is going to feel more relevant now than ever.

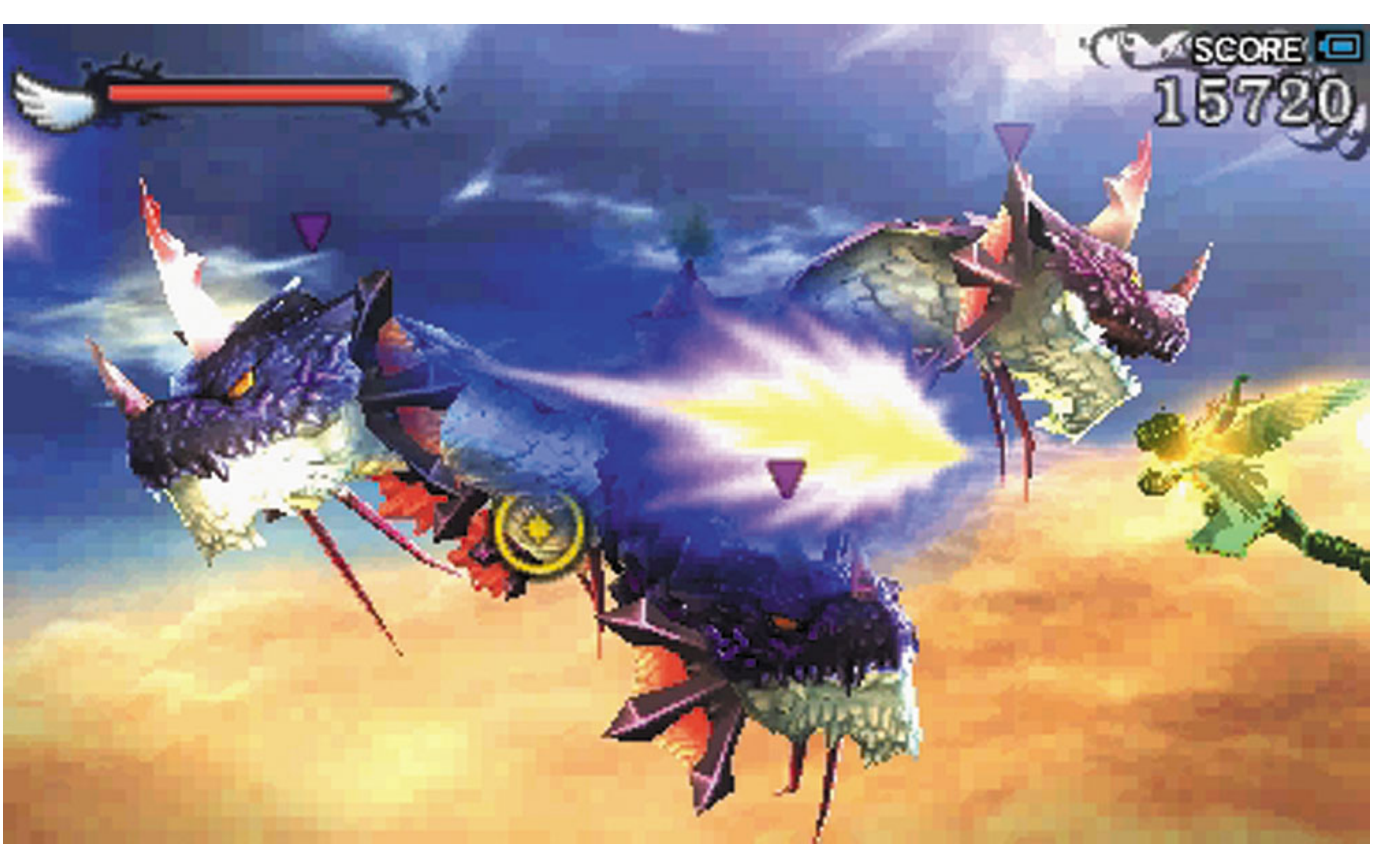




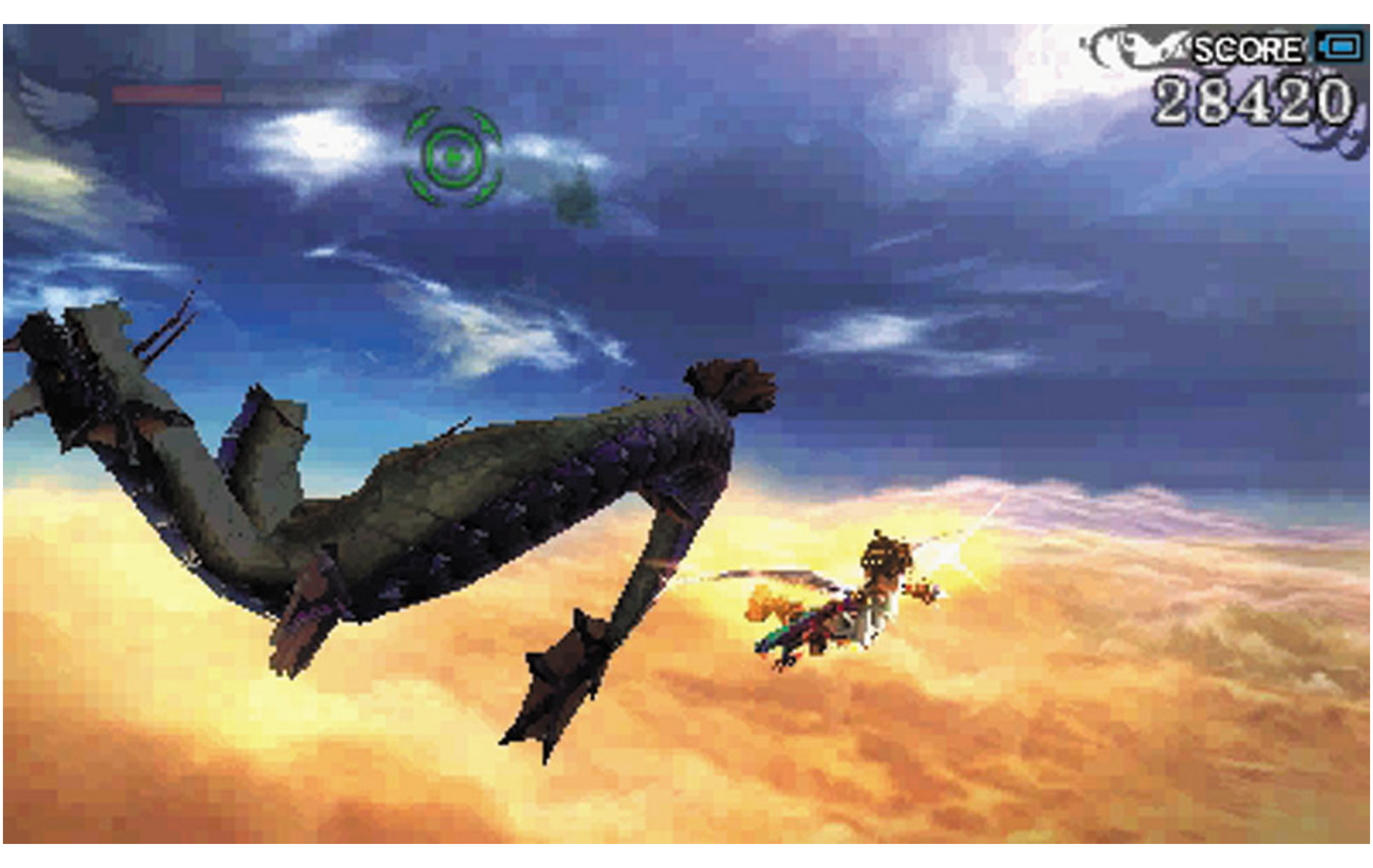
After dealing with a Belunka, Pit has had enough with the small fry. He wants to strike the commander directly. During this conversation, keep an eye out for a Souflee. It's worth the effort to destroy these as you find them because they are worth a significant number of hearts compared to most regular foes. The approach to Hewdraw is beset by even greater numbers of foes, but fortunately, you run across some Recovery Orbs as you close in on the three-headed dragon.

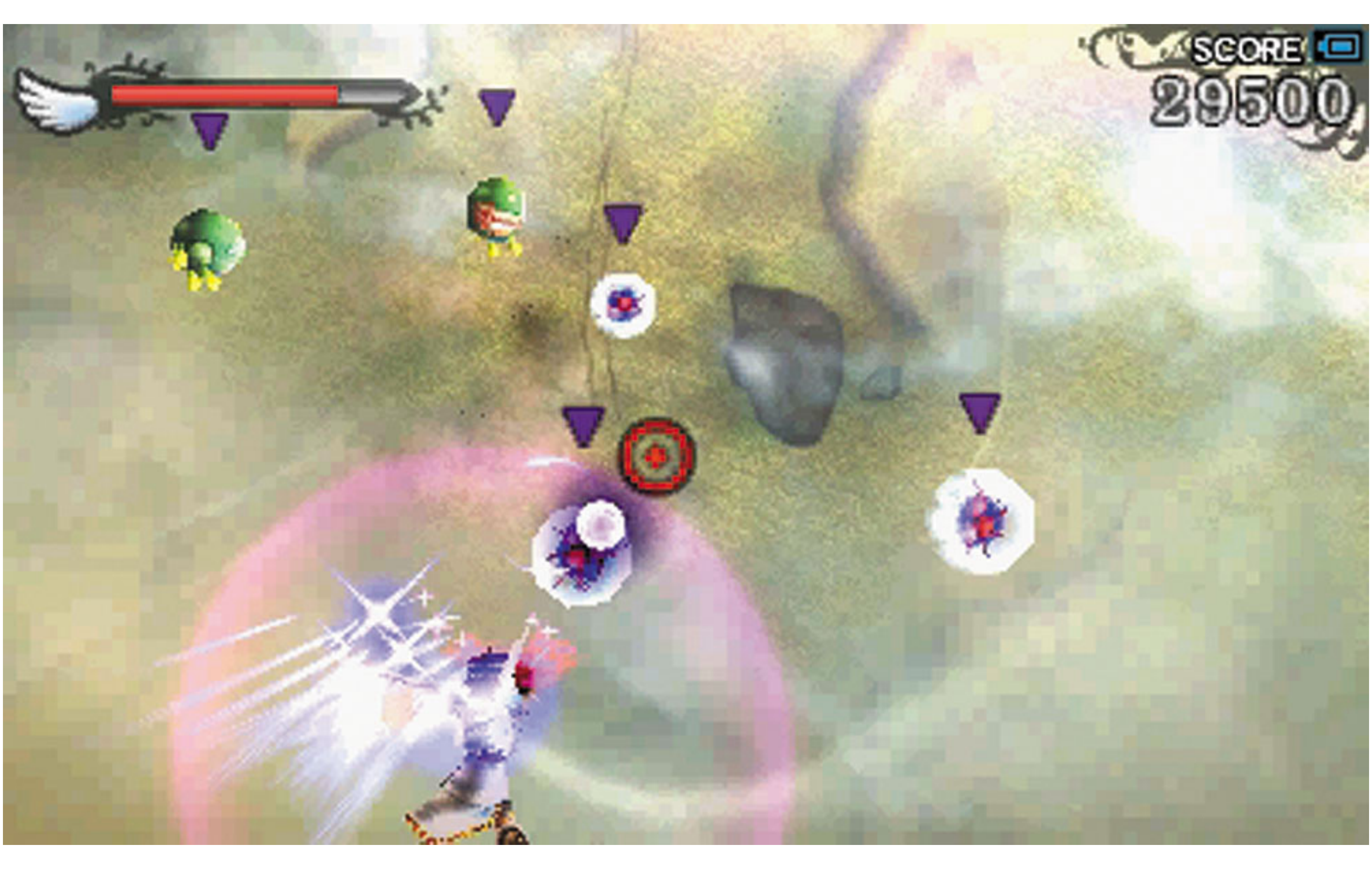


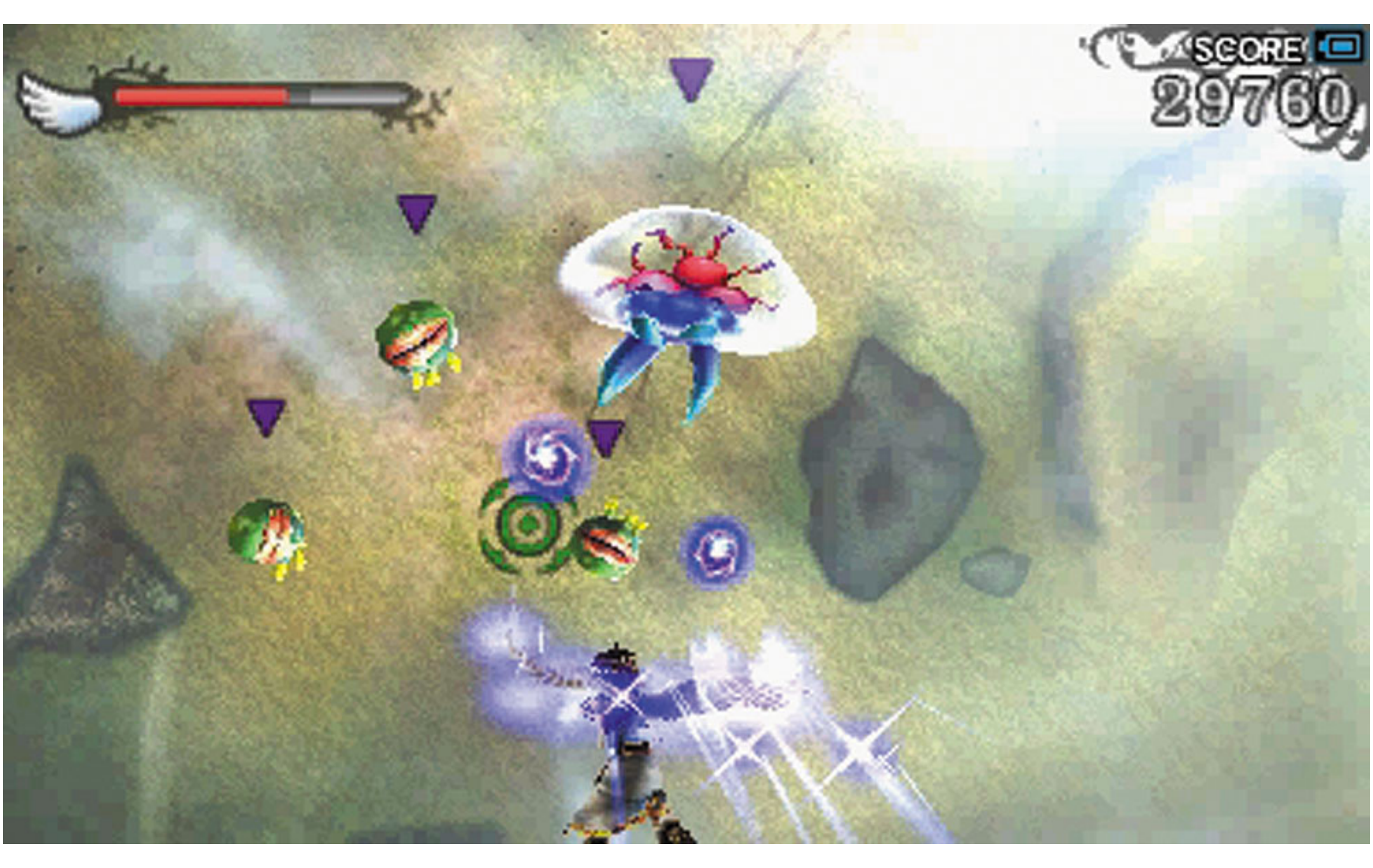




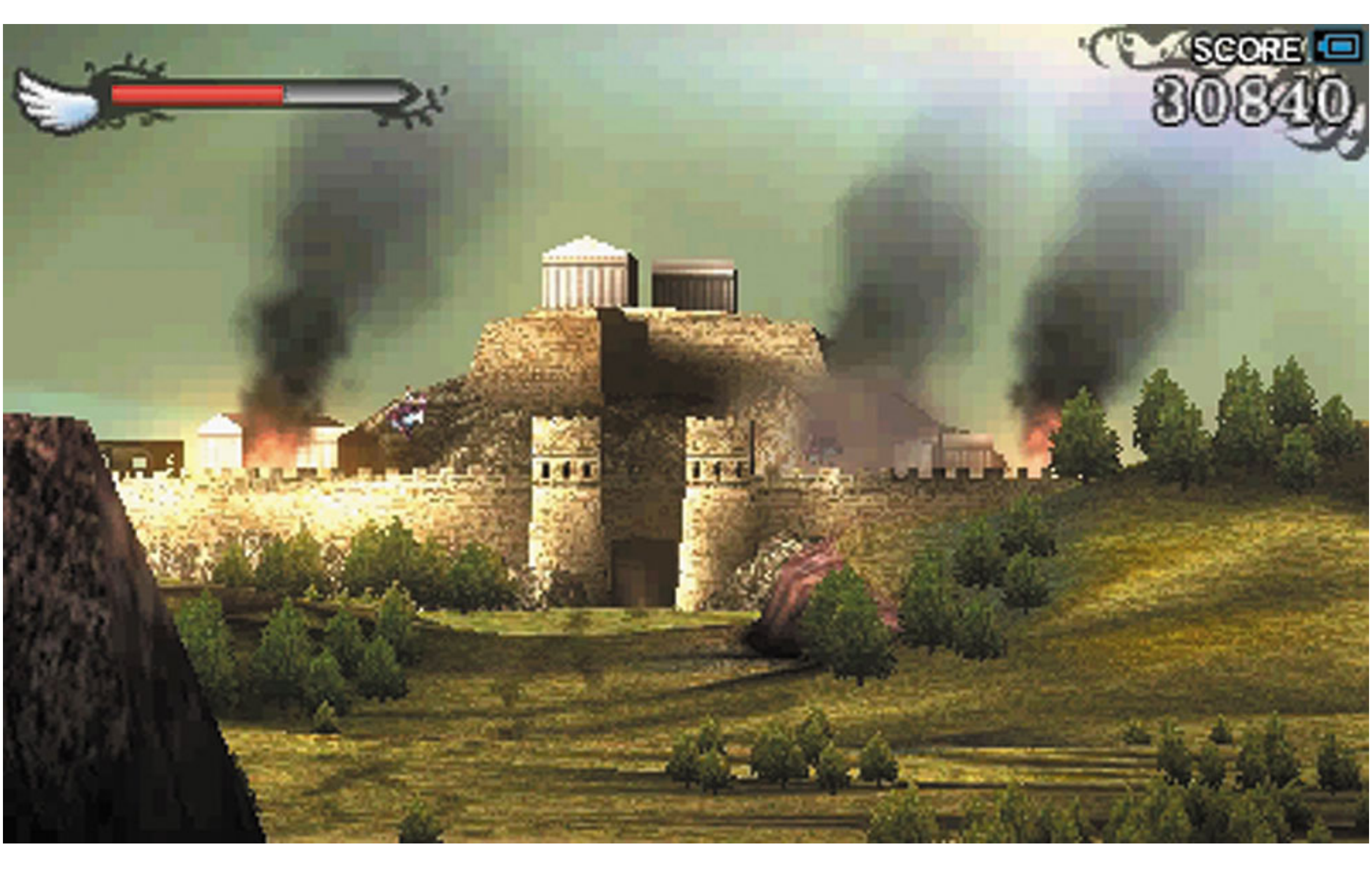
After the three heads start bickering amongst themselves, Palutena orders you to put them out of your misery. Despite technically being only a mid-boss, Hewdraw is not to be taken lightly. Pay attention to which head rears back; that's the one that is going to try to bite or blast you with some form of magic that you need to dodge. Be wary when flames begin to build up in a mouth, as that is the build up to a screen-filling blast of fire that can tear off massive chunks of your life. You can cancel that attack by focusing your fire on the head preparing the blast. Each head has its own health total, and with every head you take down, Hewdraw becomes more aggressive.

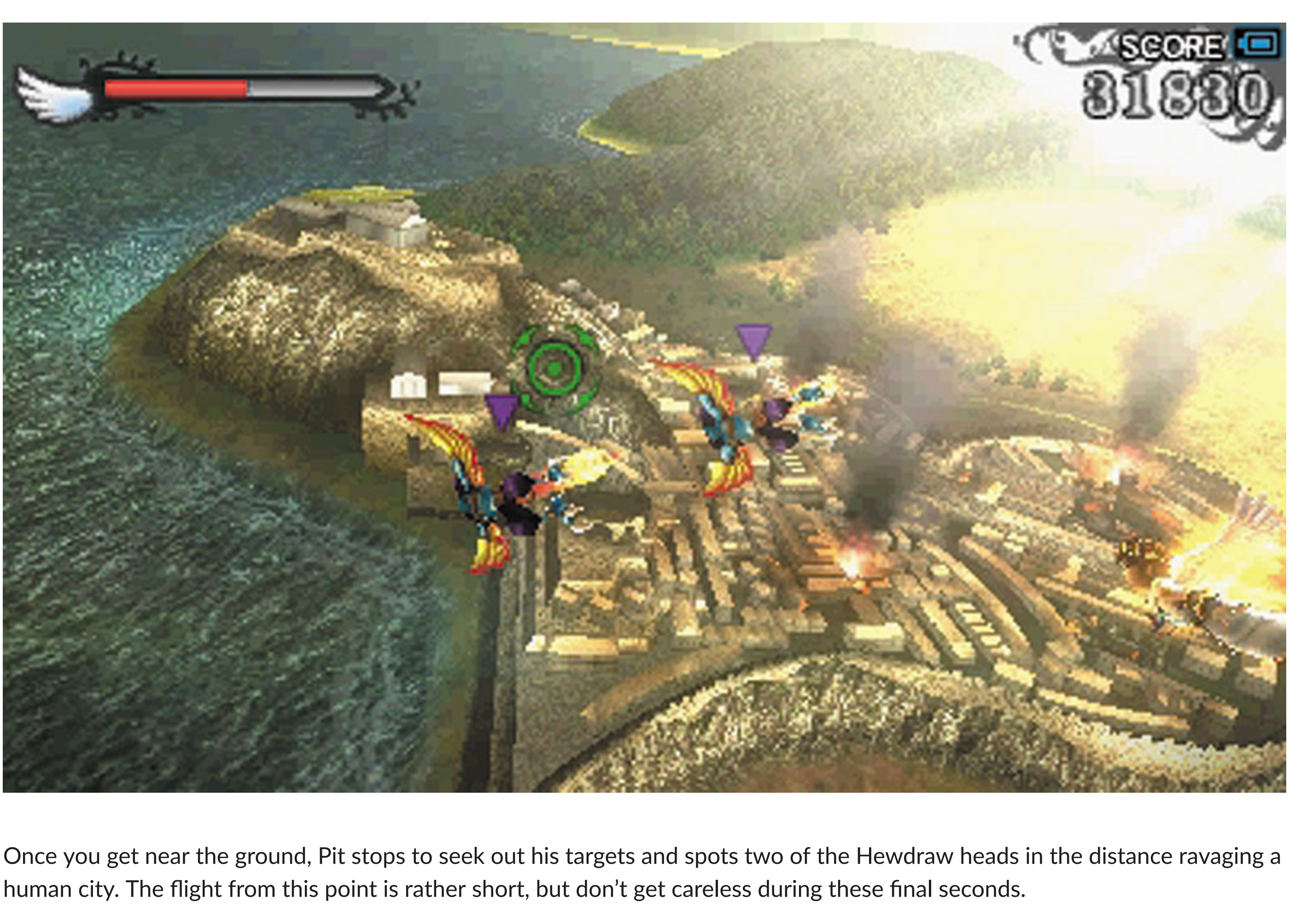




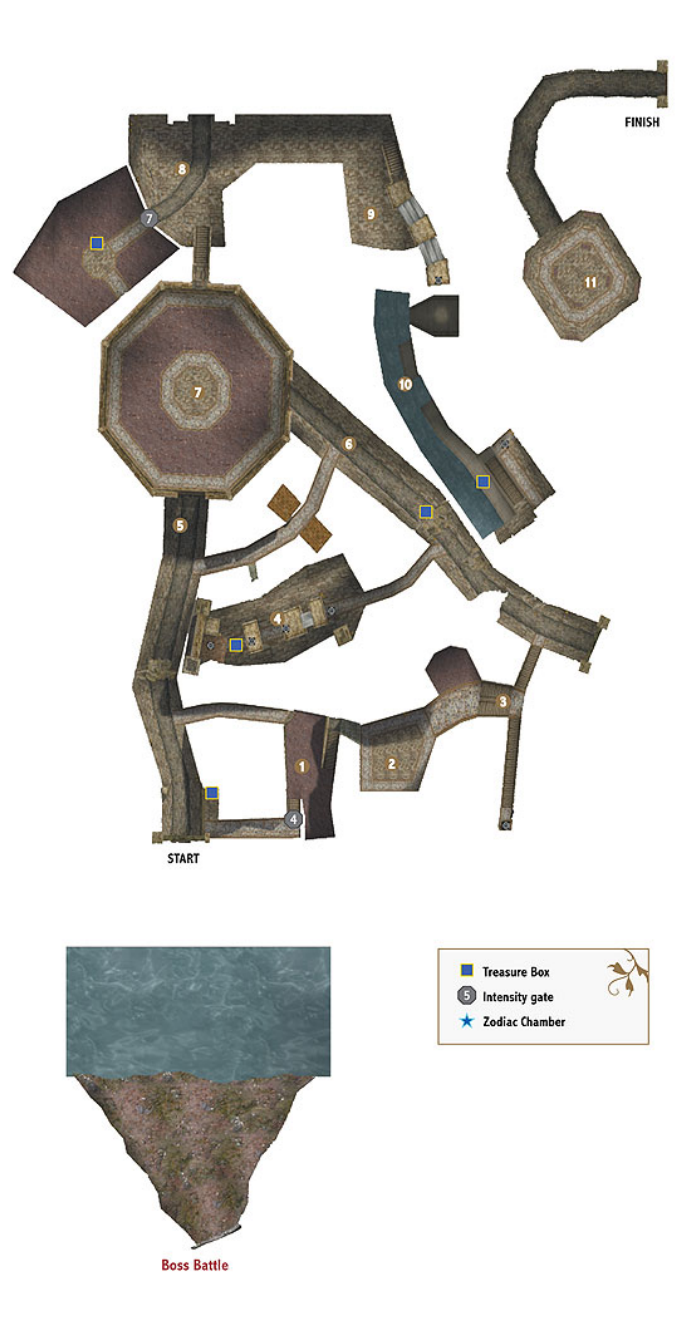


With Hewdraw defeated for now, Palutena directs Pit back toward the surface world. Hewdraw heads can live without their body, and they can regenerate, so you need to ensure that they don't get that chance. During the dive down, watch out for a trio of Komaytos mixed in with the other enemies. They can't be killed with continuous fire or charged shots, and if they get too close, they latch onto you and start taking away your health! Be sure to melee them before that happens.





Once you get near the ground, Pit stops to seek out his targets and spots two of the Hewdraw heads in the distance ravaging a human city. The flight from this point is rather short, but don't get careless during these final seconds.


FINISH
1
2
3
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9
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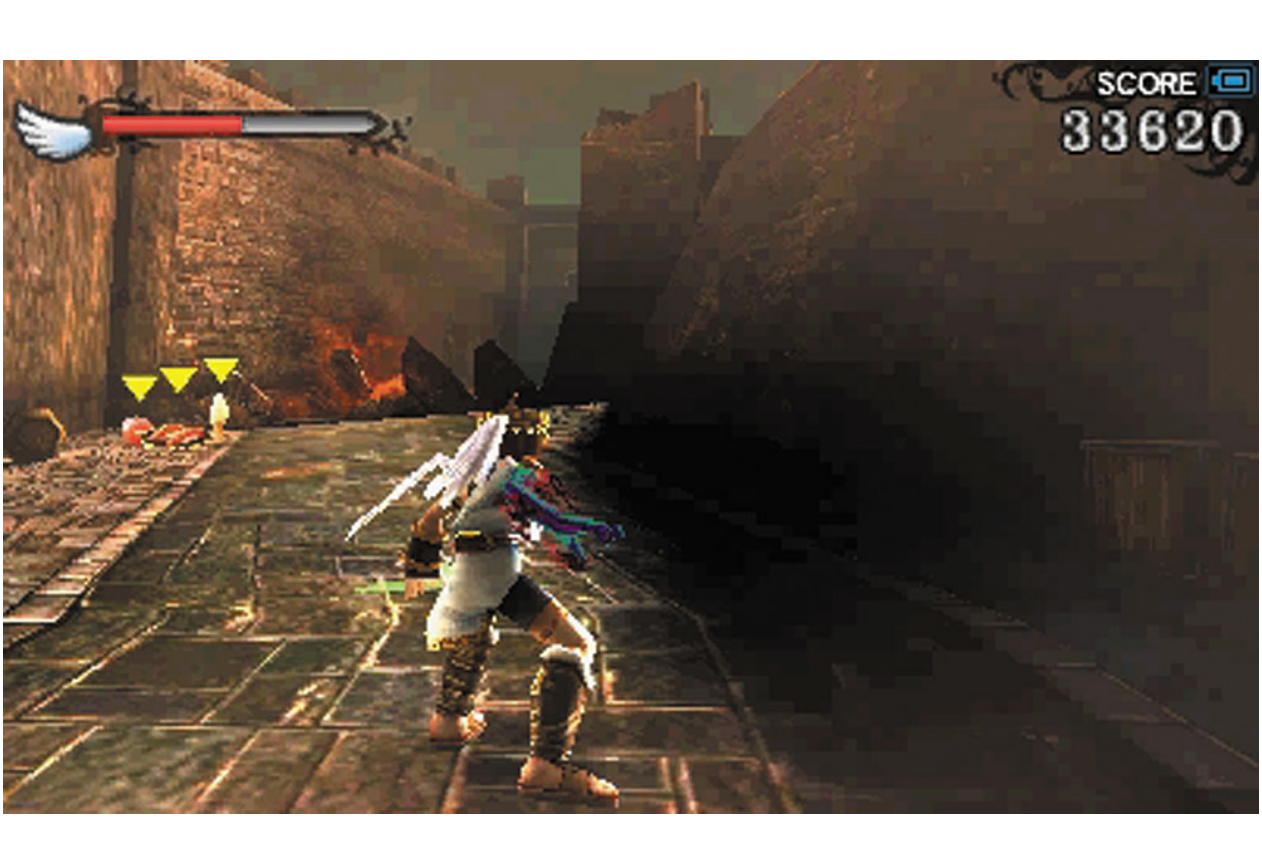
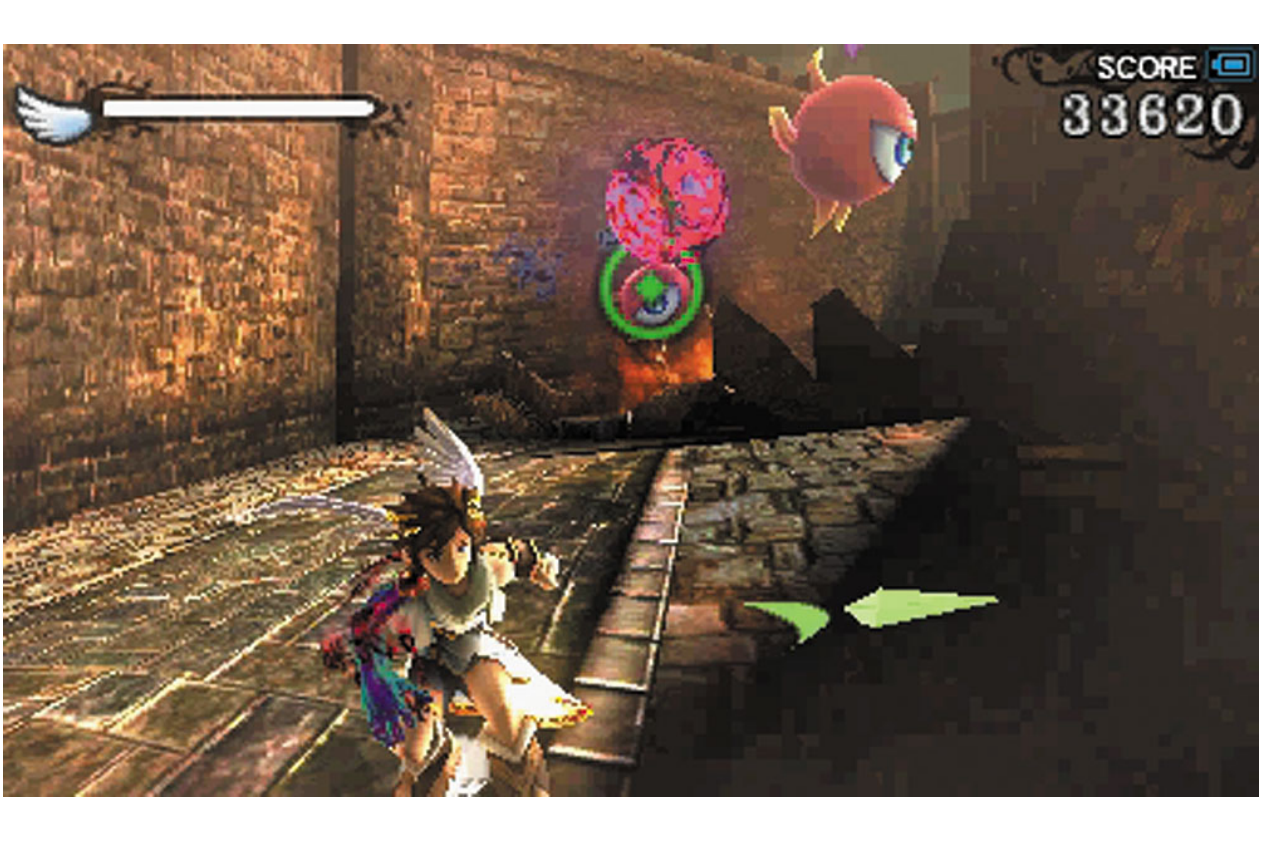
11
START
Boss Battle
Treasure Box
5 Intensity gate
Zodiac Chamber


SCORE
33620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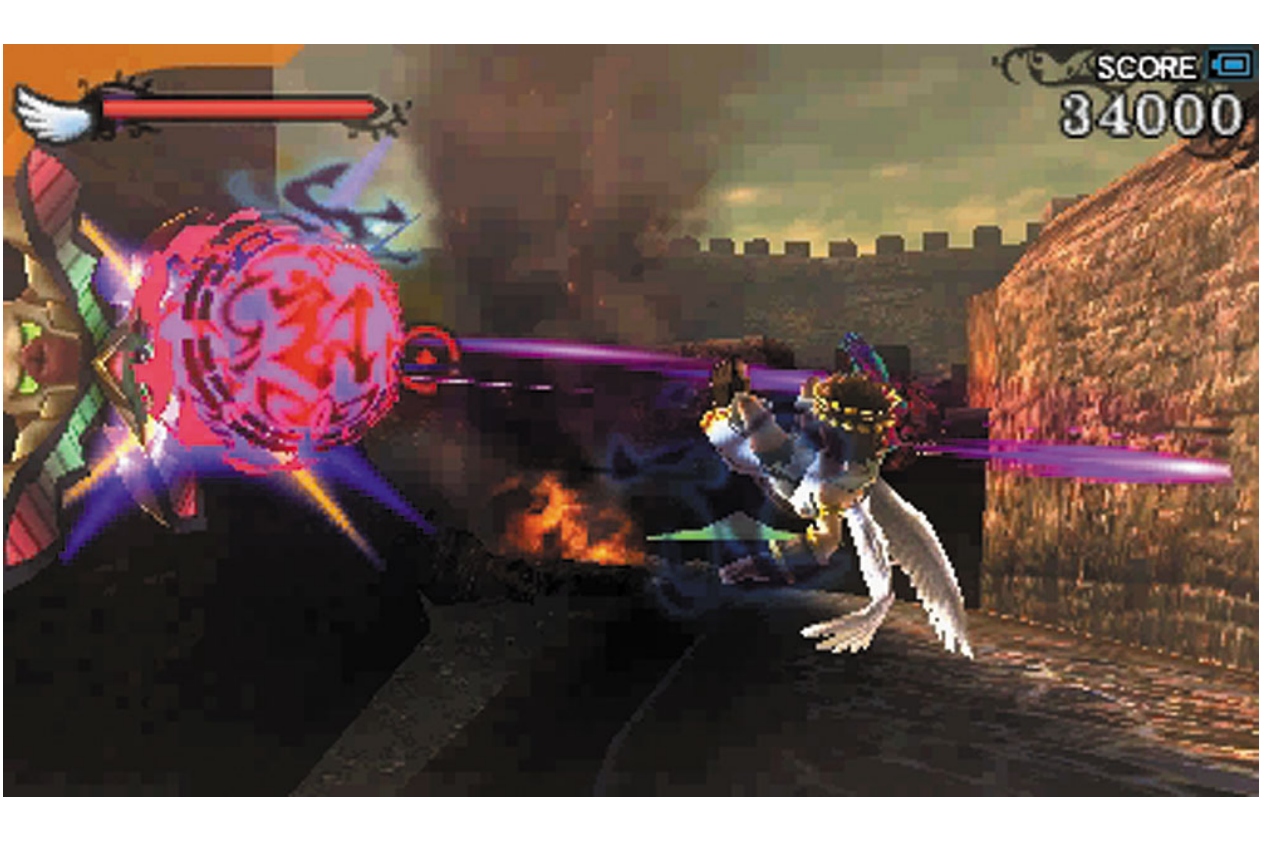
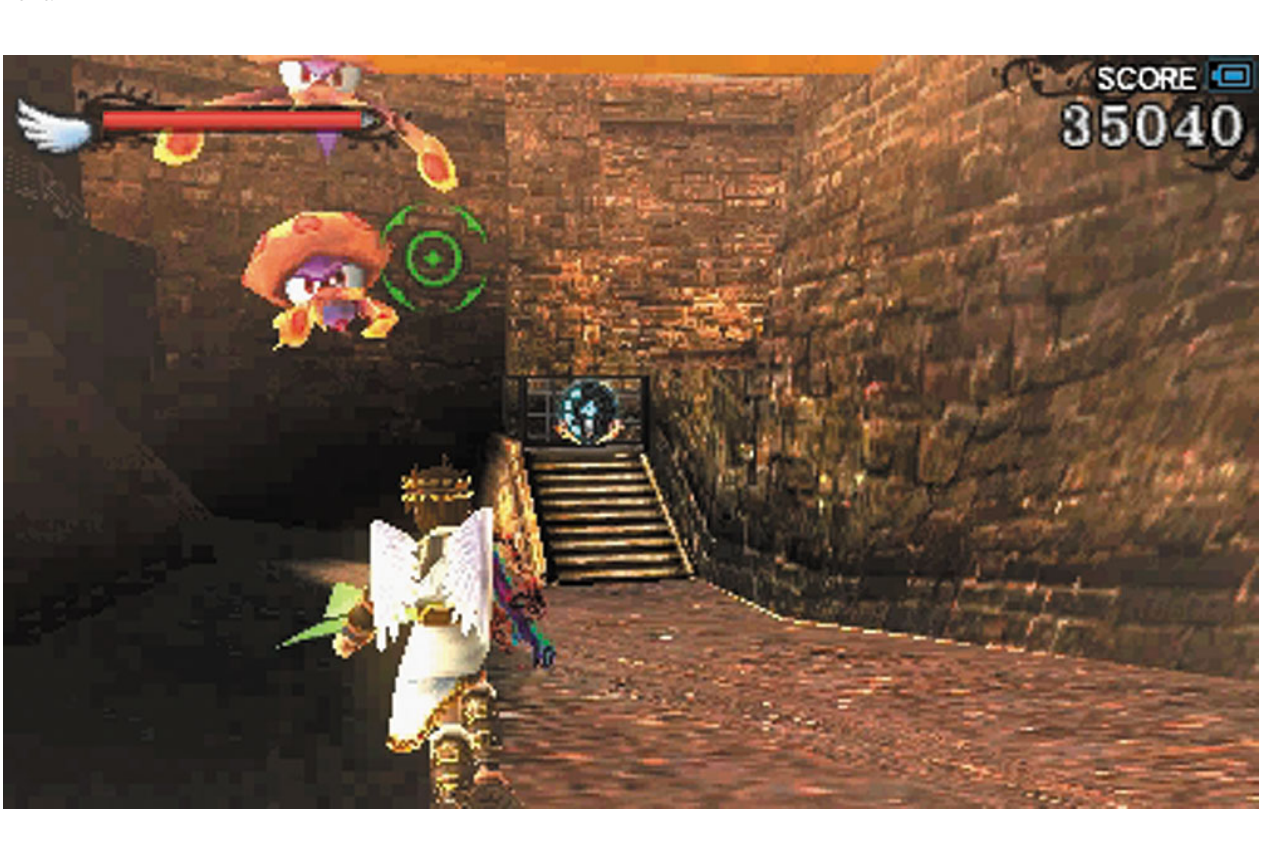

SCORE
34000

The two Hewdraw heads are somewhere within the crumbling city. Gather the health near the starting location and begin the hunt.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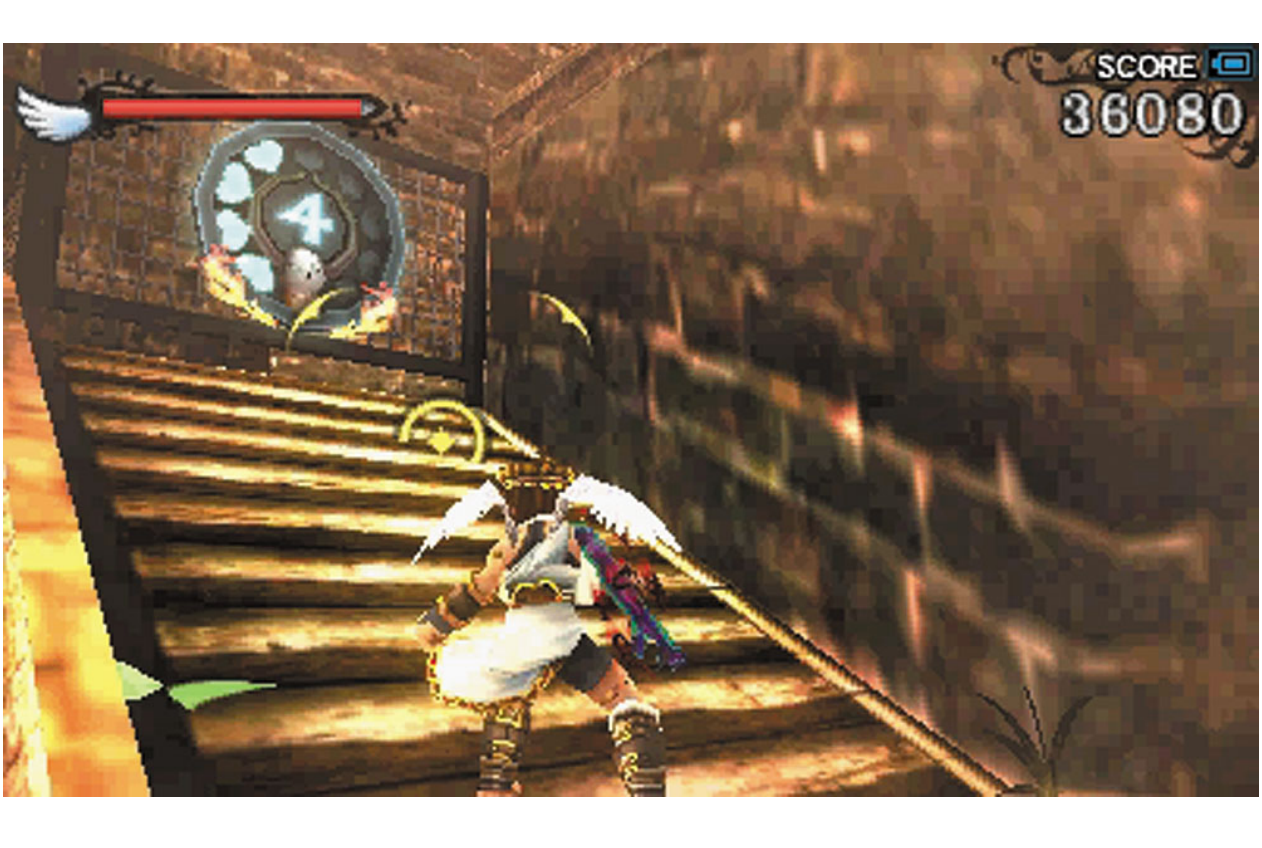
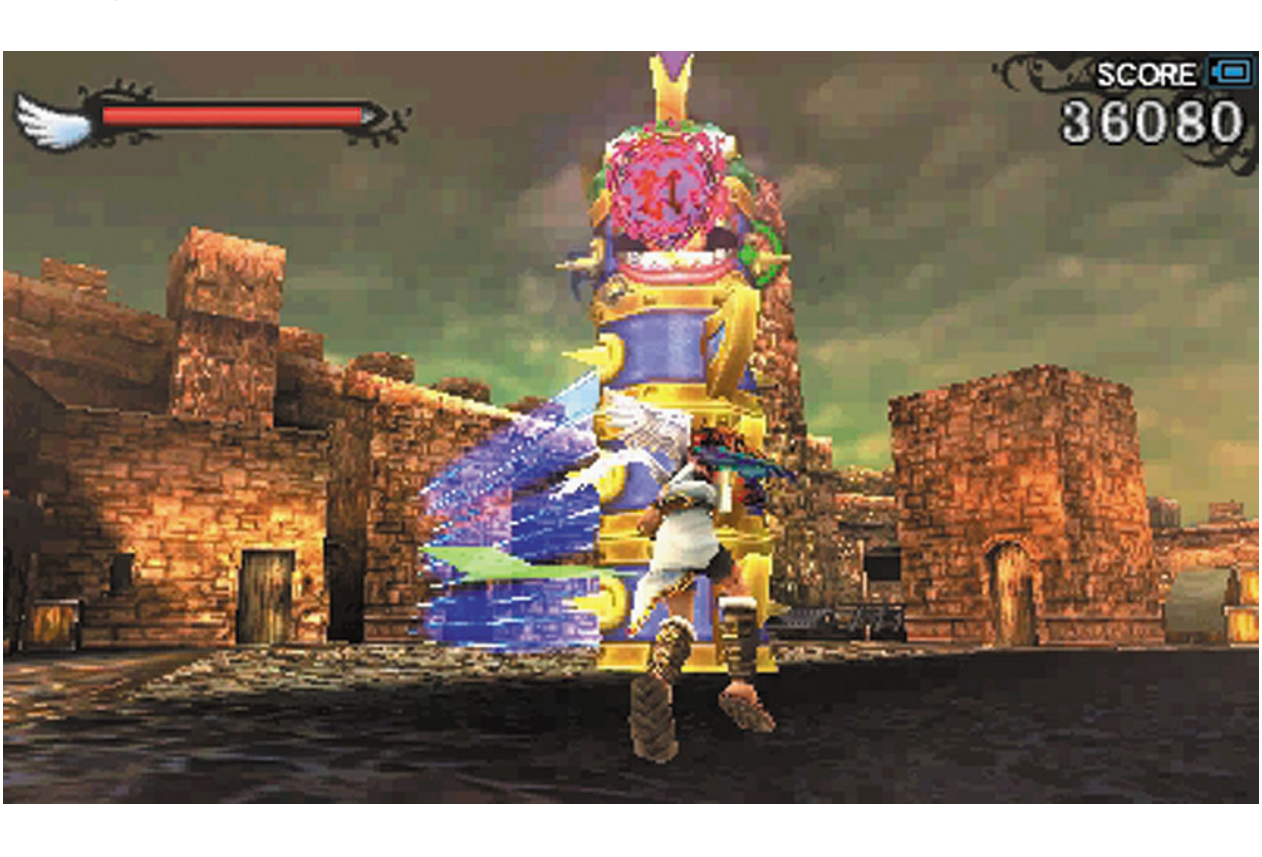
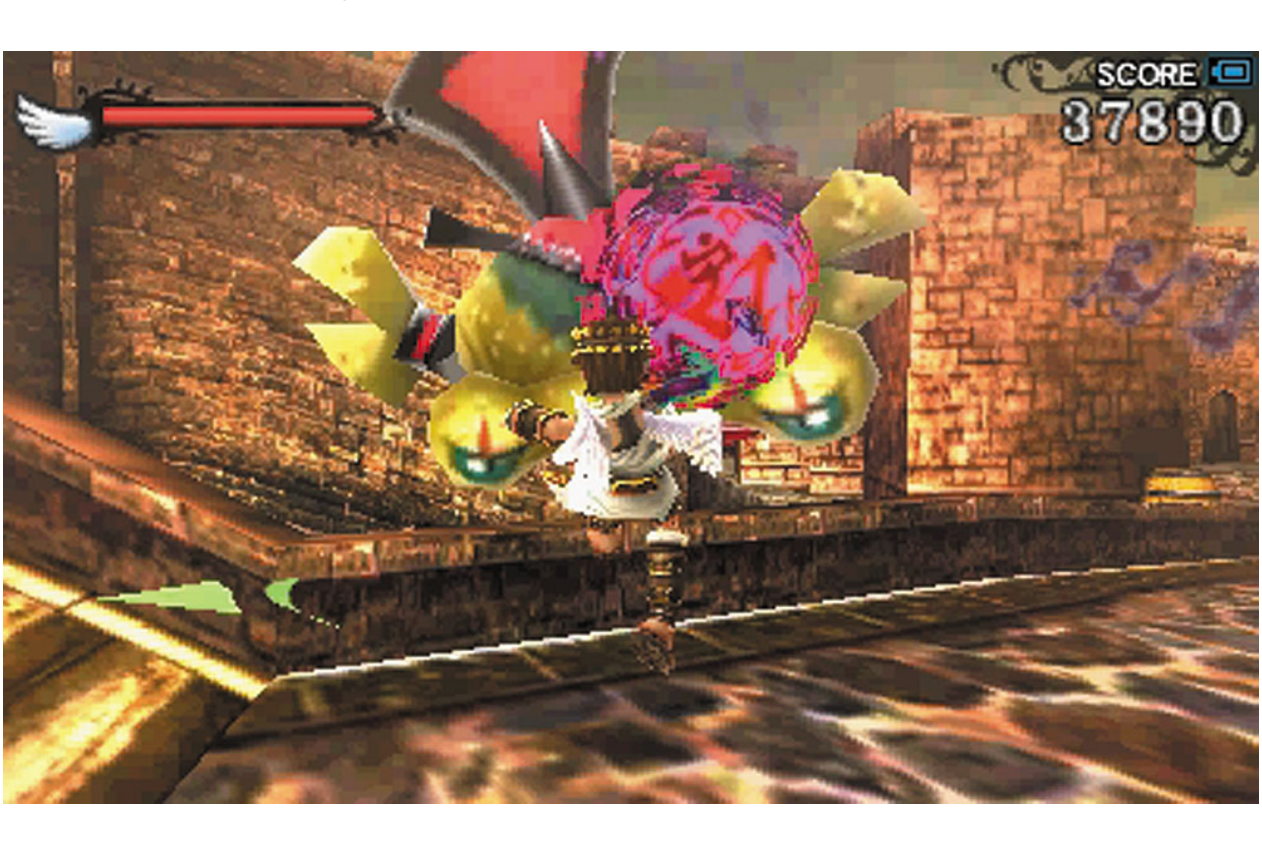
35040


SCORE
36080

1. A Level 4 Intensity gate can be found very close to the starting position. Opening it leads to a Treasure Box that overlooks Pit's landing spot.


SCORE
36080

2. A Stackjaw sprouts up here. Remember that it is possible to dodge through their curtain of laser fire. Destroy its head and it will lose one layer. Keep destroying the heads that appear until the monster is completely destroyed.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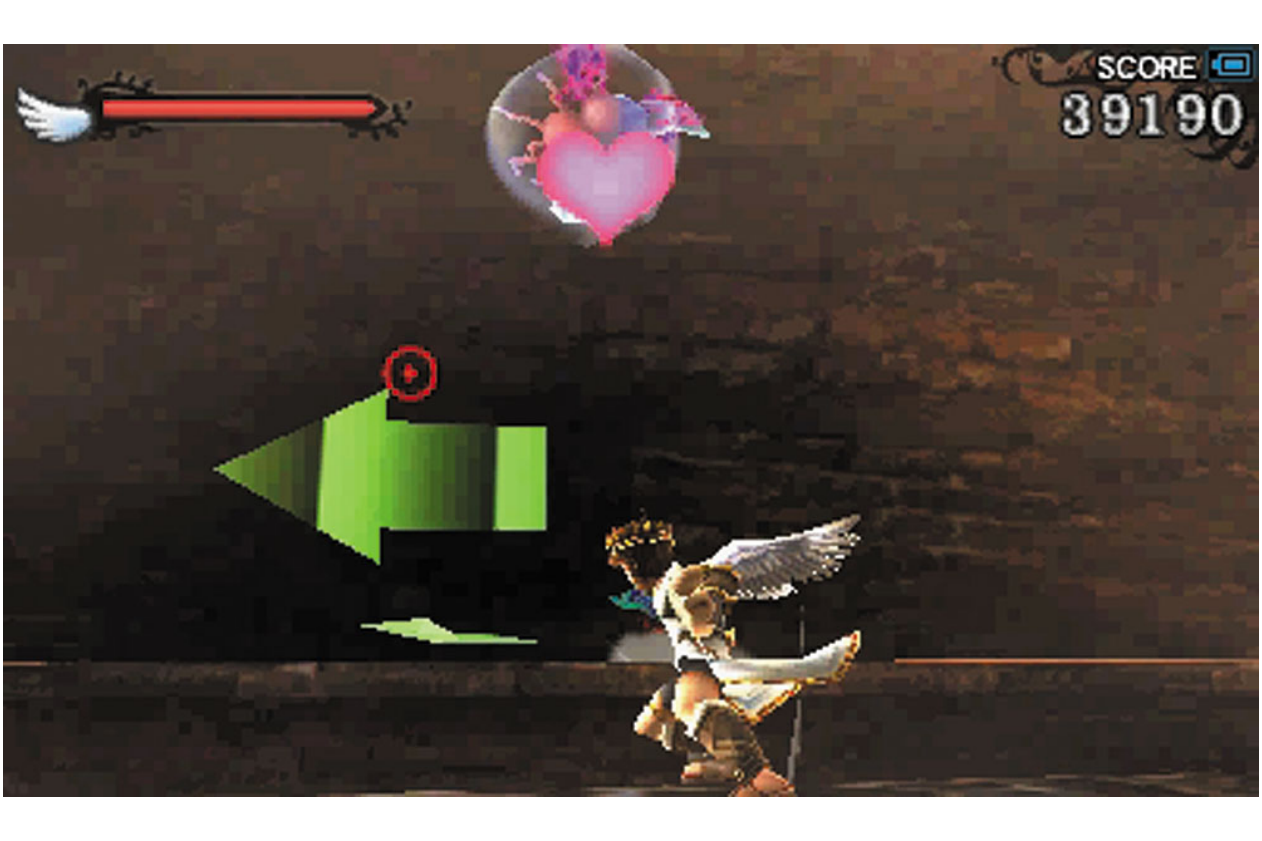
37890


SCORE
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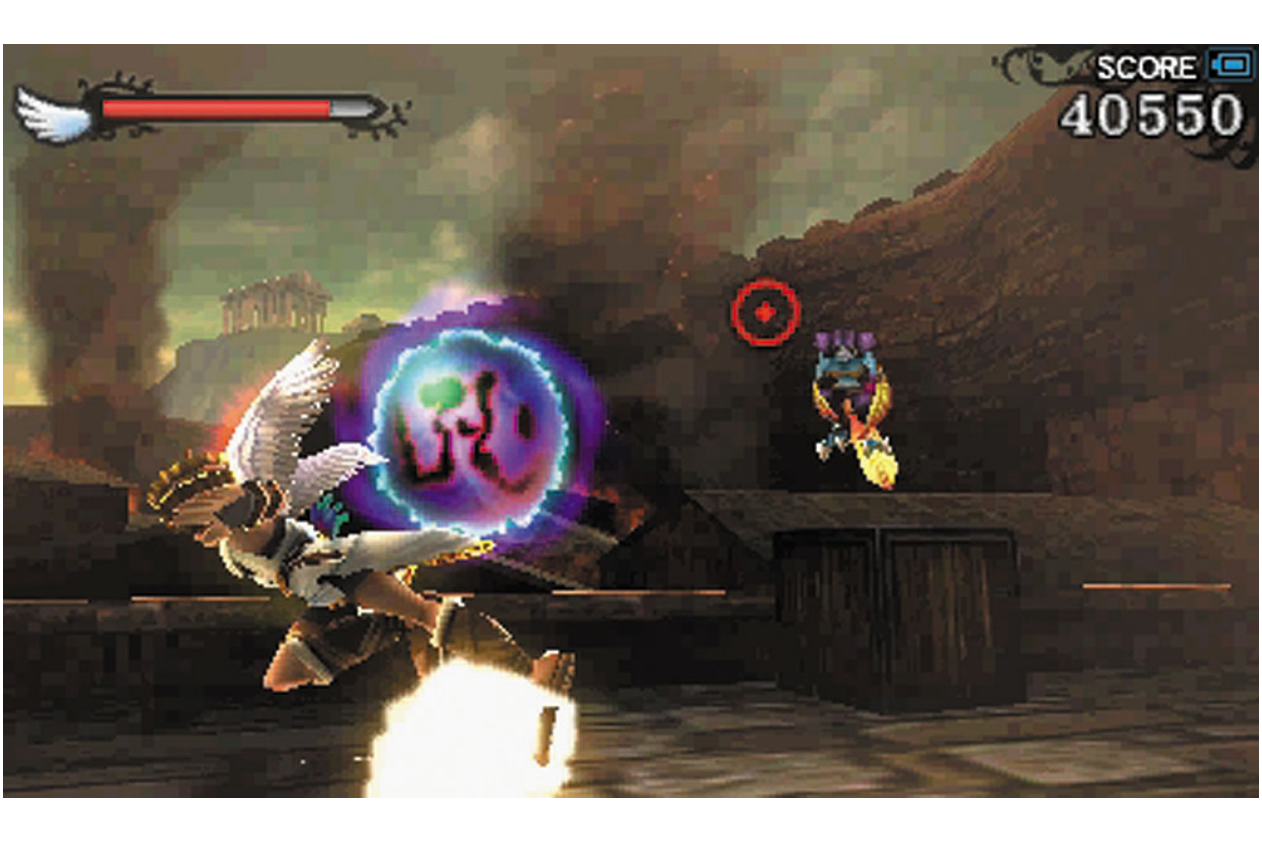
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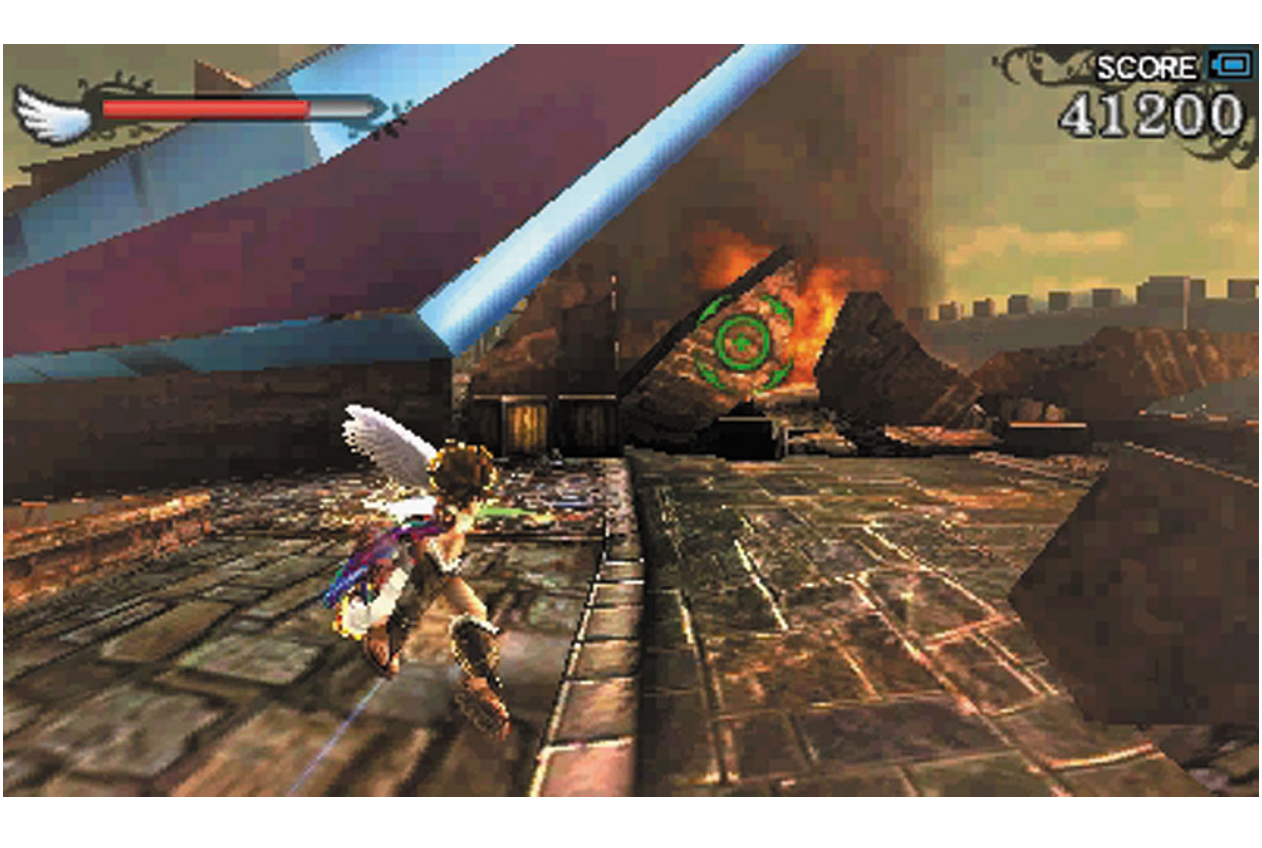
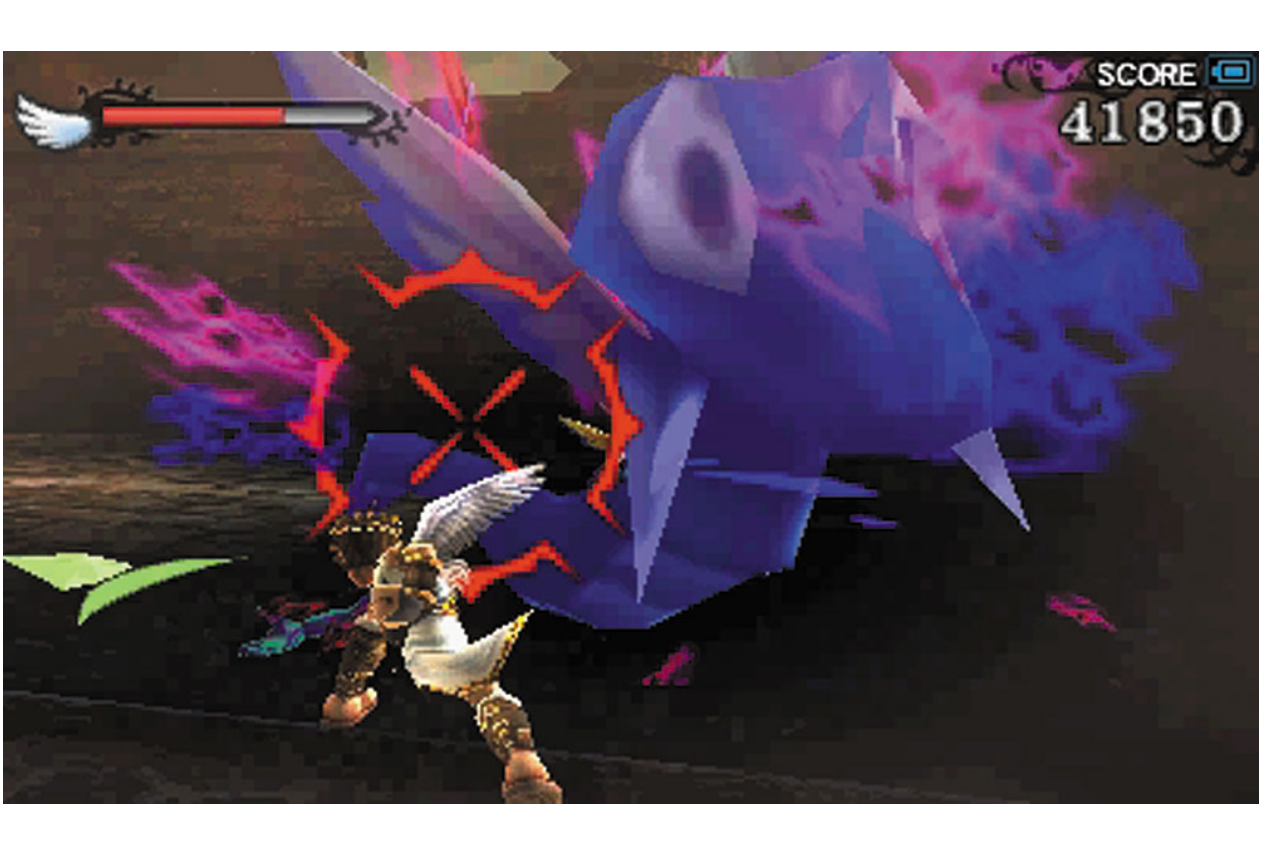
40550


SCORE
41200

3. This path is guarded by Komaytos, Syrens, and a Wave Angler. The dead end in the direction opposite to where the guidance arrow points only leads to a Monoeye playing with a jump pad at the bottom of a well. A Monolith hovers over the correct path.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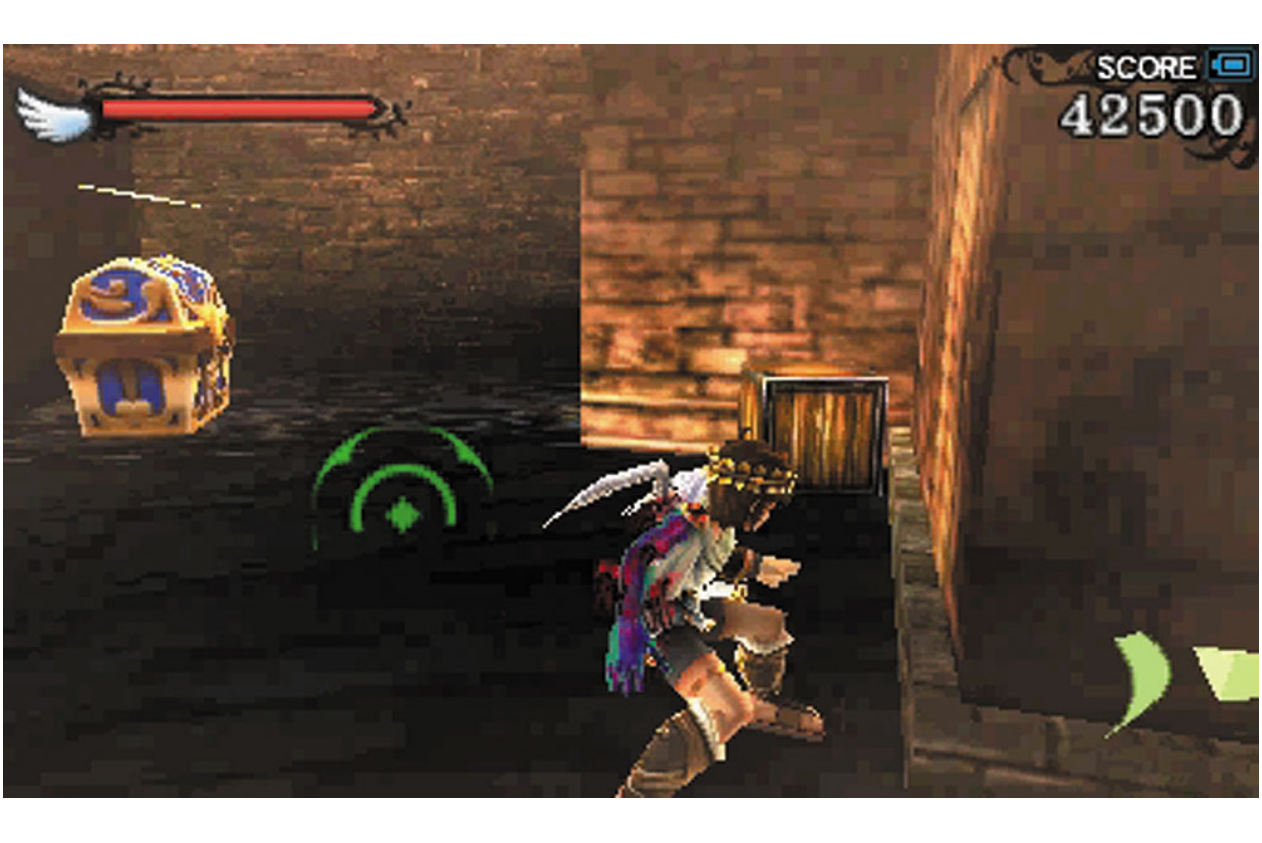
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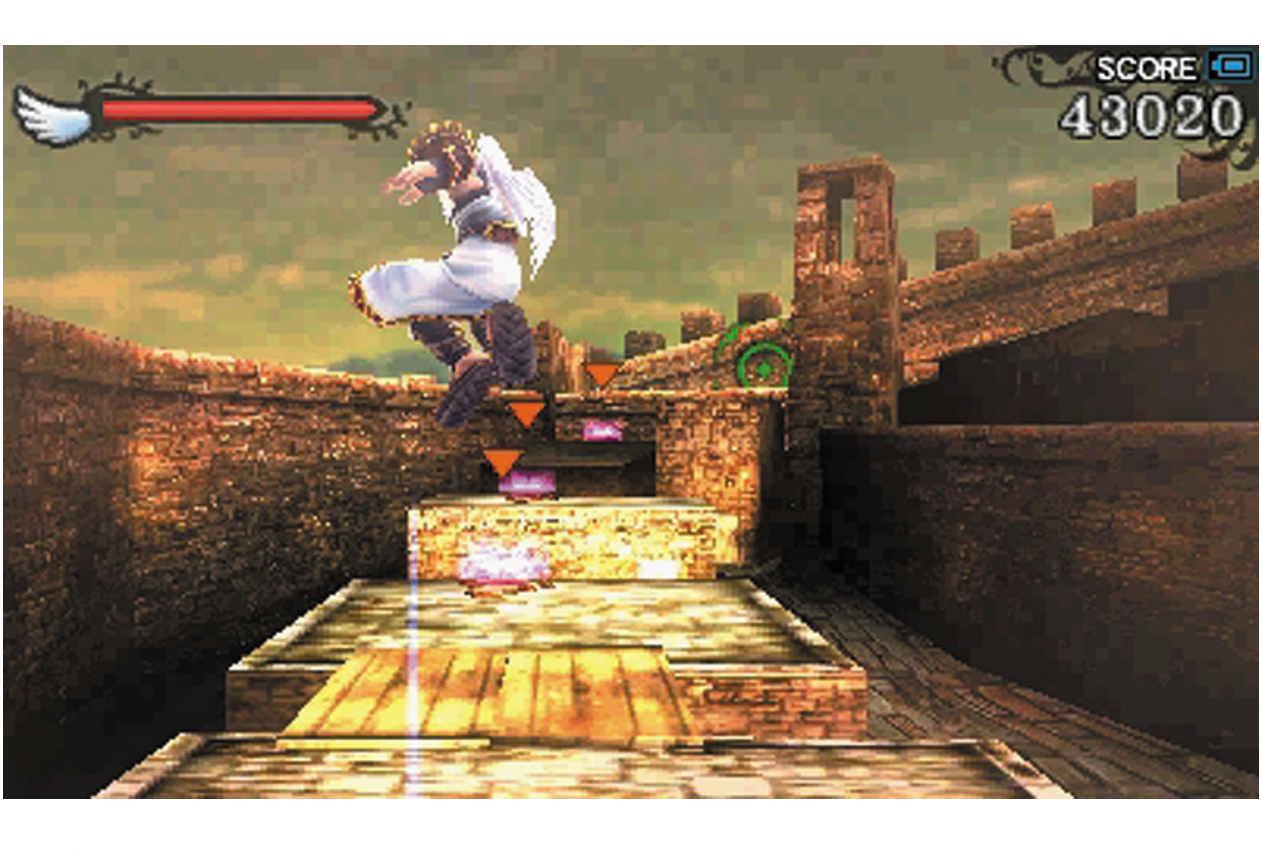
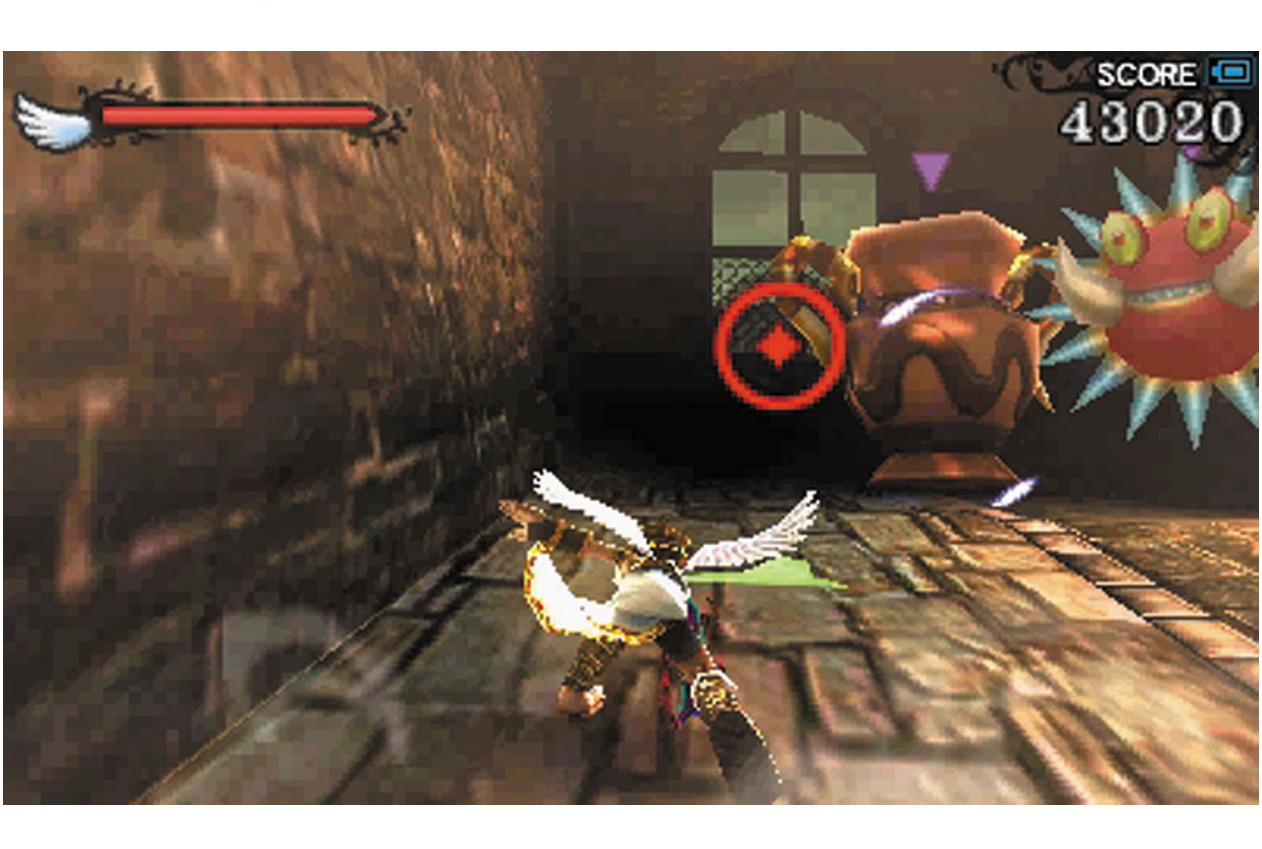

SCORE
43020

4. Don't be too hasty and use the jump pads here as soon as you see them. Destroy the Shemums in the area, then check behind the smaller buildings for a Treasure Box.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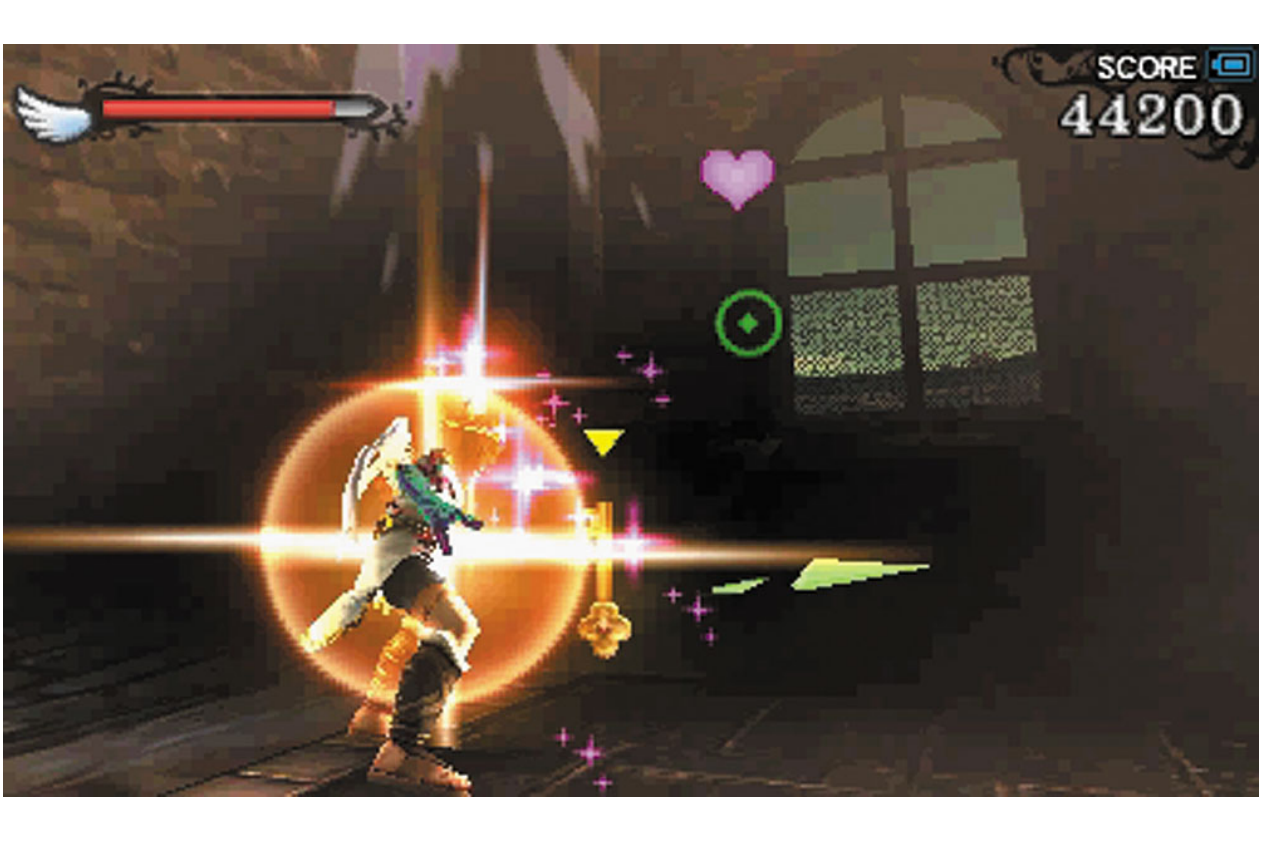
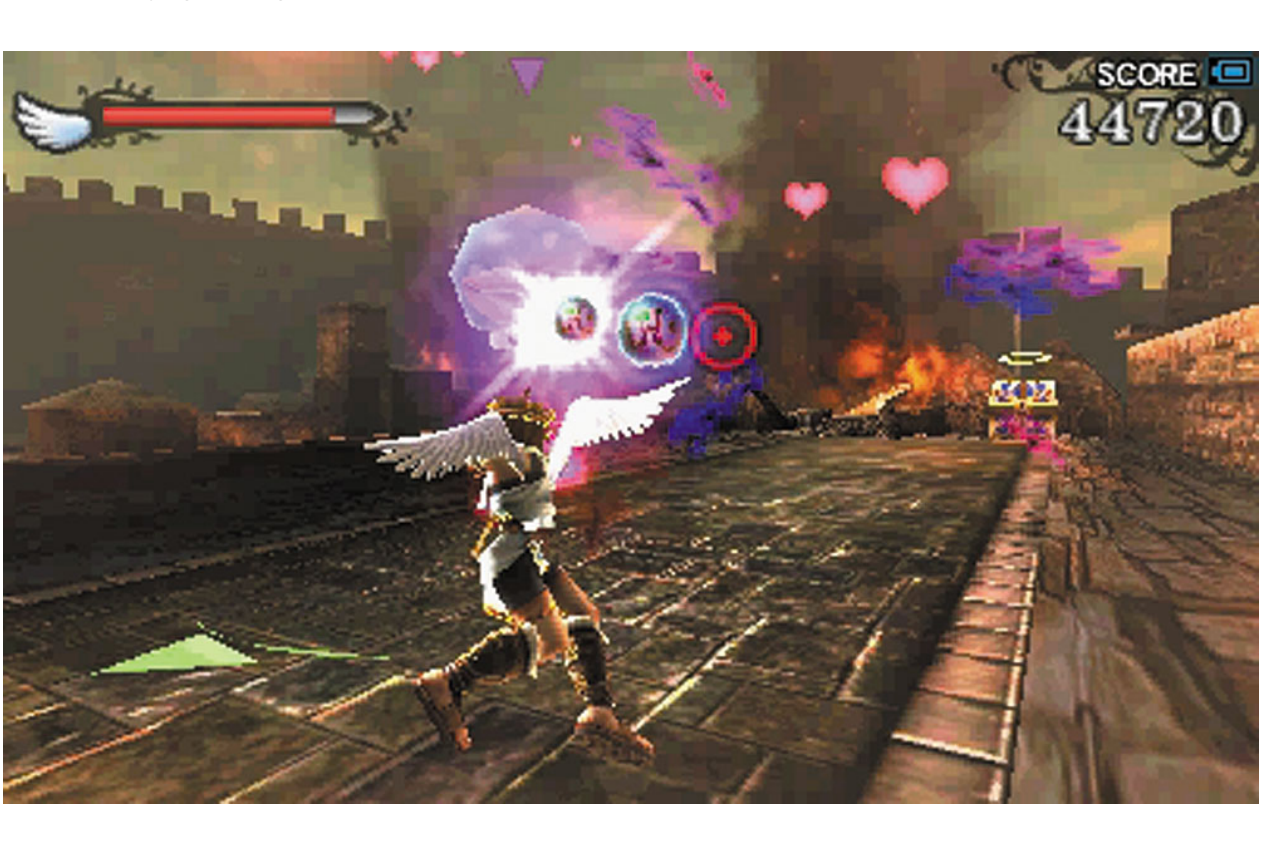

SCORE
44200

5. Destroy the jar generating the Shemums as well as the Minos. You need the key to access the colosseum.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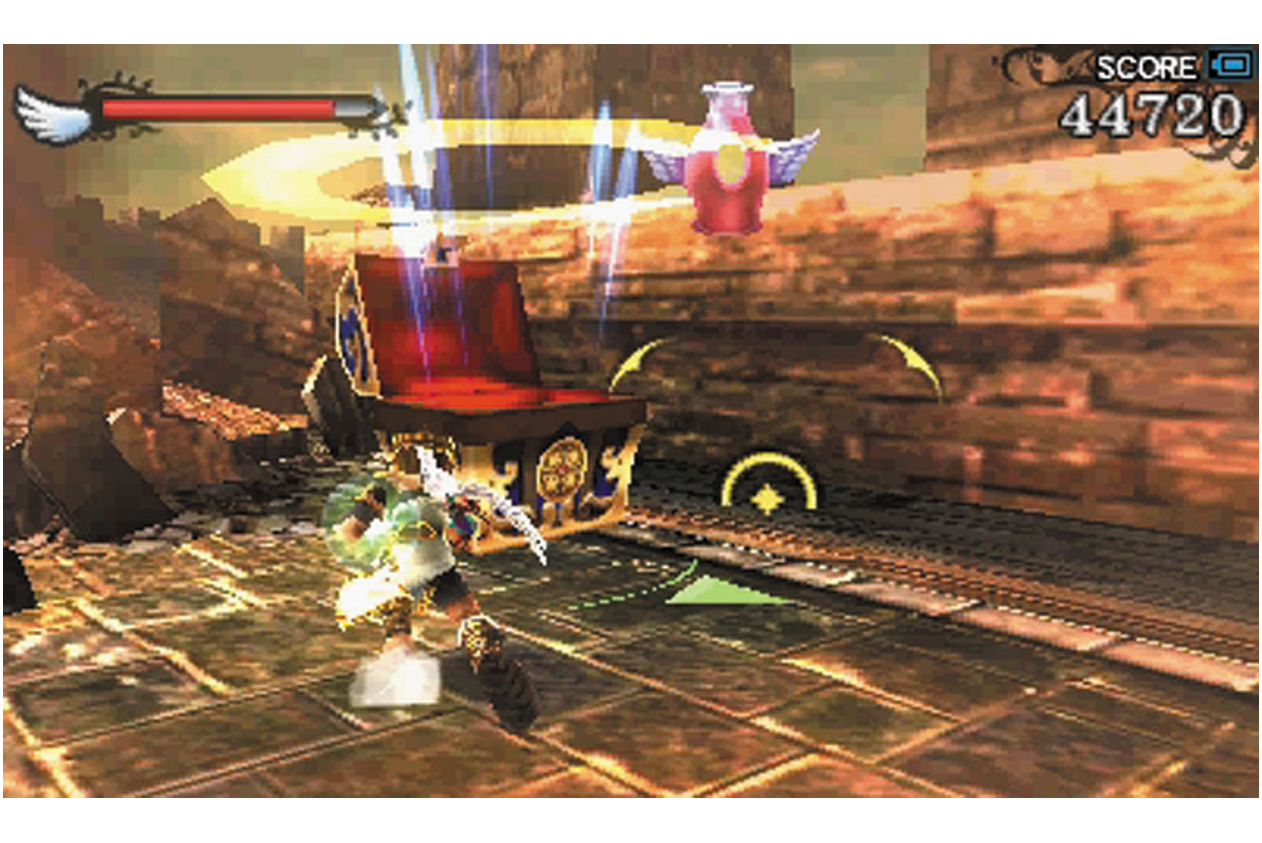
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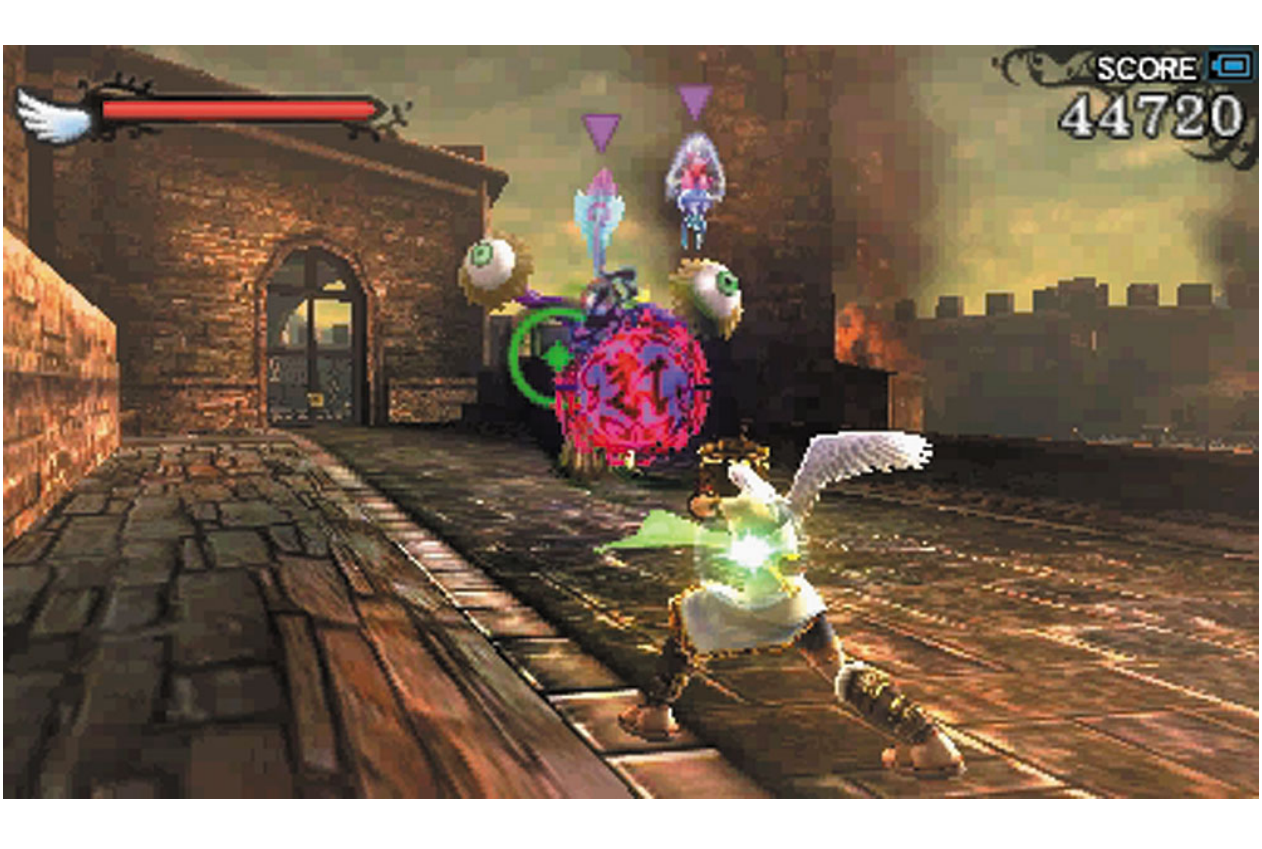
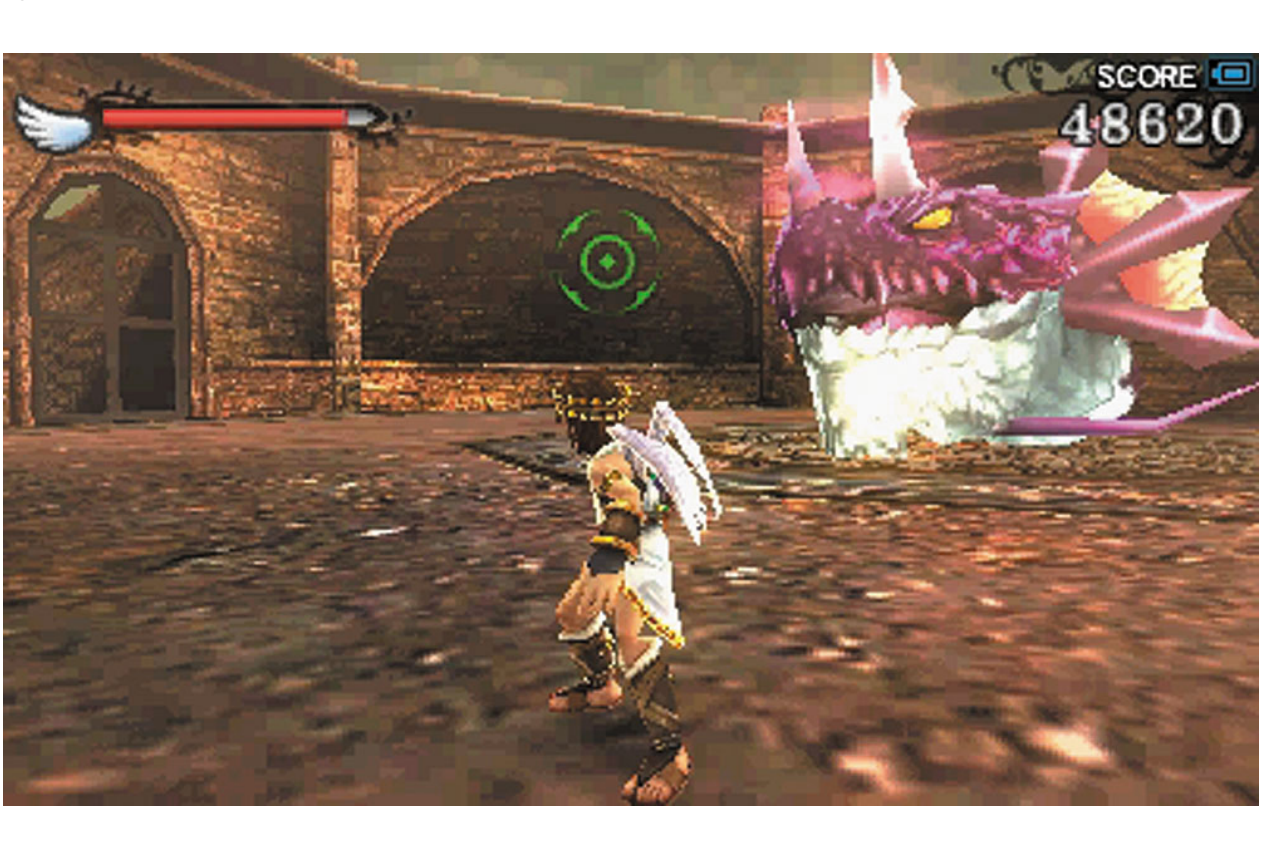

SCORE
44720

6. Evade or destroy the group of Miks. Explore the pathway in the direction opposite to the coliseum to find another Treasure Box. A Merenguy, a Fire Wyrm, and a group of Komaytos ambush you after you collect the box. The Merenguy automatically focuses the camera on himself, making it difficult for you to fight off the other enemies. Destroy the Merenguy before trying to fight the other monsters.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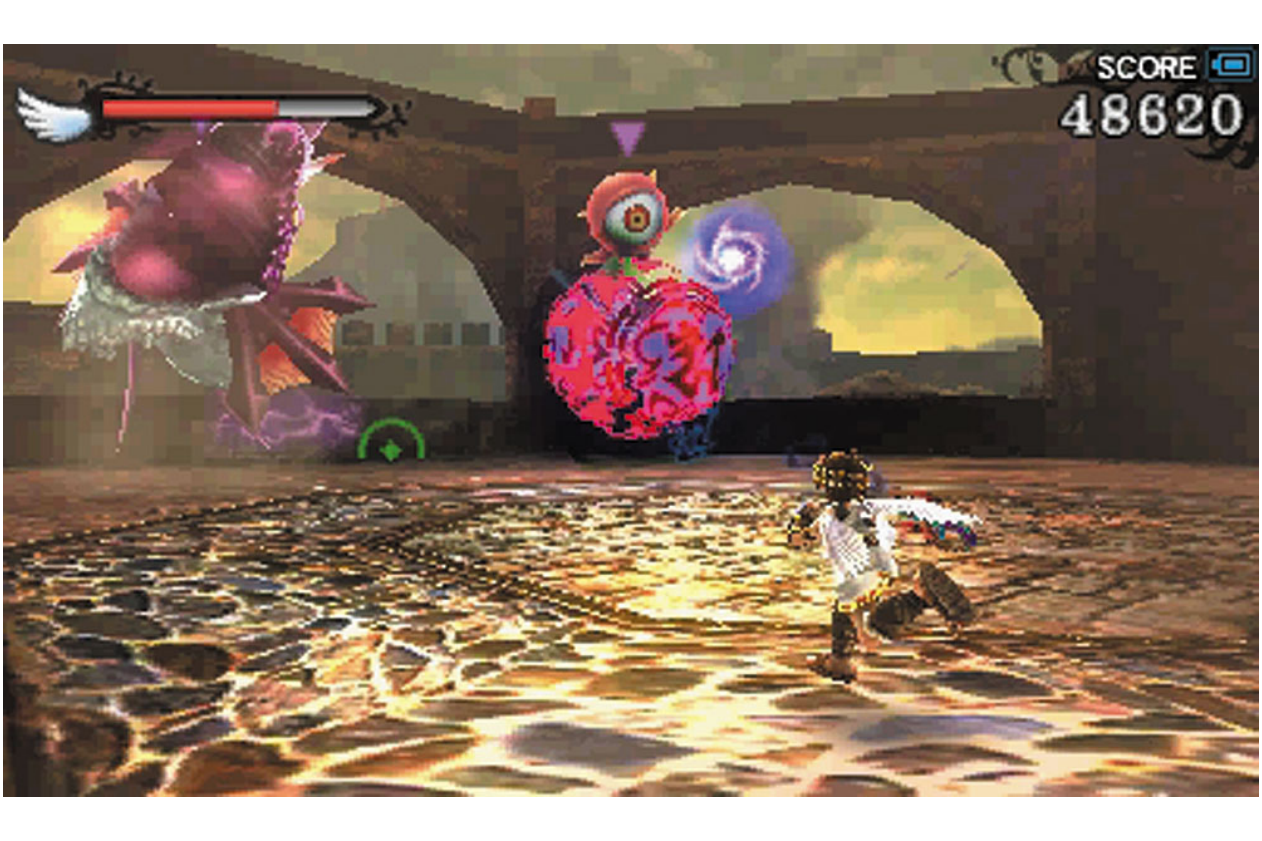
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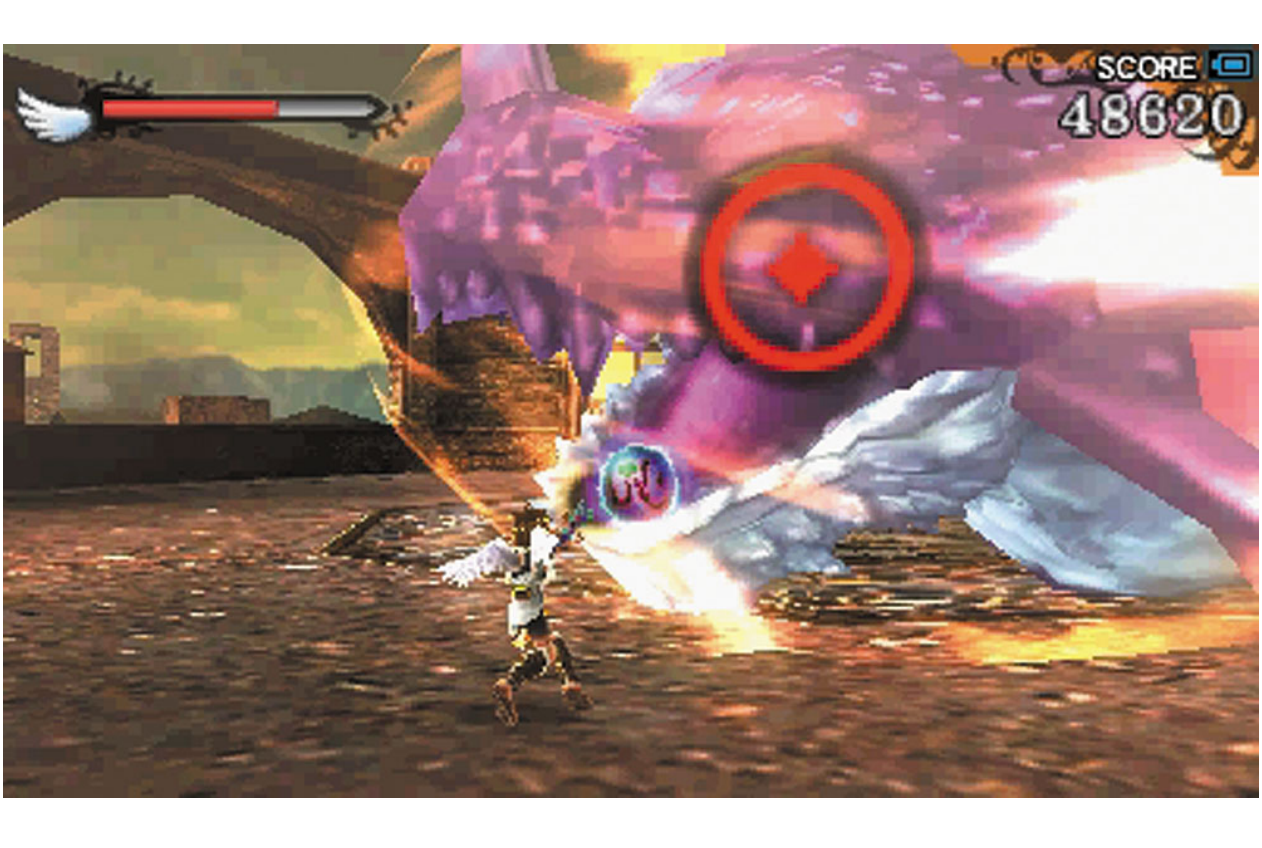
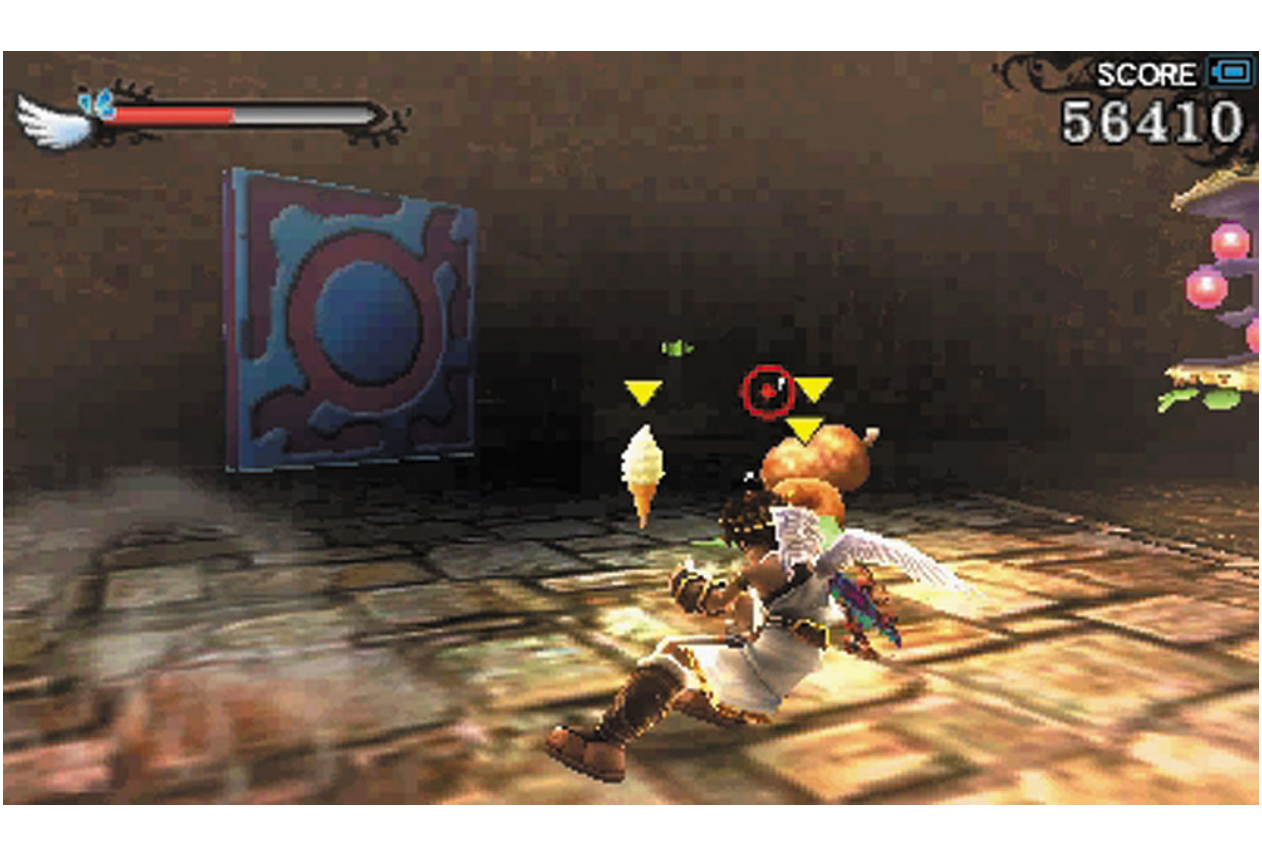

SCORE
48620

7. When you enter the arena, do not stand in the very center. This is where a Hewdraw head lands to confront you. Monoeyes and Gyrazers also descend into the arena, but try not to get too distracted by them. The Hewdraw head is quite fast for being just a head. It is able to charge at Pit and cause heavy damage. It is possible to melee the head, but generally it's a lot safer to just concentrate on evading it and blasting it from a safer distance. Once the head is defeated, the other monsters quickly retreat and the way to the next area is opened.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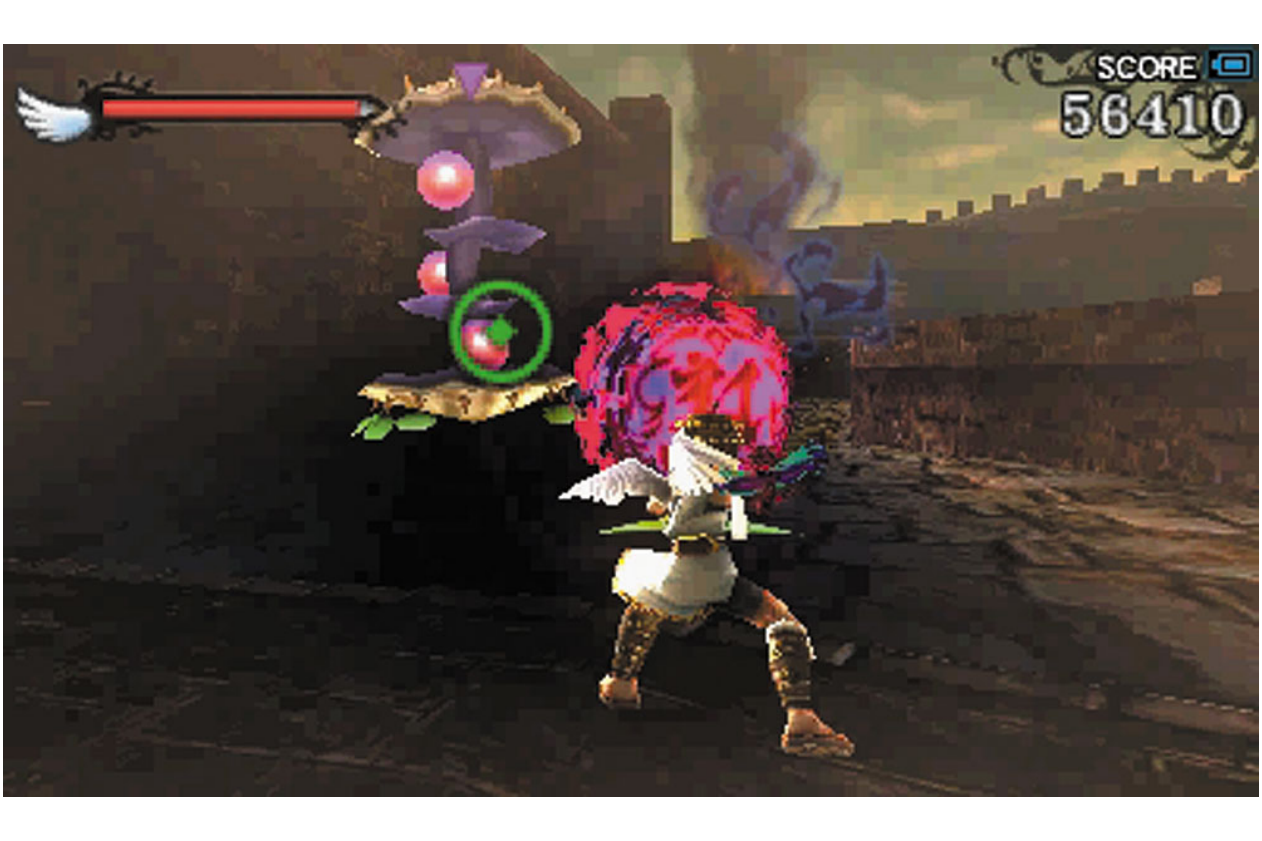
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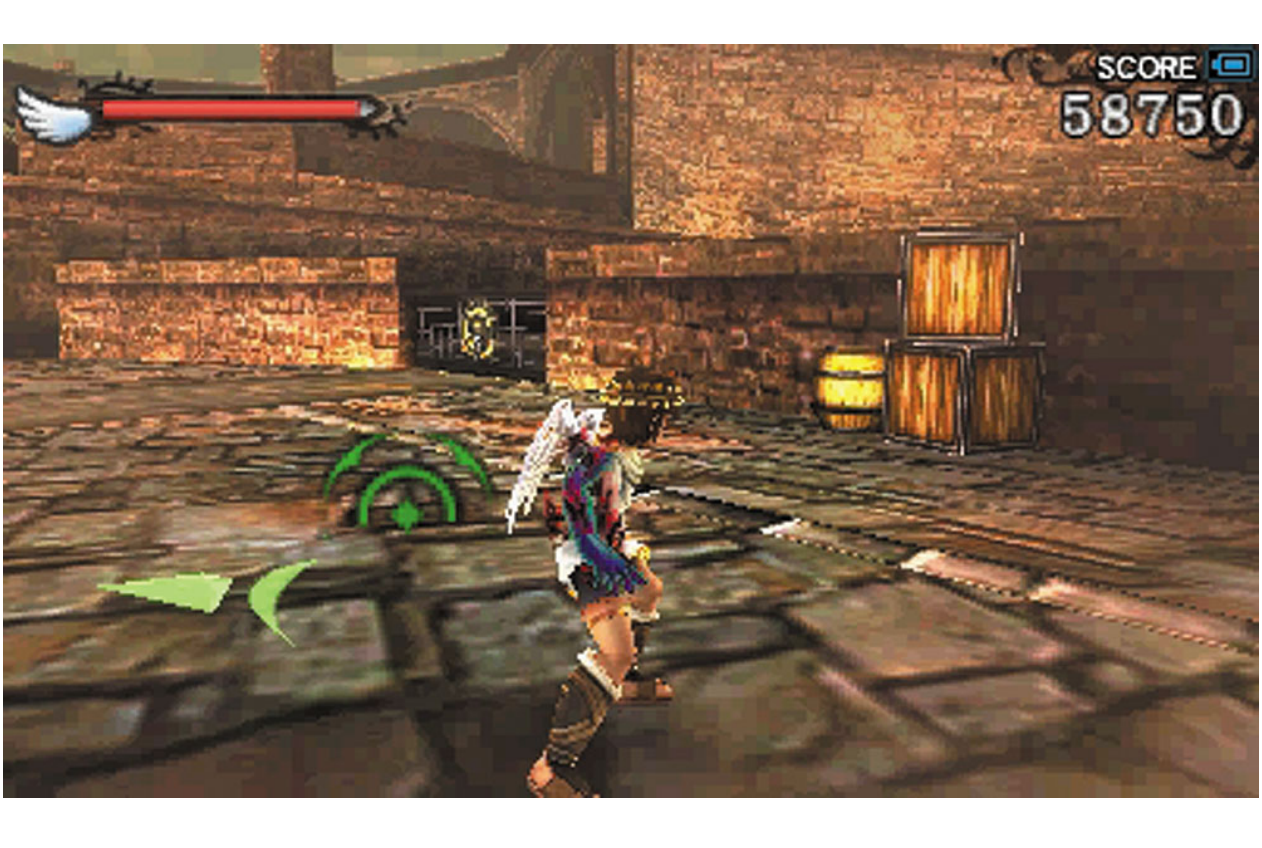
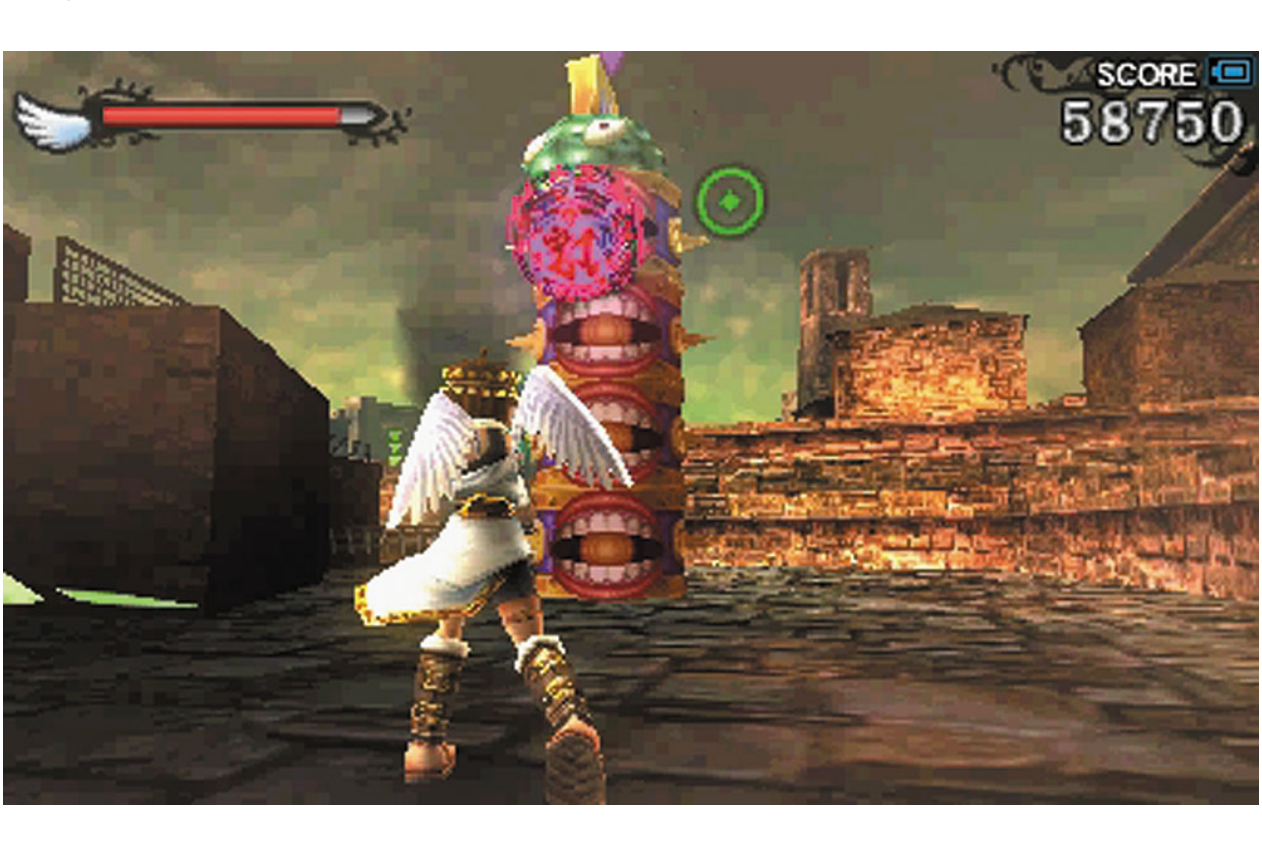

SCORE
58750

8. A Monolith whirls around the center of this courtyard. As you approach it, food will appear near it. In the direction you need to travel, a Mega Mussel stands guard. If you are playing on Intensity level 7, an Intensity gate can be opened in this area, leading to another Treasure Box.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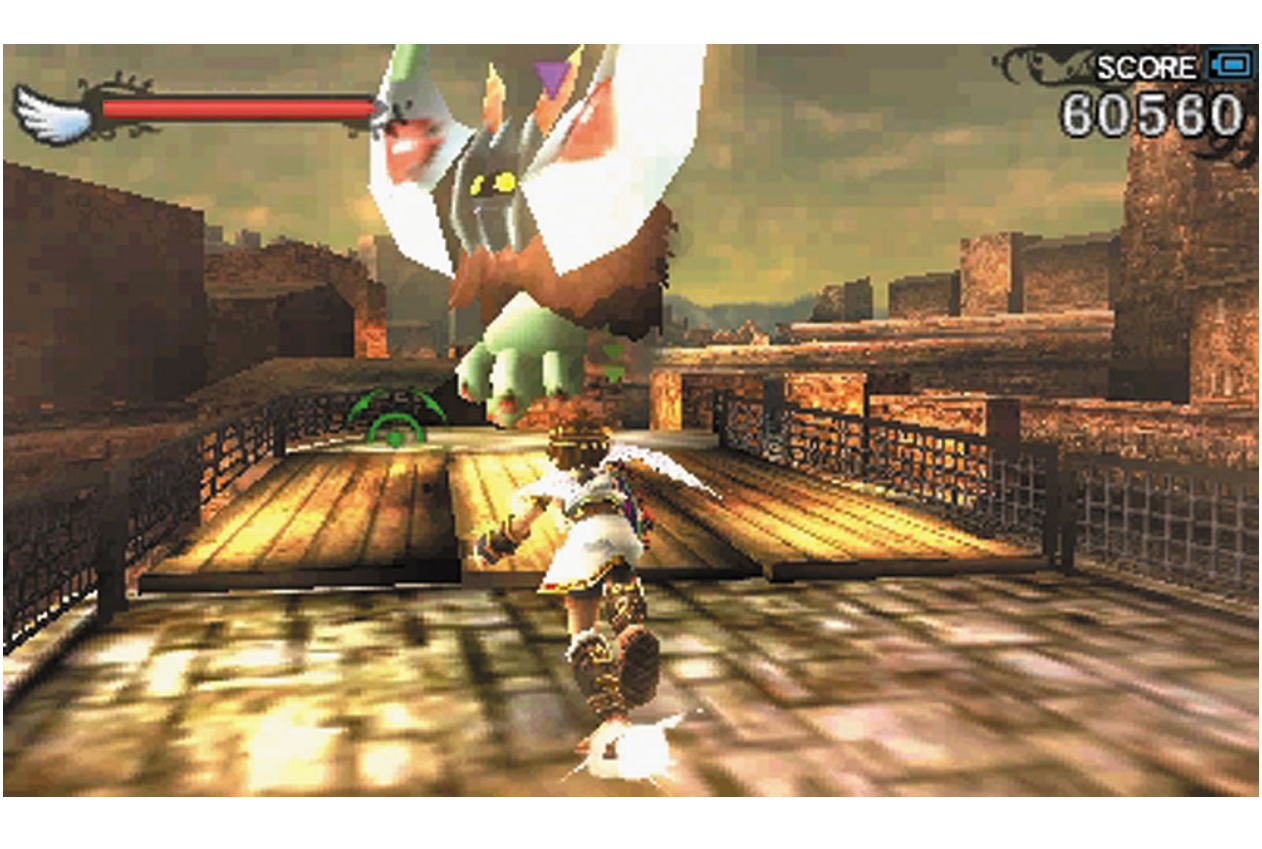
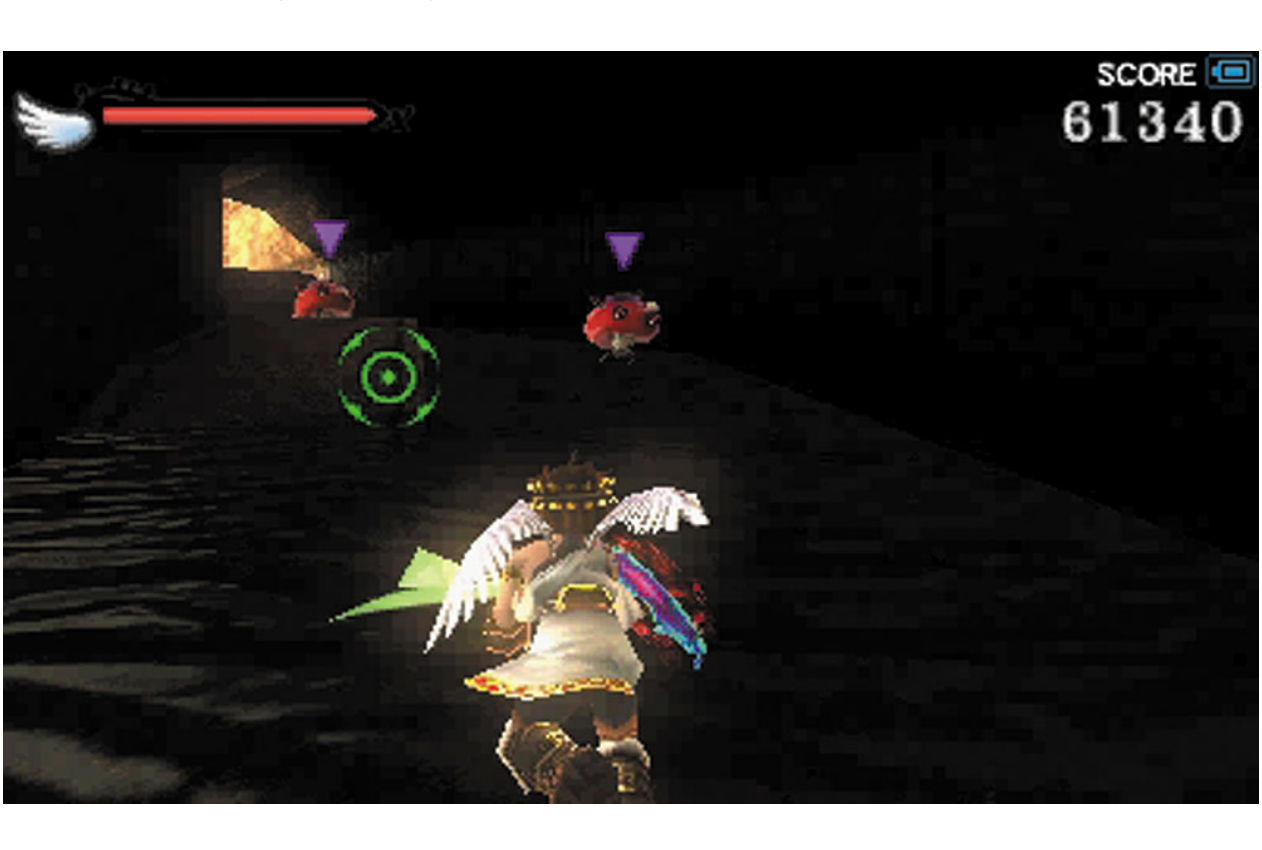

SCORE
60560

9. Another Stackjaw appears here. Eliminate it, then climb the stairs near it. While crossing the wooden bridges, a Gloomerang blocks your path. Destroying it will cause a jump pad to appear, which will launch you into a well.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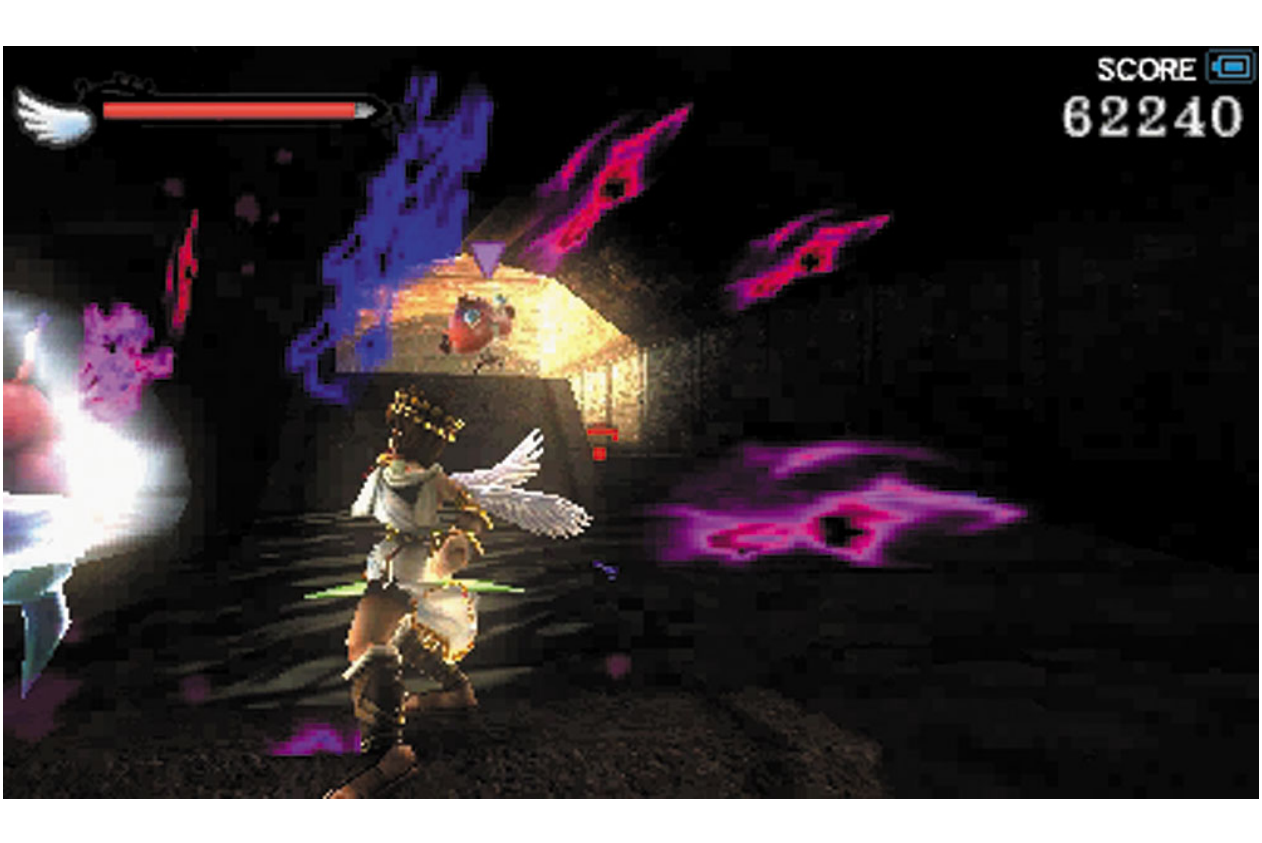
61340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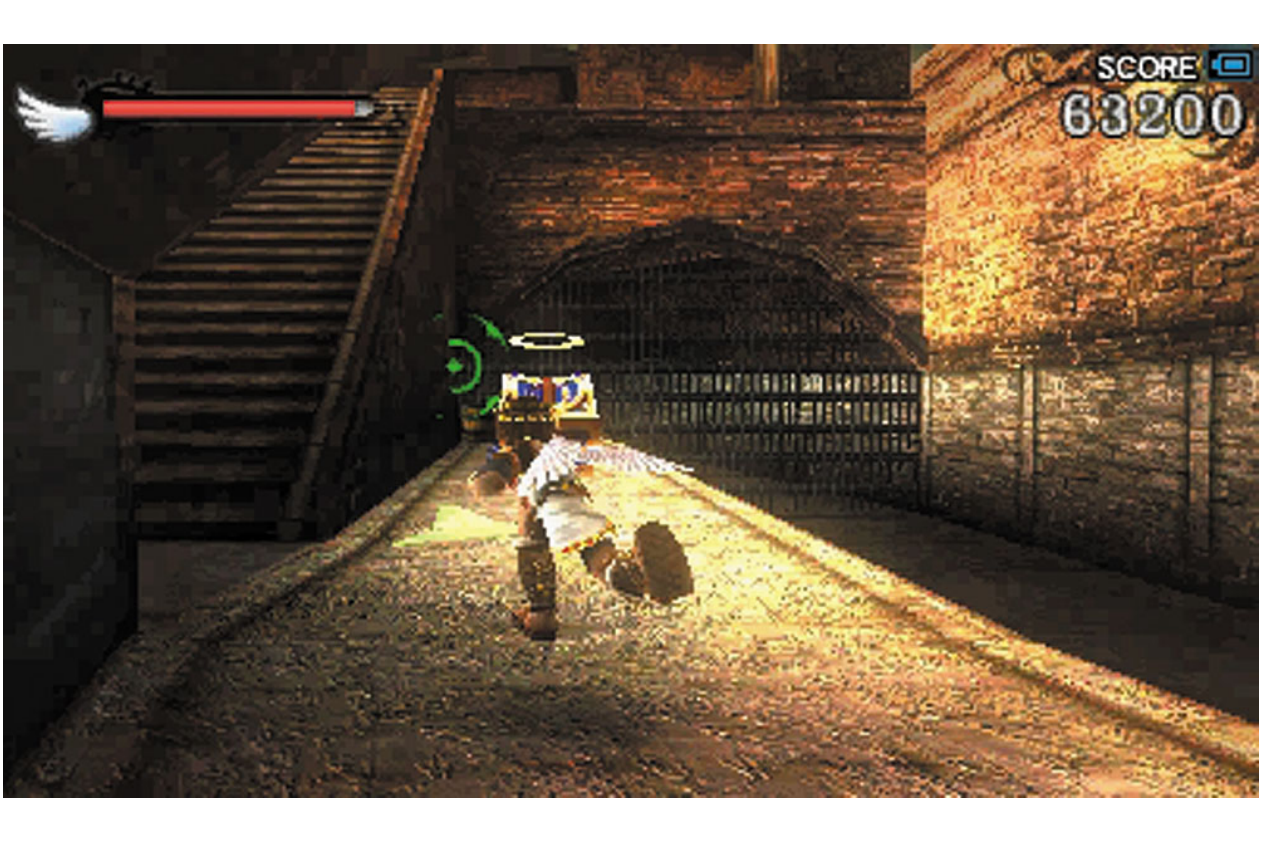
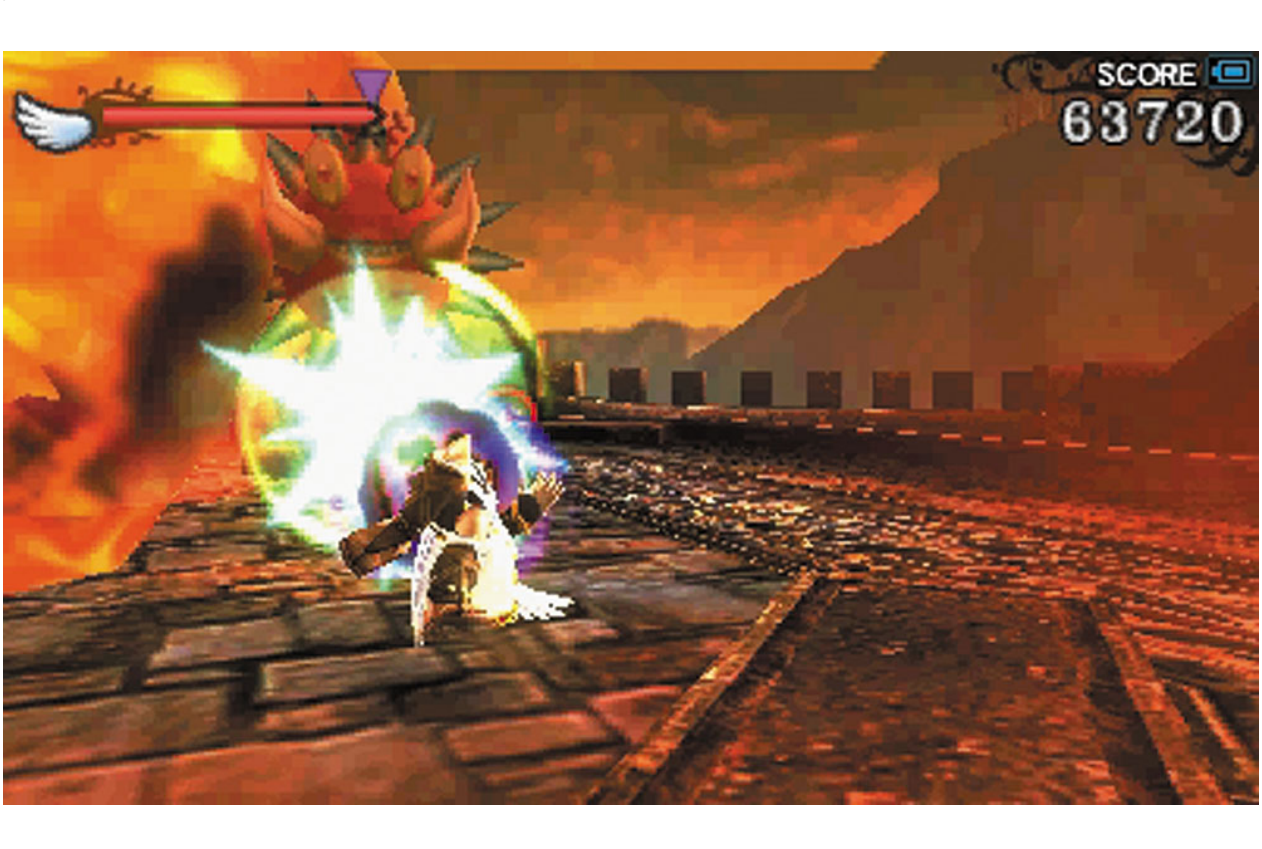
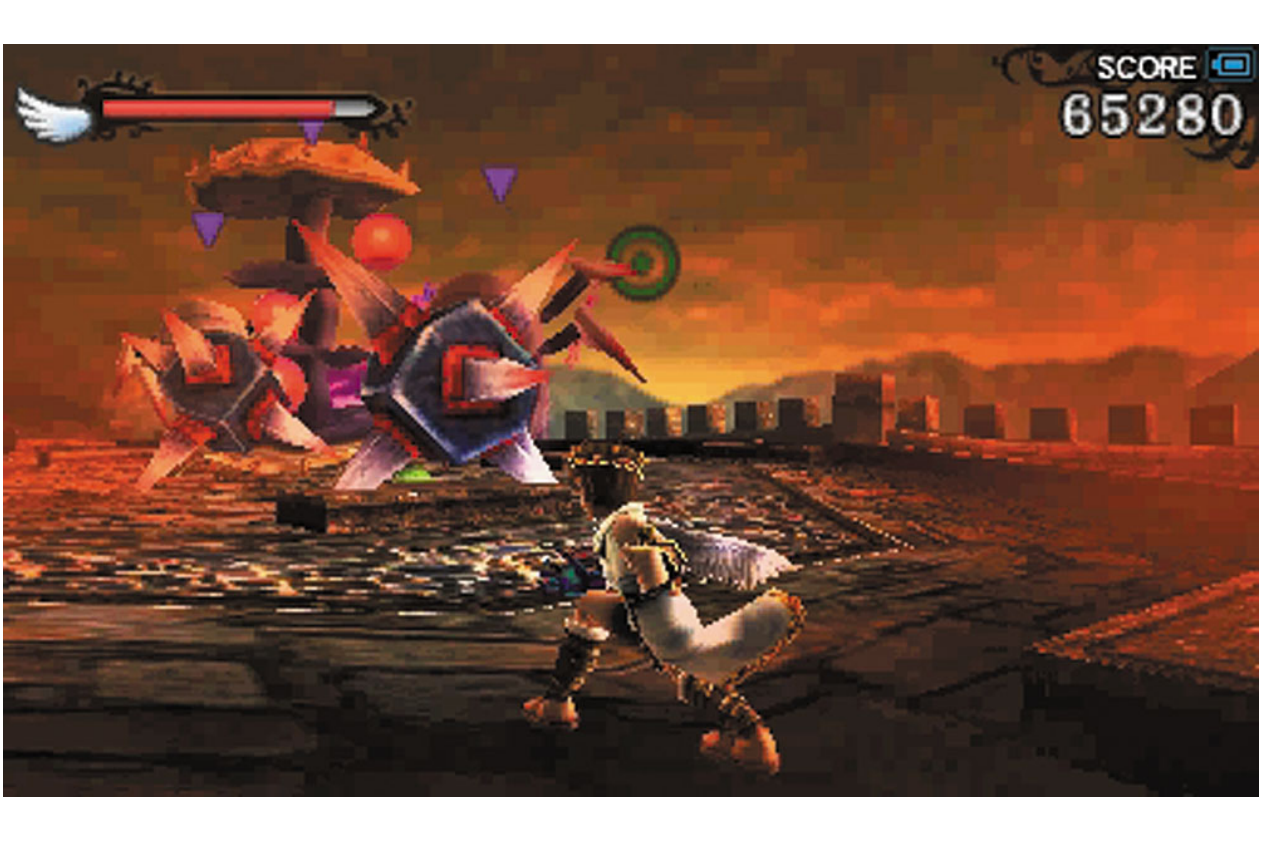

SCORE
63200

10. Shulms appear inside the well. Shooting them from a distance causes them to explode into a poison cloud. Melee attacks prevent that explosion. Clearing out this area of enemies rewards you with a Treasure Box. Climb the stairs to find another jump pad.


SCORE
63720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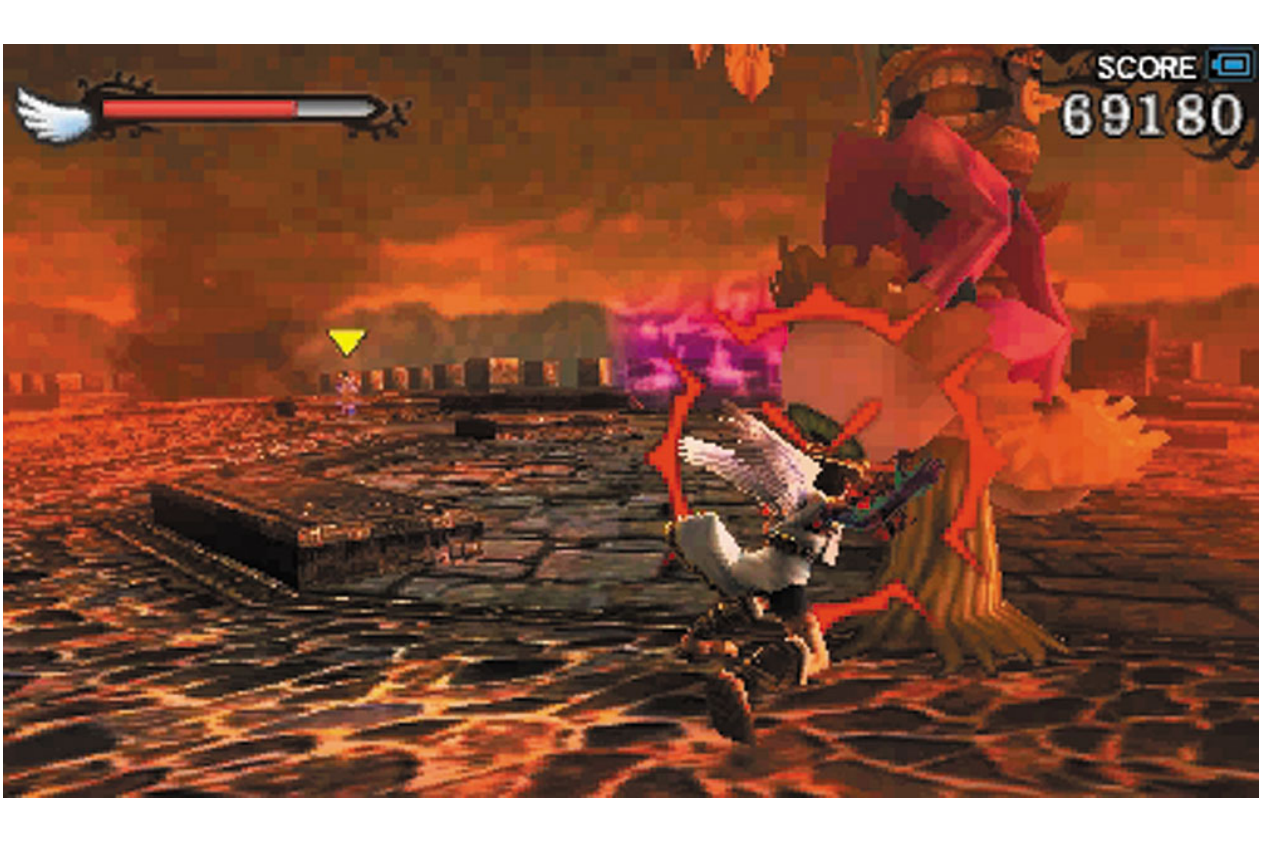
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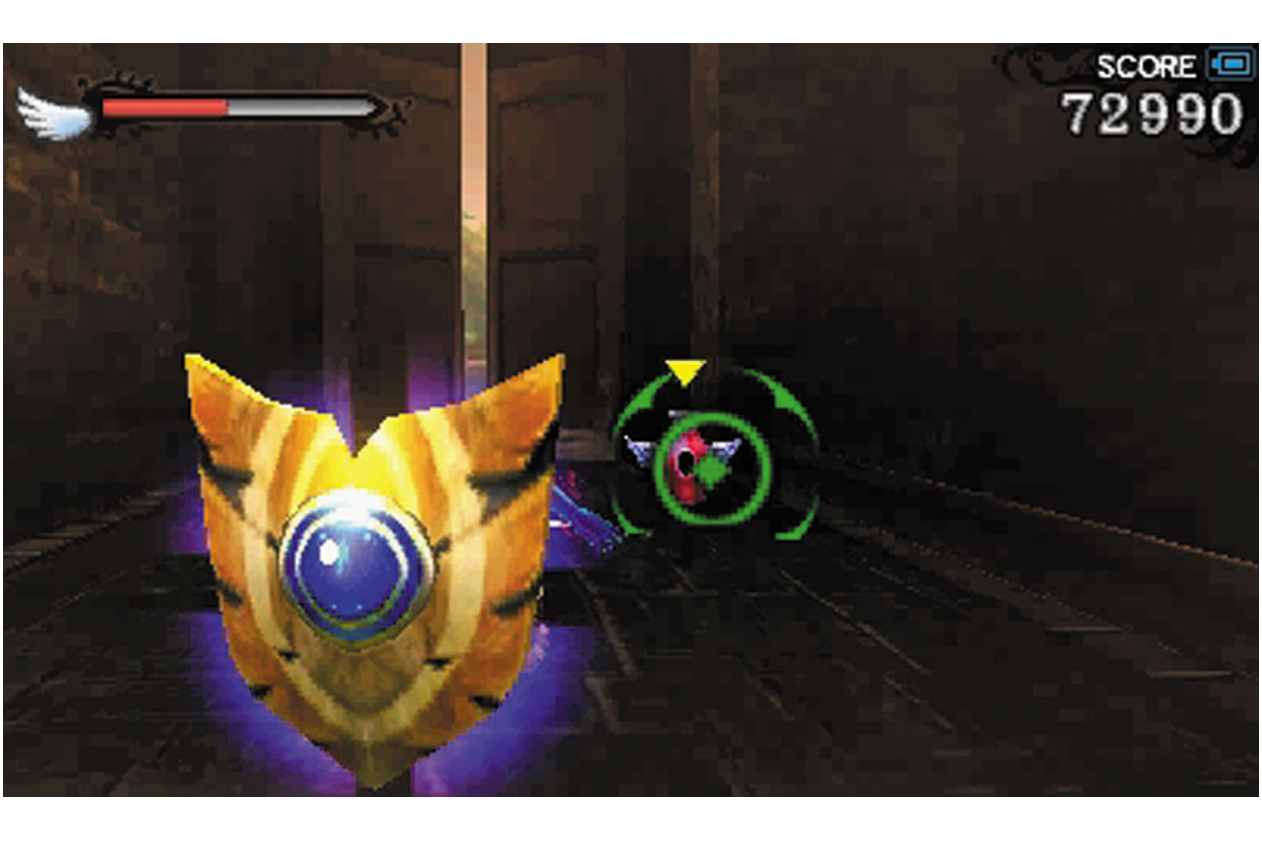
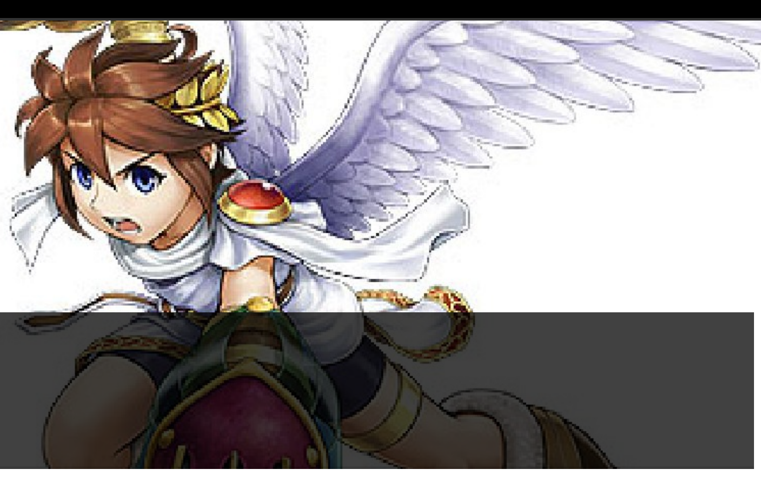
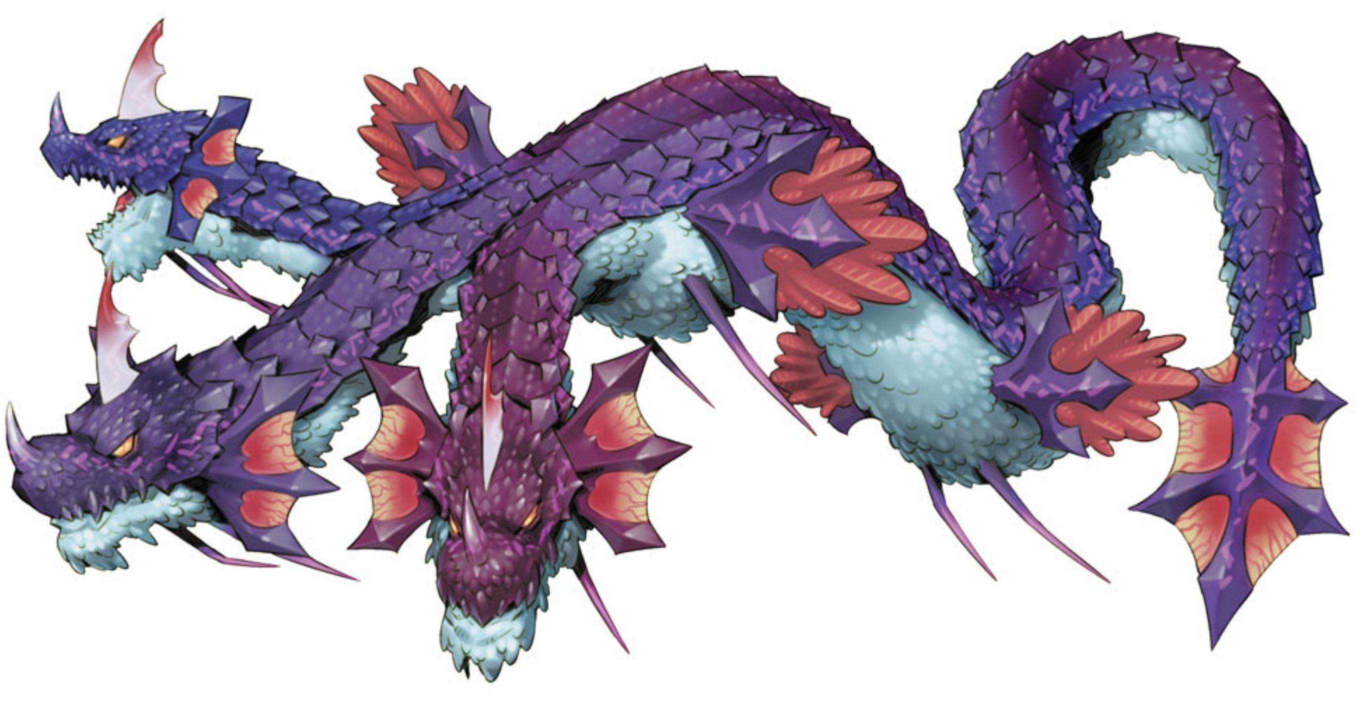

SCORE
72990

11. As soon as you land, on this platform, the way out is sealed and Underworld troops launch an attack in waves that include a Daphne, a Mega Mussel, a pair of Ganewmedes, a Merenguy, and another Stackjaw. This can be a be a tough fight, so look around the battlefield for any Grenades you can use. As soon as all of enemy waves are beaten, the path leading to the boss opens. Collect the Drink of the Gods and move on to the waiting Hewdraw head.



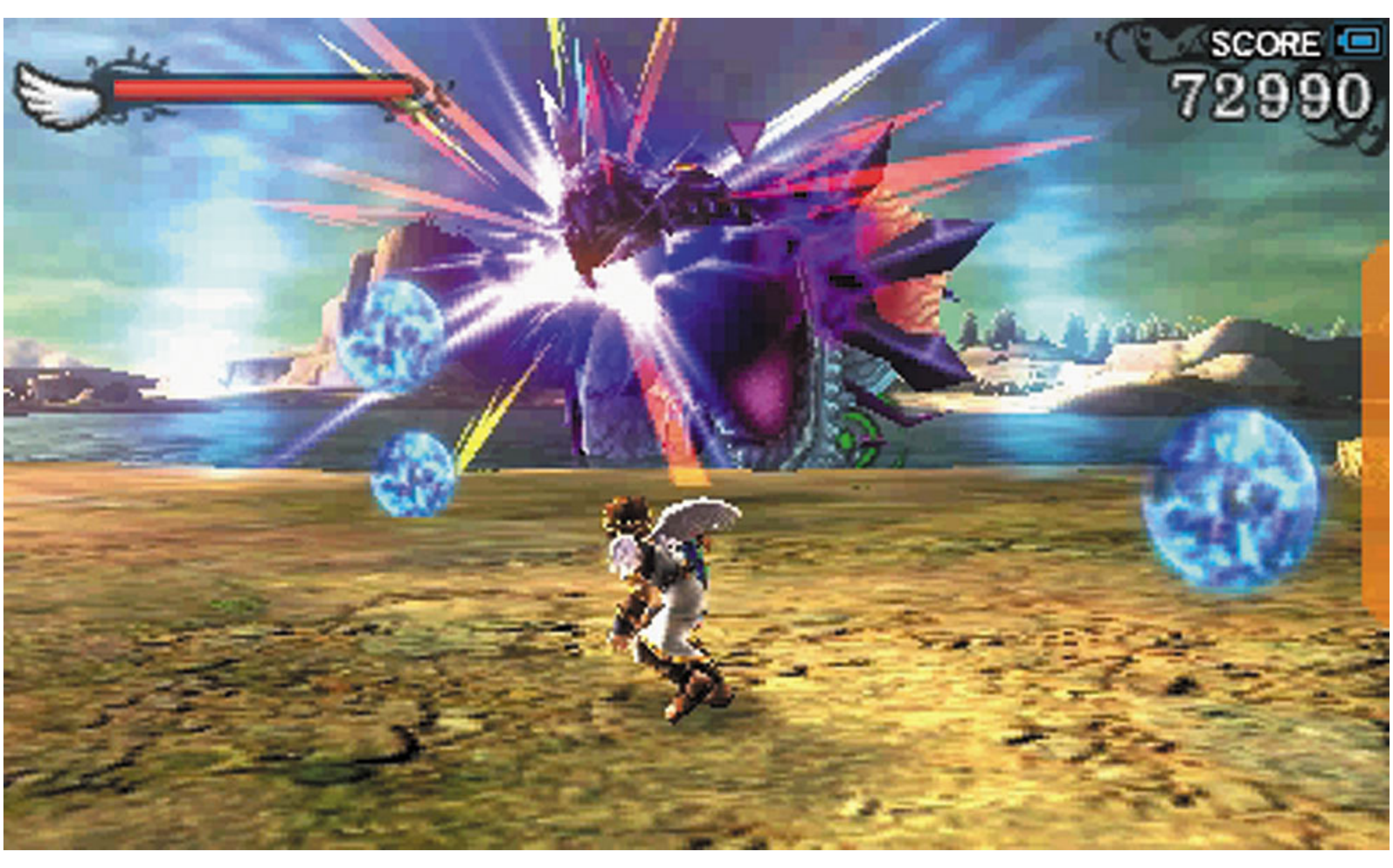
Chapter 3: Heads of the Hewdraw

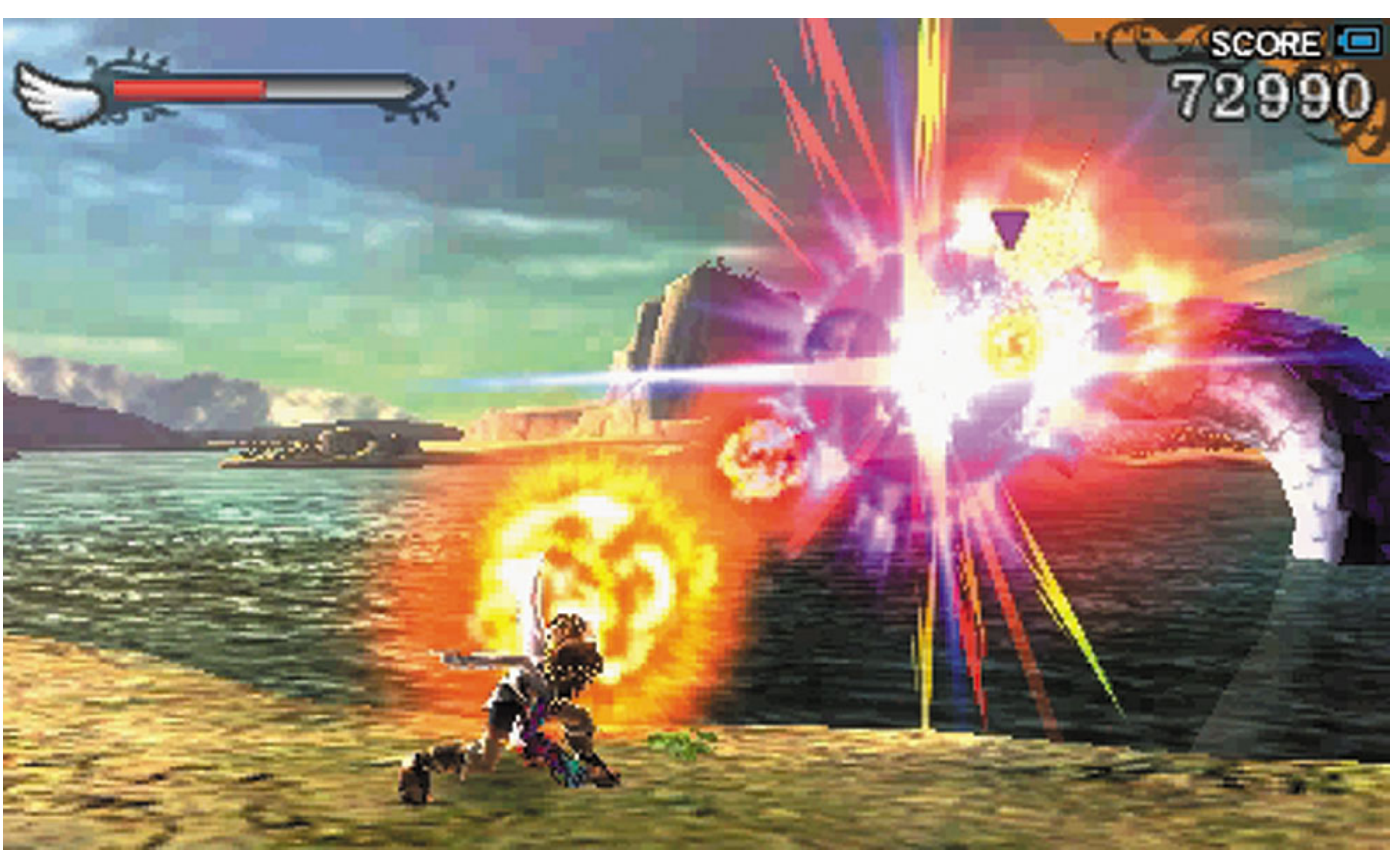
Boss Battle: Hewdraw Reborn



Health Range	
Min Health	Max Health
351	1755

A relatively simple boss compared to what has come before, Hewdraw Reborn is primarily a ranged combatant. He swims around in the lake, occasionally leaping out to take a bite at you, or he rears back and uses one of his many ranged attacks on you.

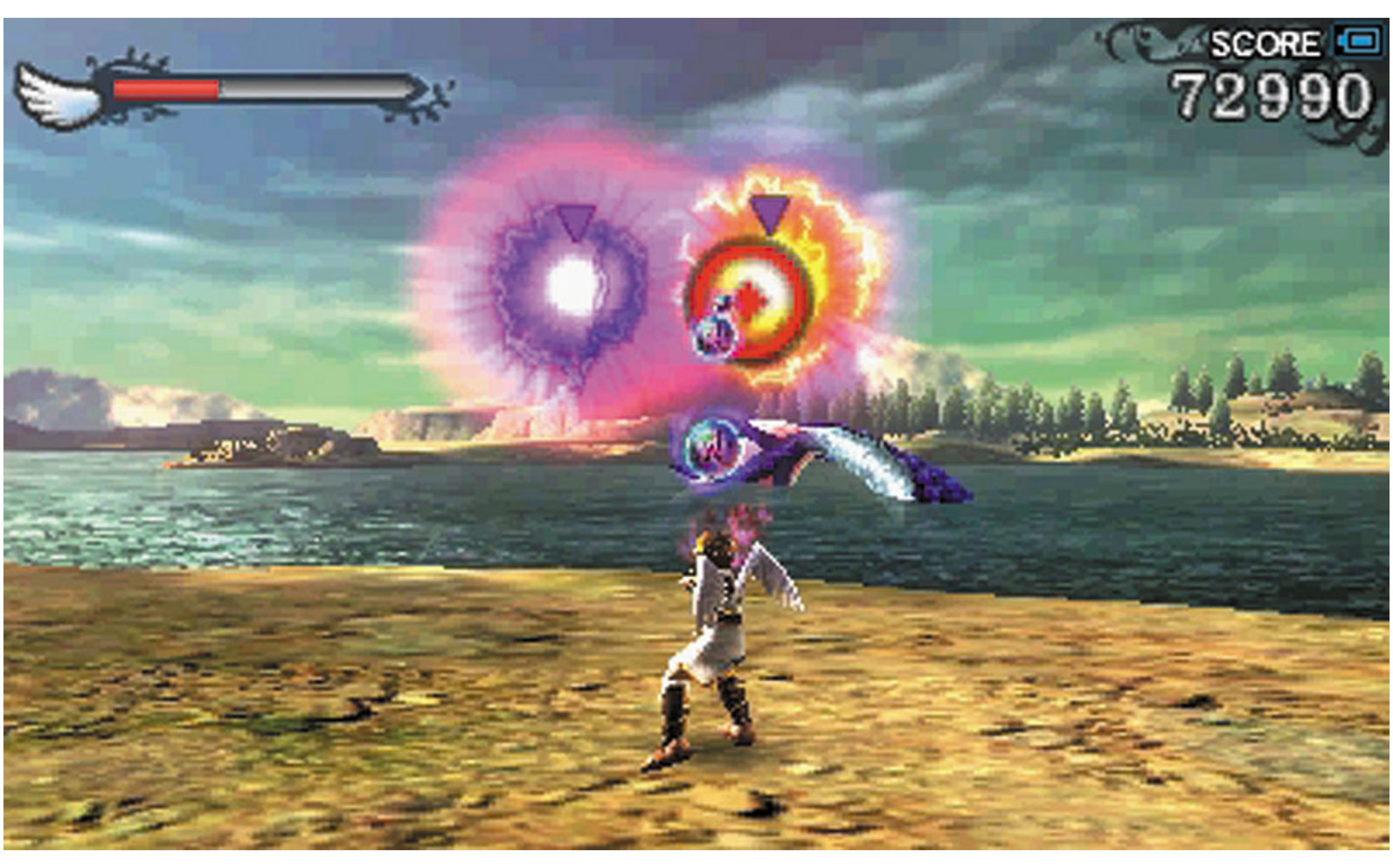


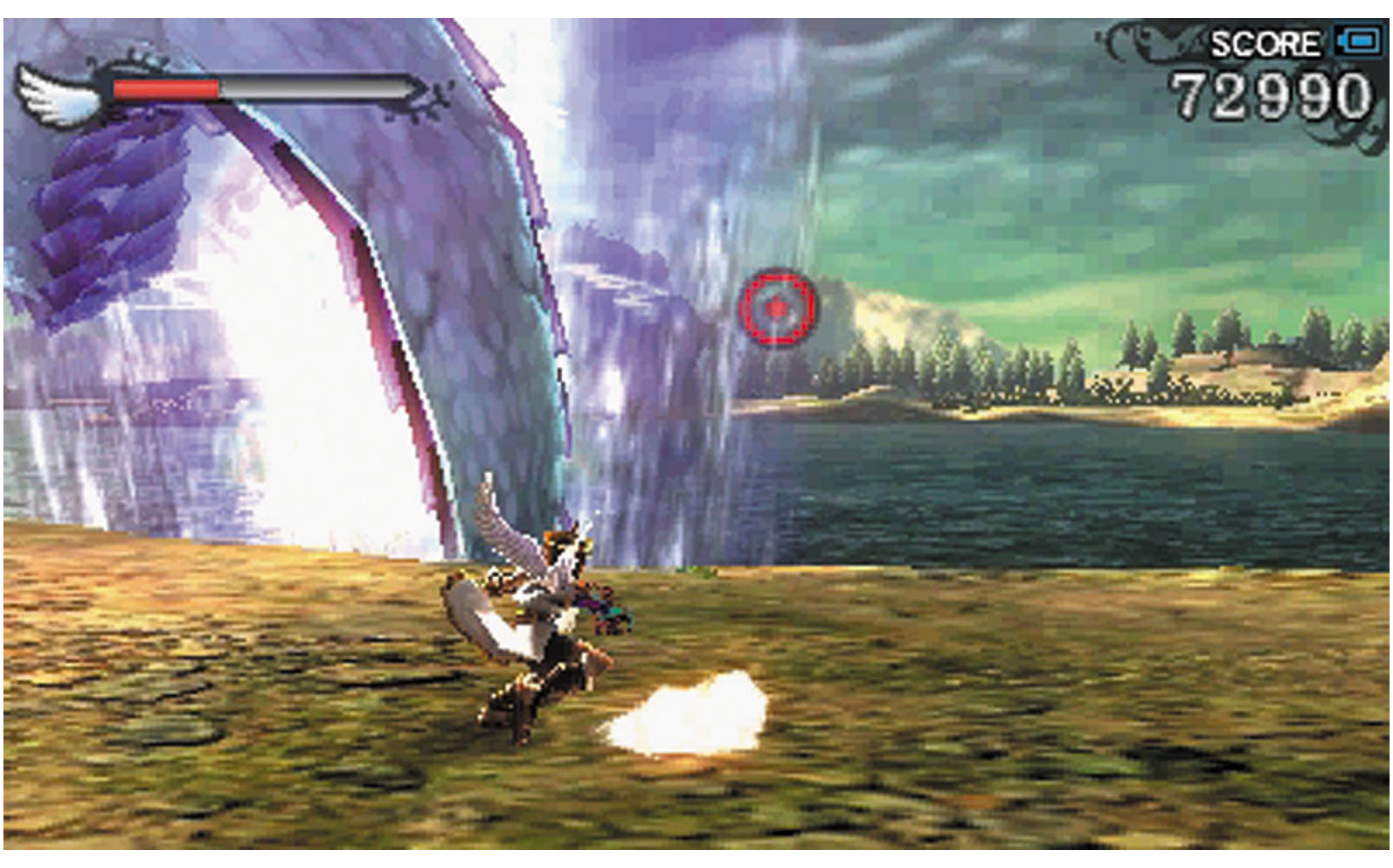


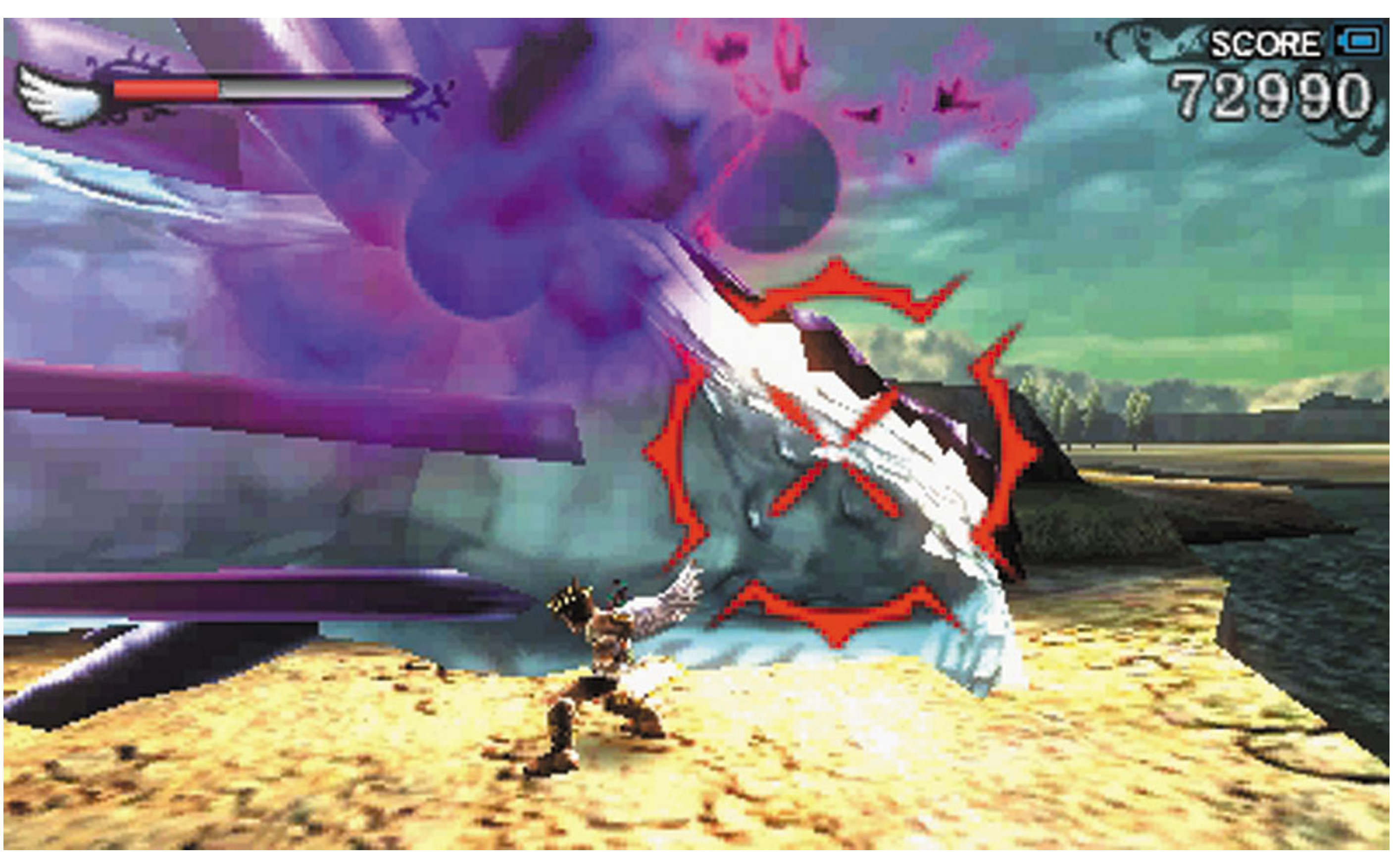
Hewdraw Reborn's ranged abilities come in several varieties. He will fire a homing scatter shot, missiles from the scales on his back, a series of water spheres that bounce around Pit's spot on the shore, or basic fireballs that come straight at you. Staying on the run isn't always good enough, so be ready to dodge at a moment's notice.

Note

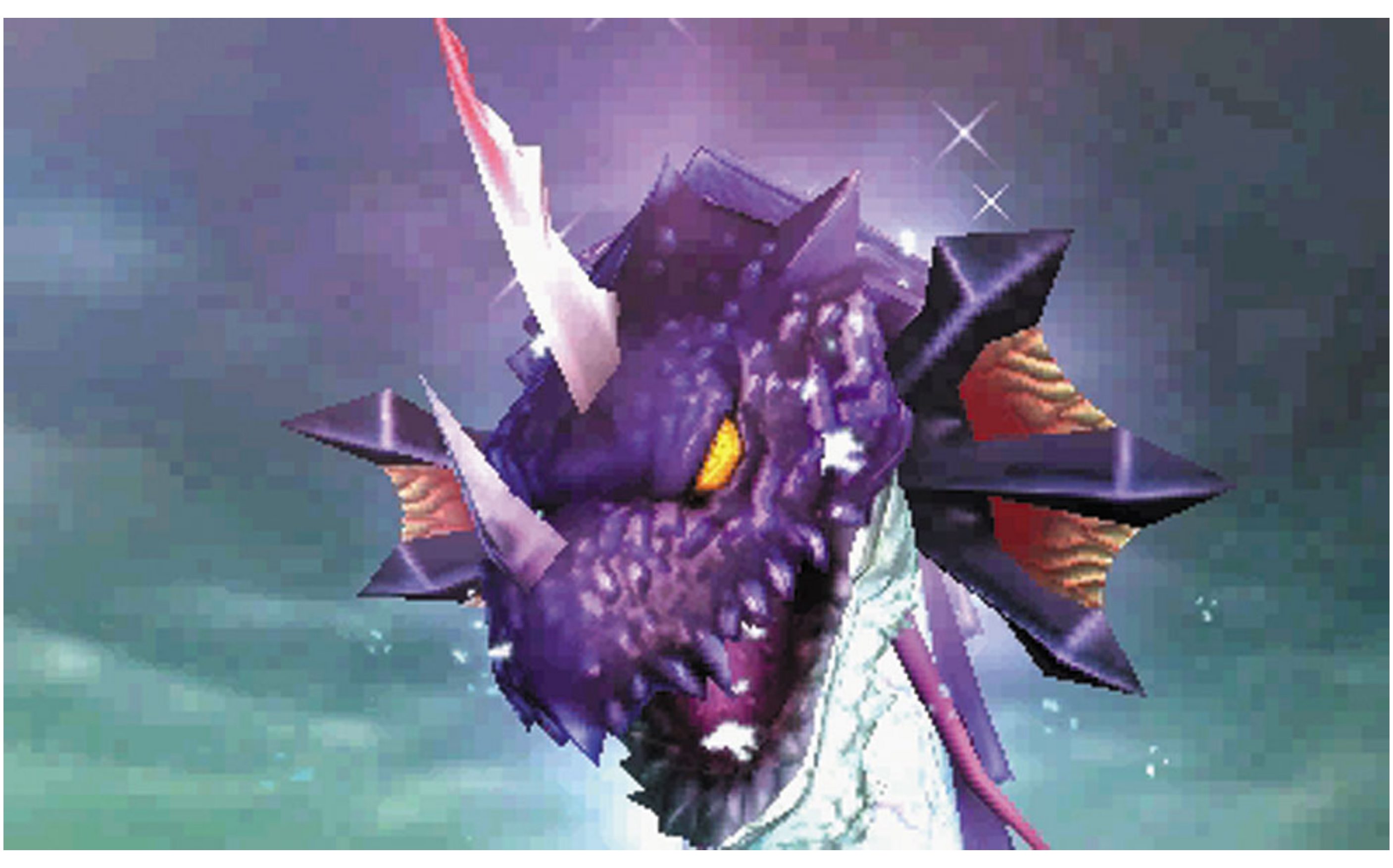
Interestingly enough, the color of Hewdraw during this final battle is not always the same. This actually changes up the dialogue before and after the battle!



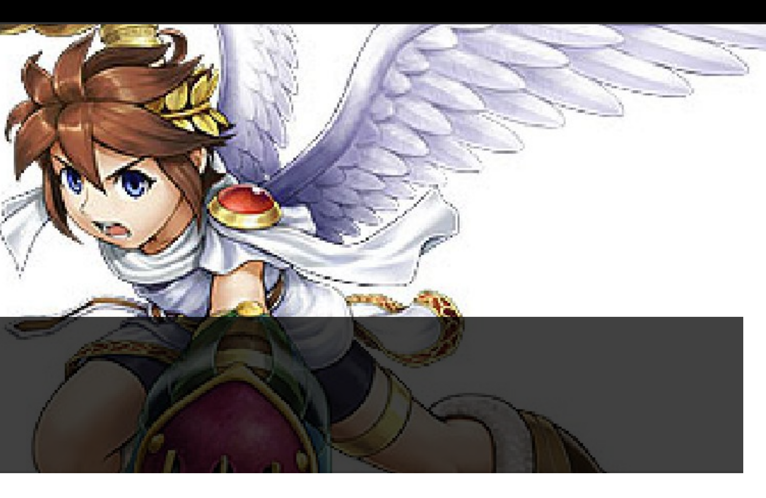




After doing enough damage to Hewdraw Reborn, he will dive under the water, flinging orange energy spheres into the air as he swims around the lake. Shooting these causes them to dive straight into the water, and if they hit Hewdraw, they send him flying out of the water and onto the shore, giving you a chance to lay into him with your melee abilities. He eventually recovers from this and slips back into the water. However, be mindful of the purple energy spheres, as they turn into scatter shots that are aimed directly at you!



Defeating Hewdraw Reborn is not a difficult task if you have a weapon with reliable ranged attacks. As long as you take advantage of every opportunity to blast him out of the water, you can minimize your risk during this encounter immensely.



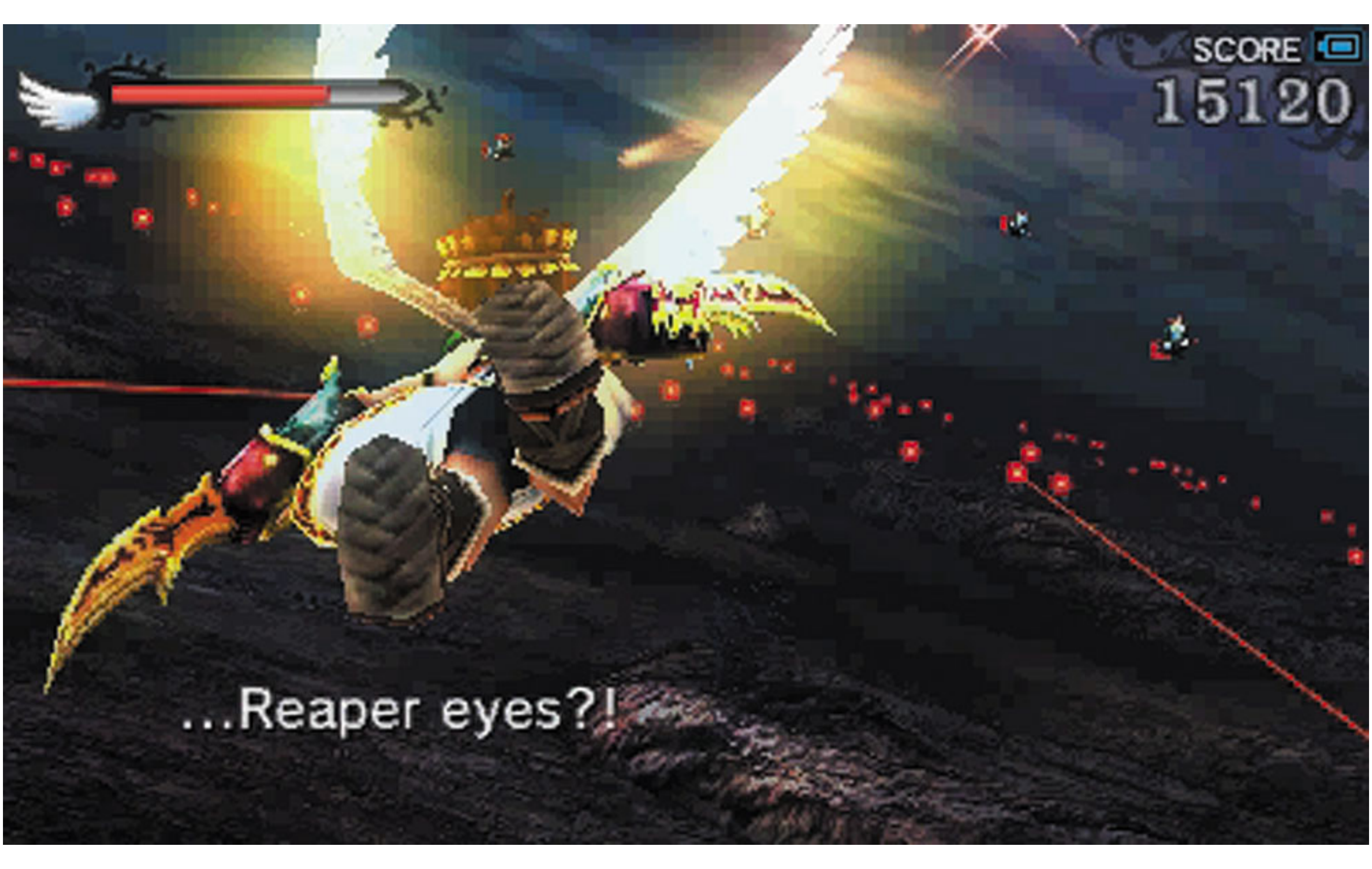
Chapter 4: The Reaper's Line of Sight

Air Battle

SCORE
3060
Yes, anyway... About the Reapers...

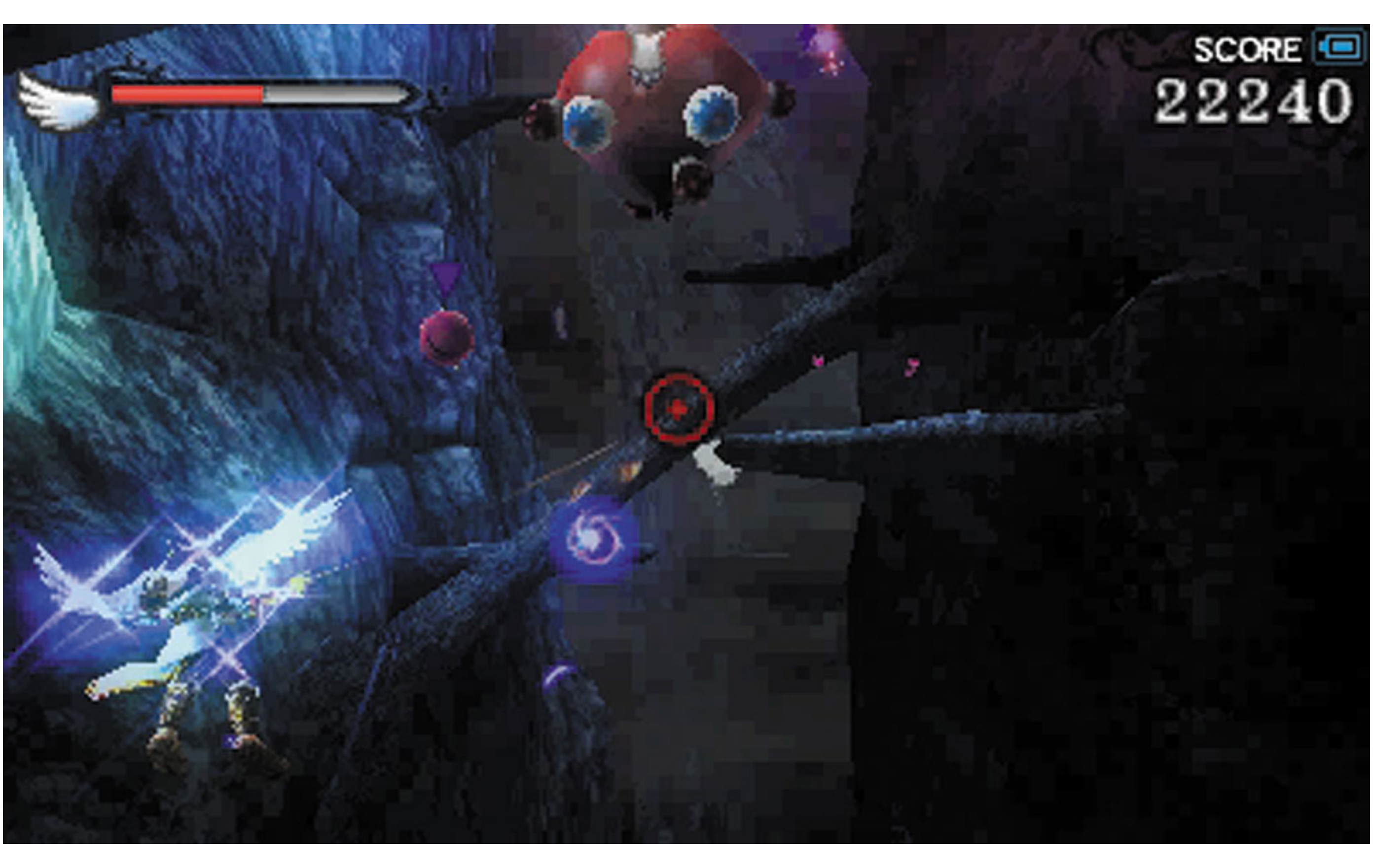
SCORE
12930

Palutena is unable to locate Pandora, the goddess of calamity. The source of the interference is a stronghold at the entrance to the Underworld, a place called Reaper Valley. This is not a good place to go.

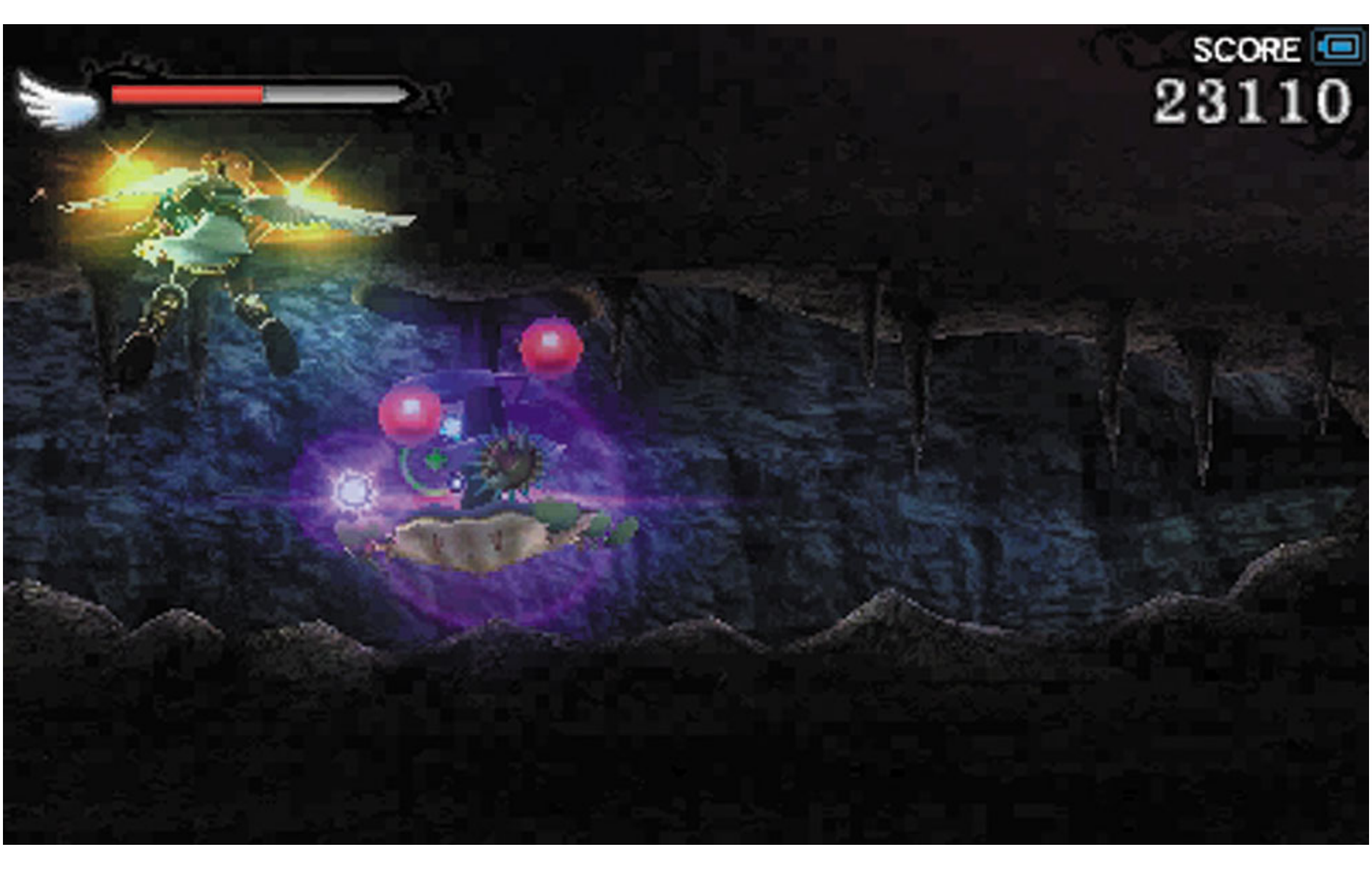

SCORE
15120
...Reaper eyes?!

The opening parts of the battle send a variety of familiar faces at Pit. Things get a bit more tense when the angel peers into the distant terrain, and sees hundreds, if not thousands, of small red lights staring right back. Tracking lasers sweep across the sky. Every single red dot is a Reaper.

SCORE
17850


SCORE
22240

Hoping to evade detection, Palutena guides Pit toward a ravine, which you hope will bypass the enormous Reaper army in the valley. Take care to avoid hitting parts of the terrain and evade enemy fire. You'll start seeing Minos and Shulms strewn throughout the ravine. Watch out when you destroy a Toxiecap, they leave behind a poisonous cloud. While it's short lived, if you are too close when you take out the monster, you'll definitely be poisoned by the gas.

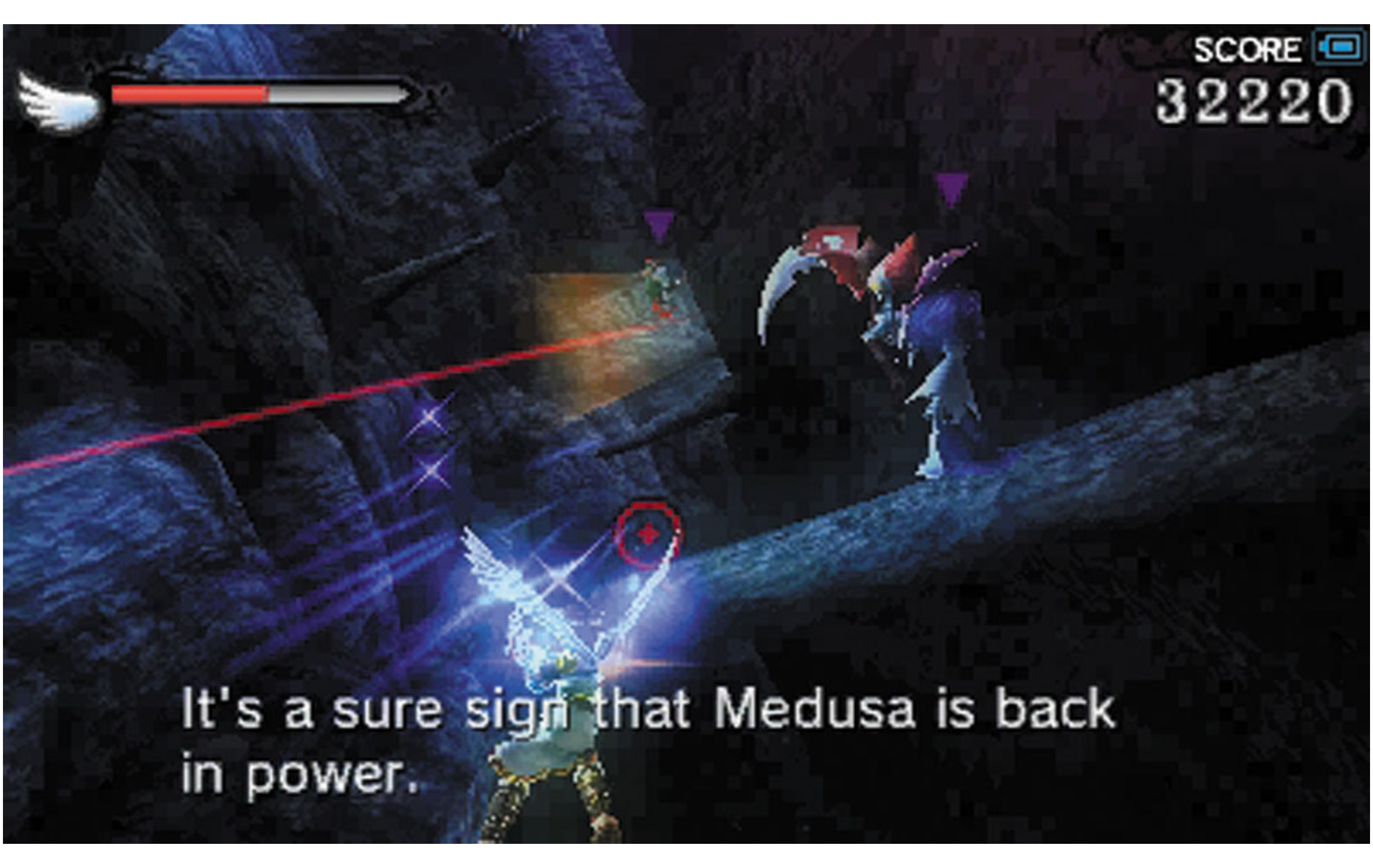

SCORE
23110

SCORE
23980

When you reach the caves, you're attacked by a Mega Mussel. Take out the three red pearls between its jaws quickly, as they can regenerate if the monster survives for too long. As you exit the cave, you are rewarded with a quartet of Recovery Orbs.

SCORE
28060

When Palutena tells you that many enemies are ahead, believe her. In addition to a new swarm of Monoeyes and Miks, you're also introduced to the Gloomerang. These baddies can't be hurt until they've thrown their boomerang blade at you. Use a Special Attack if things get dicey.


SCORE
32220
It's a sure sign that Medusa is back in power.

SCORE
32650

As you cut through caves within the ravine, watch out for Reapers, which are easily spotted by their red lasers. If you miss destroying one and pass it by, it will summon a Reapette to attack. You can get a sizeable bonus for killing all the Reapers inside the ravine.

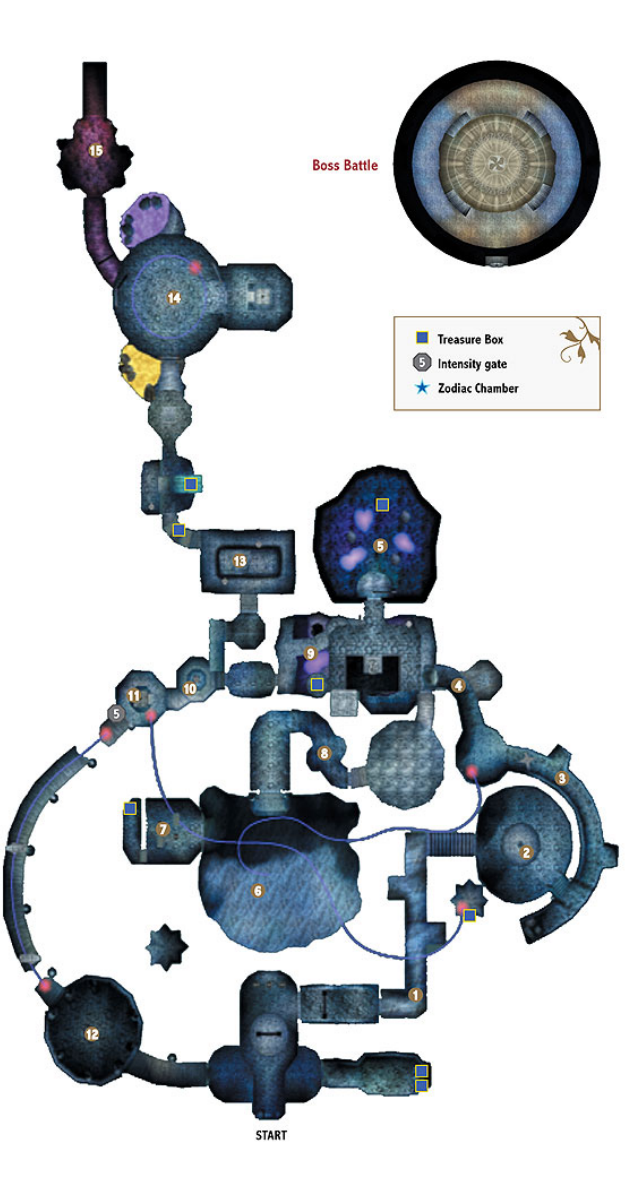
SCORE
34070

SCORE
36500

You fly out of the ravine only to be faced with a sci-fi epic's worth of laser fire streaking from the ramparts of the Reaper Fortress. Do your best to smack down the final sets of enemies that present a last-ditch defense and then get ready to crash the front gates of the castle.

Chapter 4: The Reaper's Line of Sight

Land Battle


Boss Battle
Treasure Box
Intensity gate
Zodiac Chamber
15
14
13
5
9
4
11
10
5
8
3
7
2
6
1
12
START

The Reaper Fortress makes an early impression, starting you directly in front of a giant guillotine. Collect any food you need by breaking the bottles at the entrance, and travel down the open corridor to the right.

SCORE
36500
Then let's get moving. The force obscuring Pandora is deep within this fortress.

SCORE
36500

1. Reapers usually patrol slowly on set paths, projecting red laser sights from their eyes. Should they spot Pit or be disturbed by him in some way, they go berserk, chasing him down with their scythes and summoning Reapettes to attack. You can sneak past this Reaper, but if you're feeling brave, you can go toe-to-toe with it.

SCORE
40050
Considering this is the Reaper fortress, there really aren't very many Reapers.

SCORE
41820
The humans probably started another war, which means a lot more souls to deal with.

2. Watch out for the spikes at the center of this area. They shoot out as you get close, and enemy attacks can knock you into this trap. After the enemies are destroyed, the gate seals are released.

SCORE
41820
I'M the one who should be working overtime. Then there'd be less soul harvesting...

3. A spinning blade patrols this path. Use the side platforms to avoid it.

SCORE
41820
Don't be ridiculous!

SCORE
80700

4. Don't jump onto the grind rail immediately, as you can't come back once you do! Eliminate the Shelbo, then check the side path leading to a large boulder. Destroying the boulder grants access to a secret room that contains a large stone sphere. Knock that into the abyss. It will come in handy later.

SCORE
92700

SCORE
94300

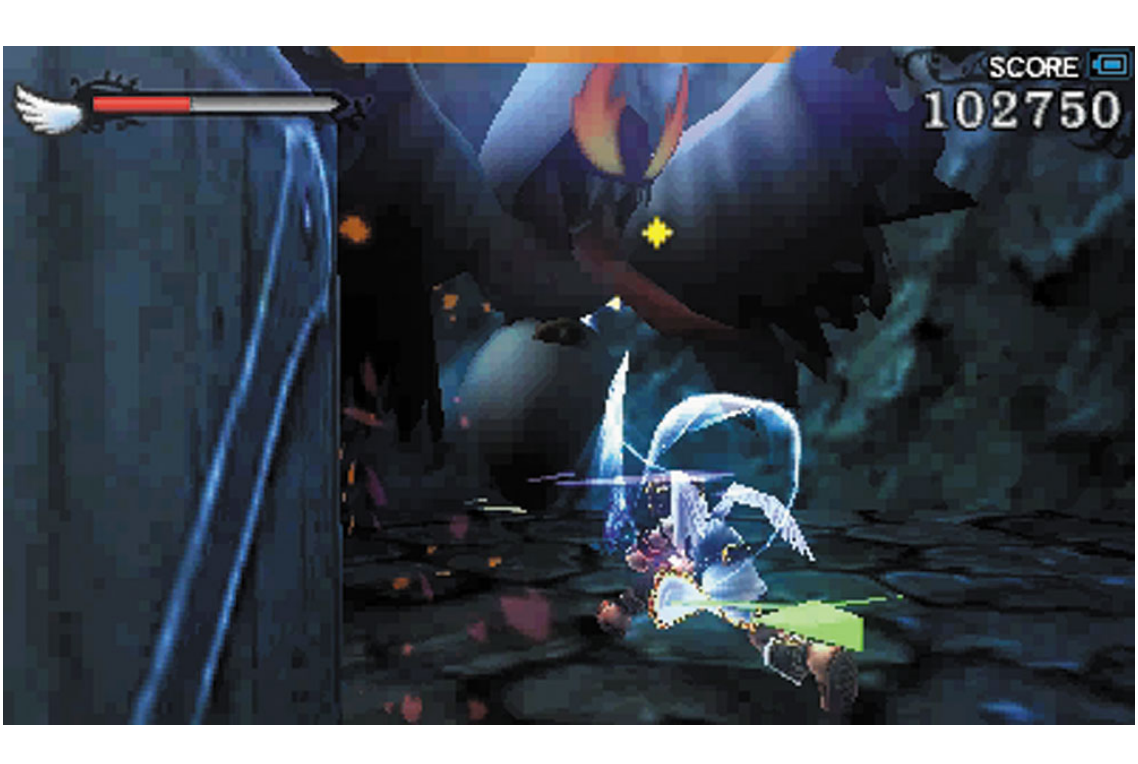
5. Across from the stone sphere in the hidden room is a ledge. You can drop down into a chamber filled with breakable stones, poisonous pools, a Treasure Box, and a number of enemies, including an invulnerable Orne. The Orne guards the Treasure Box, so you'll need to draw it away and then sprint for the box. This is much easier to do if the other enemies are destroyed. After collecting your loot, destroy the stones in the room to find the jump pad that will take you to safety.

SCORE
94600

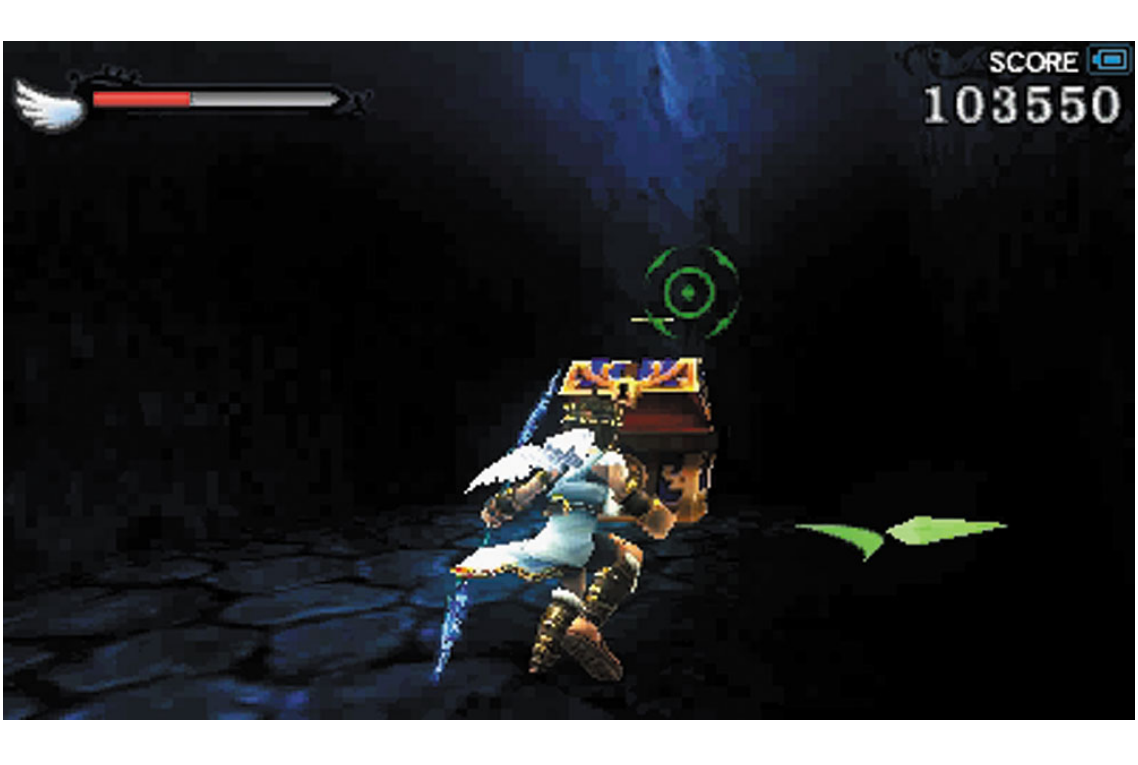
SCORE
94600

SCORE
99800

6. The grind rail takes you to a clearing where a Belunka and Tortolunk attack. Destroy the Tortolunk first, then focus on the Belunka. A Shelbo drops once the first monsters are defeated and killing it will unseal all of the nearby doors. Don't immediately follow where the guiding arrows tell you to go, explore the other areas first.


SCORE
102750

SCORE
103550


SCORE
103550

7. This side room is filled with breakable coffins. It's also filled with Zurees. Destroy everything in the room to give yourself room to maneuver while fighting the ghosts, then check out the storage area that's hidden by a coffin to find a Treasure Box.

SCORE
49390

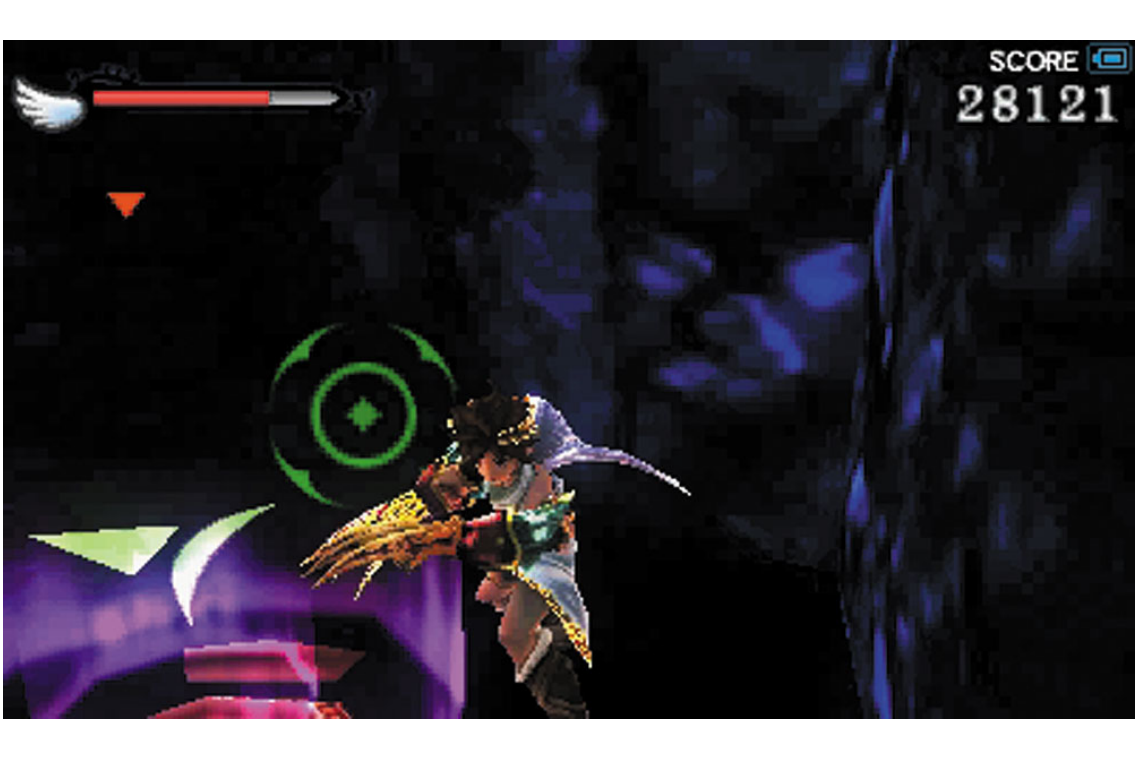
SCORE
50130
But I don't want to be an eggplant again!

8. This passage is filled with Shemums and a jar spawning them. In the following room, you come across an Eggplant Wizard. Getting hit by their spells turns you into a walking eggplant, so do everything you can to avoid getting hit.

SCORE
51610

SCORE
52790

SCORE
28121


SCORE
28121

9. After the room with the Eggplant Wizard, you cross onto a bridge where scythes are swinging across one side, while a gap denies access to a ledge with a Treasure Box. If you hit the stone sphere from before, you can cross over to the box—just make sure the moving wall doesn't knock you into the area below.

If you do fall into the lower area, be careful while fighting the Zurees. Poison ponds are all over this area, as well as a number of spike pits. More importantly, however, is the fact that there is a Clubberskull in the room. It starts off chained up, so if you're cautious you don't have to fight it. If you do awaken it, be ready for a serious fight and don't be too surprised if you lose. On any Intensity, Clubberskulls hit hard, taking huge chunks of health while sending Pit flying.

One of the holes in the floor is actually a secret passage and a means of escaping the Clubberskull. Look for the hole emitting a white glow. It also leads you to a portal with a Zodiac Chamber!

In the Clubberskull room, there is a jump pad near the hole used to get to the Zodiac weapon. This boosts you back to the bridge. Cross it while evading the scythes and get out of this nightmarish room.

SCORE
28121

10. Do not immediately take the jump pad you see. Instead, pass through the door just beyond it. An elevator takes you to the top of a tower where a Level 5 Intensity gate can be opened. Come back to this jump pad once you have finished exploring.

SCORE
28121
5

SCORE
28121

11. Next to the Intensity gate, a grind rail can take you to another distant platform where a Treasure Box can be collected.

SCORE
113850

SCORE
113850

SCORE
117450

SCORE
117450

12. The Intensity gate guards a grind rail. There are obstacles in the way that can harm you if you hit them, so destroy them before you get too close. The rail leads to a small arena where you will be ambushed by a Shelbo and Gyrazers. After destroying them, continue down the long passage to reach a pair of Treasure Boxs. Reapers then appear in the once-empty passage. Evade or destroy them. If you just want to continue forward, ignore all the enemies that appear and take the grind rail back to the elevator.

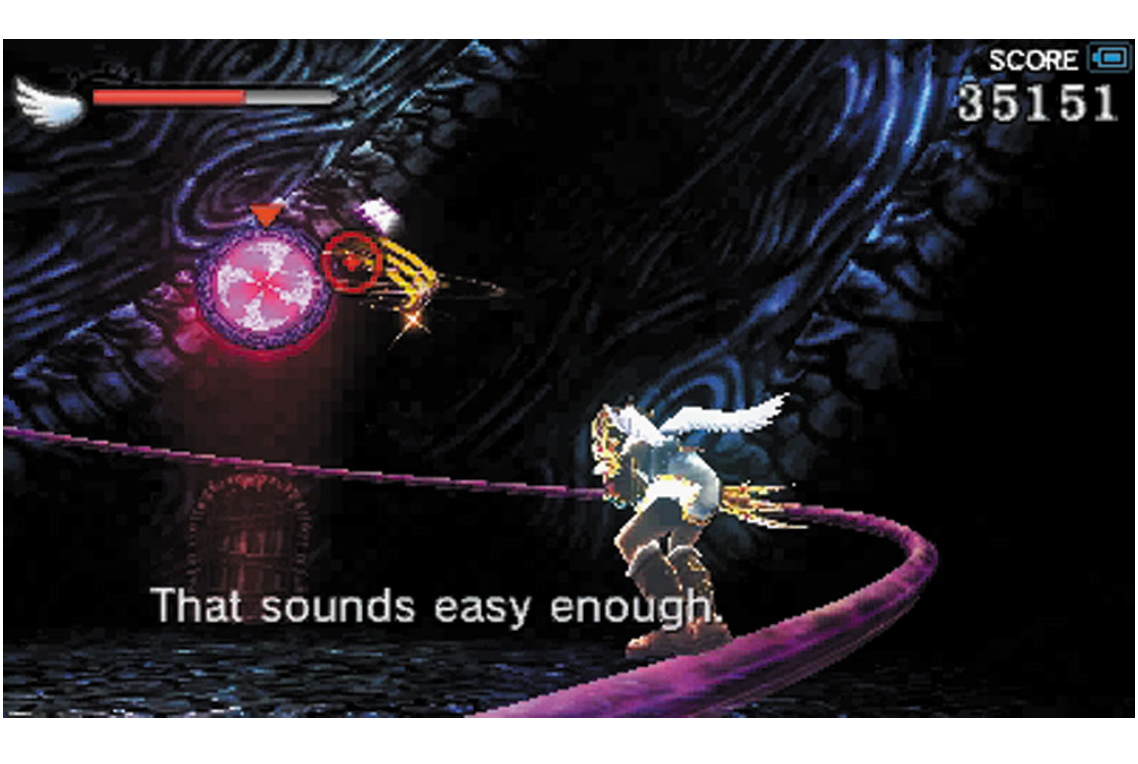
SCORE
29691

SCORE
29691

SCORE
29691

13. A pair of Reapers patrols this room. Use the jump pads to sneak past them if you want, as well as to snag food if you need it. The exit to the room is blocked by a breakable crate. You enter a small room with another hole to drop down.

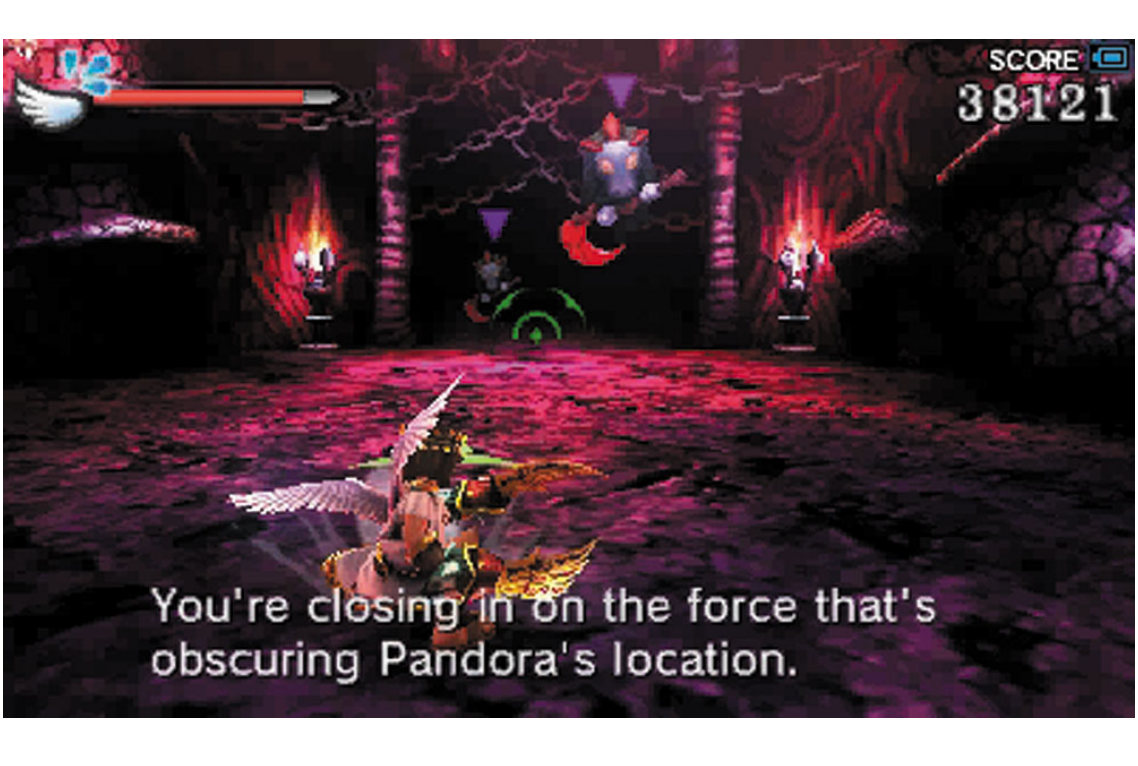
SCORE
30721


SCORE
35151
That sounds easy enough.

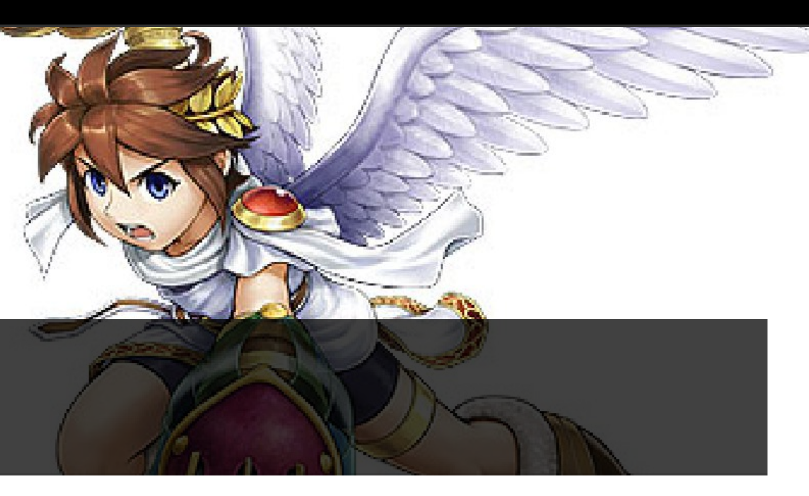
14. This room seems like a dead end, but enemies soon drop down from above to attack. After you defeat them, Palutena creates another grind rail. The catch is that you need to shoot a series of switches on the way up to the top of the room to finish the rail. Take the elevator after leaving the rail.

SCORE
35151

SCORE
35151
There's something strange about this hot spring...

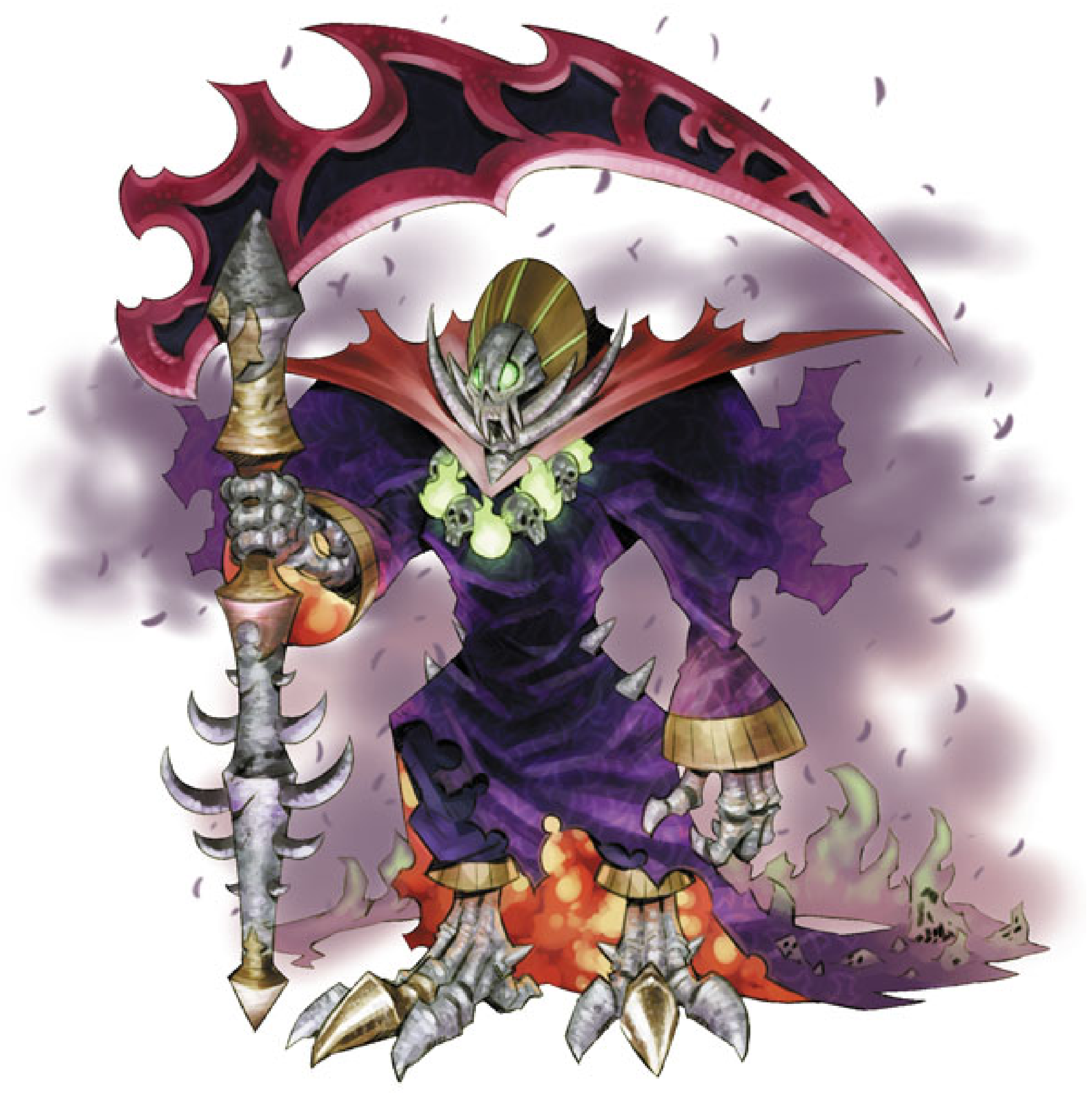

SCORE
38121
You're closing in on the force that's obscuring Pandora's location.

15. After exiting the elevator, you are in a room with three distinct passages. The left passage contains a hot spring that will fully restore Pit's health; the right passage contains a poisonous spring that will not and it also houses a Reaper. The central passage takes you past a series of guillotine traps, leading to the exit of this chapter and the start of the boss encounter.



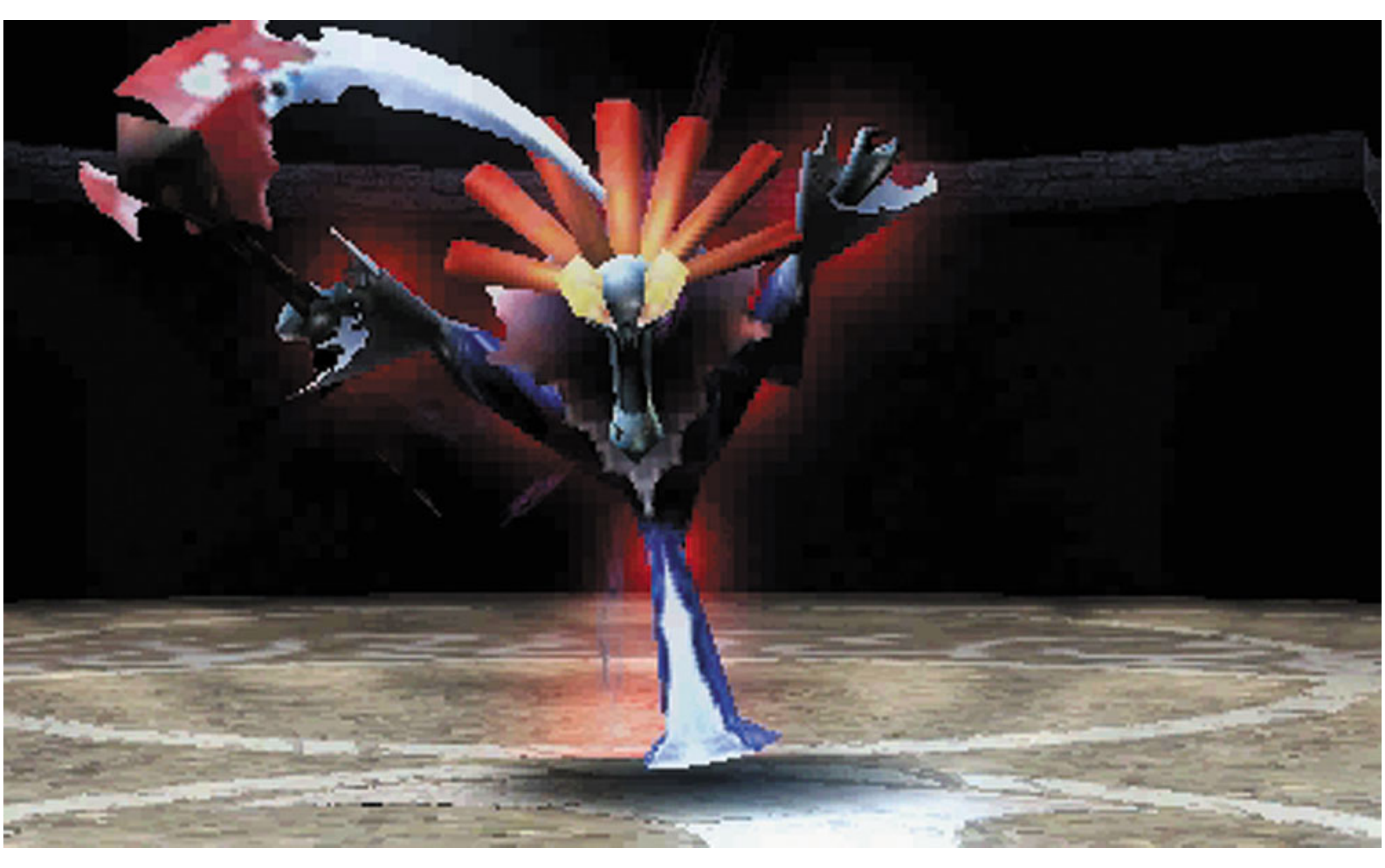
Chapter 4: The Reaper's Line of Sight

Boss Battle: Great Reaper

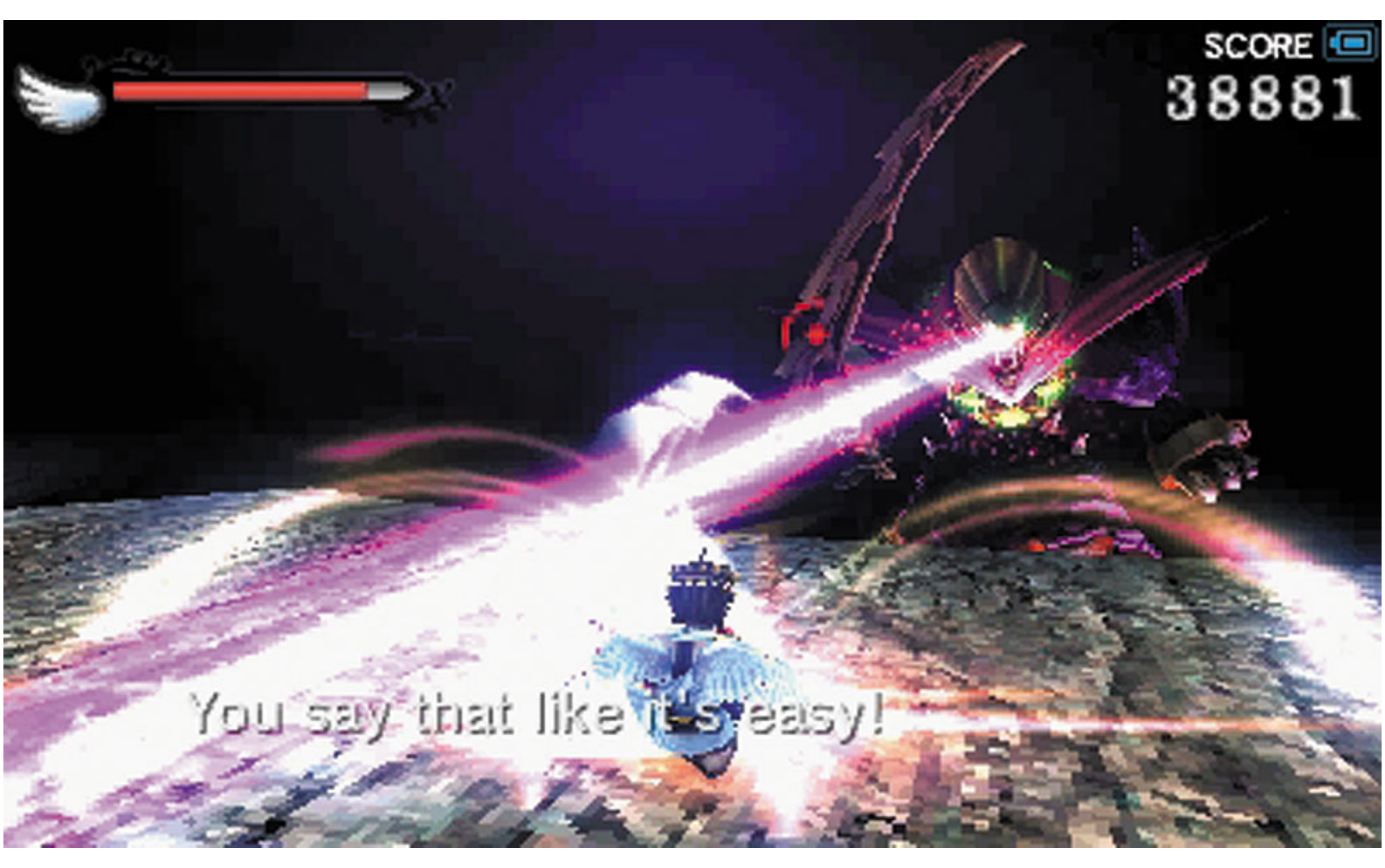


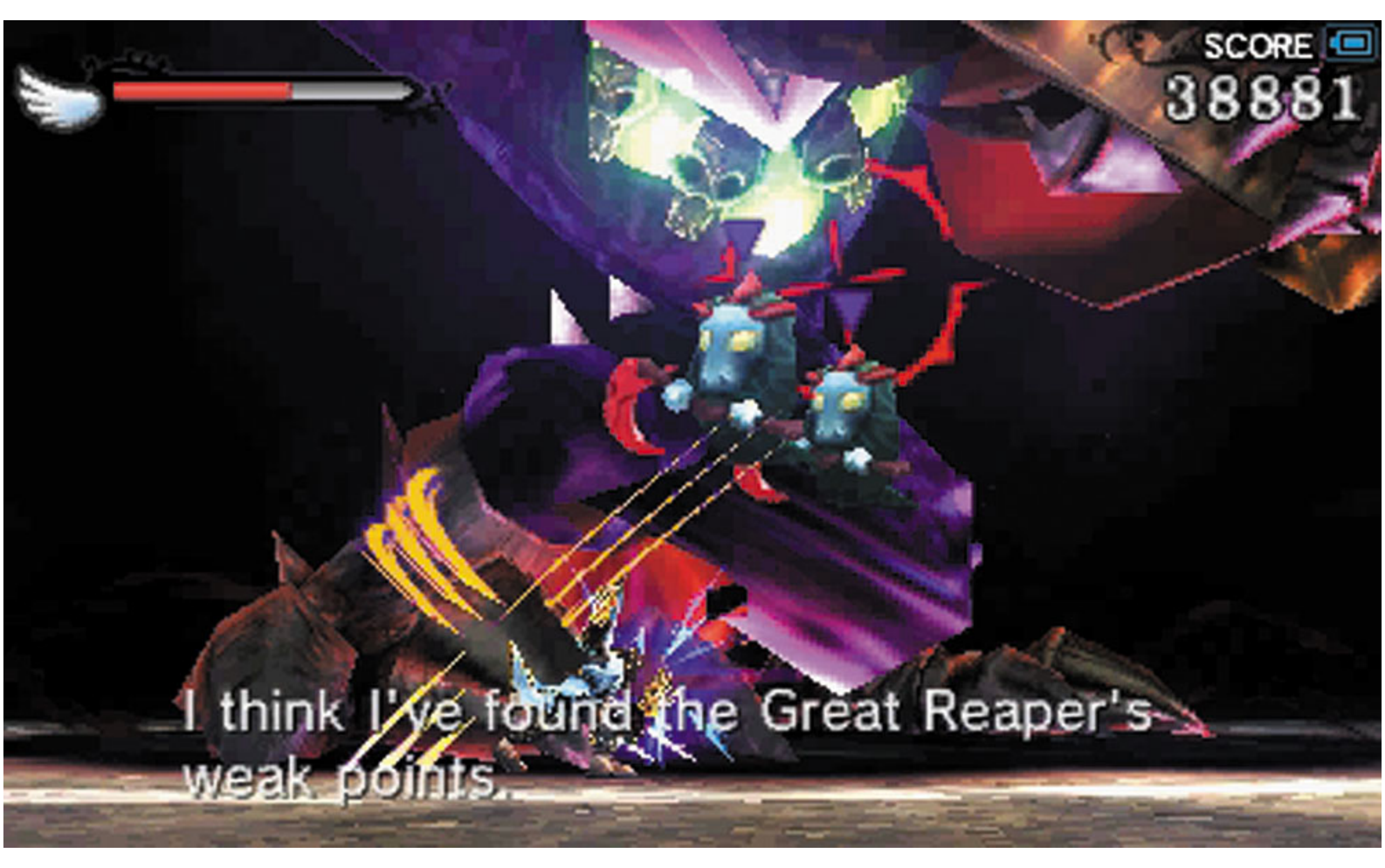
Health Range	
Min Health	Max Health
452	2825

As soon as the Reaper leader of the fortress spots Pit in its chamber, it grows to positively titanic size.

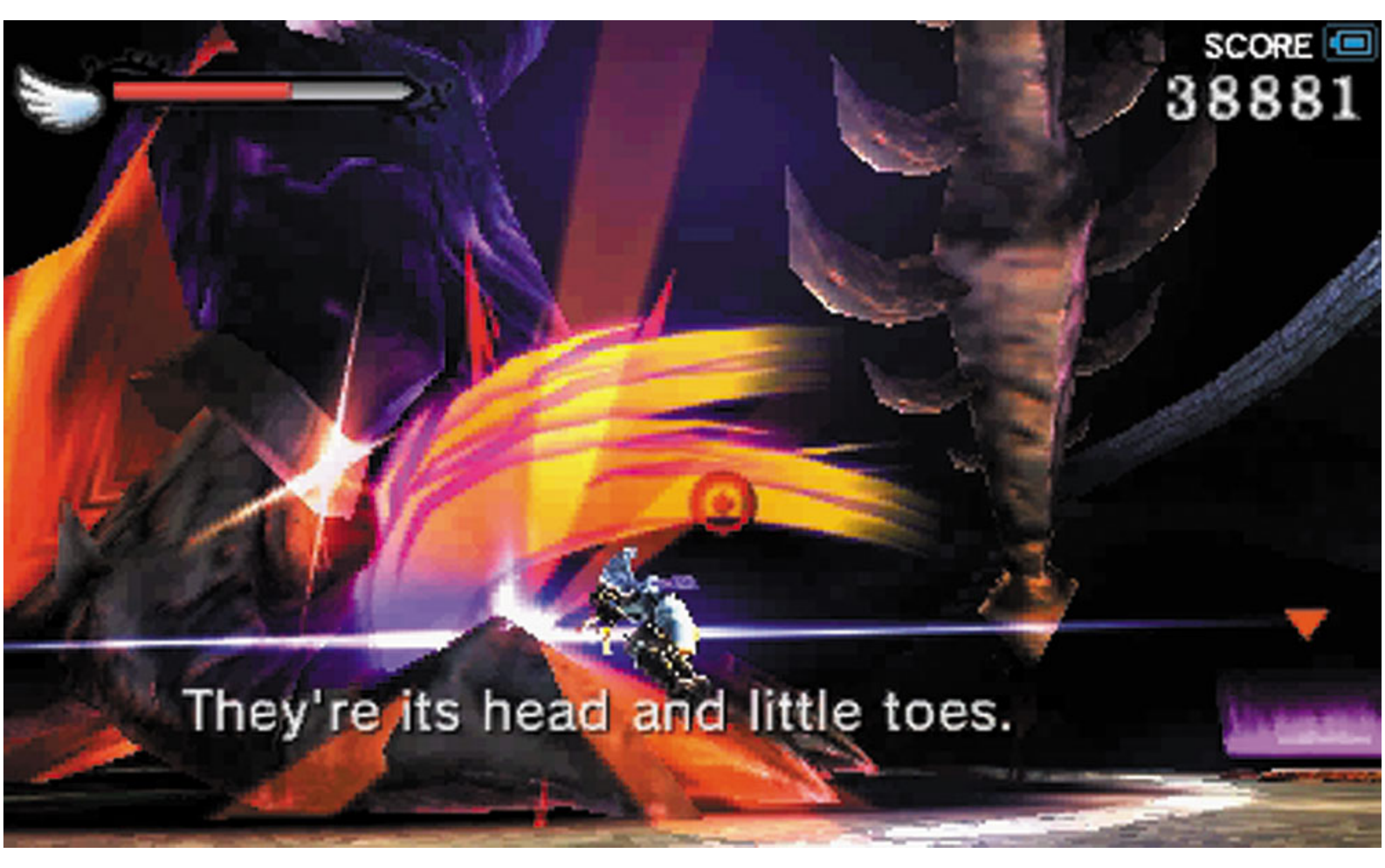


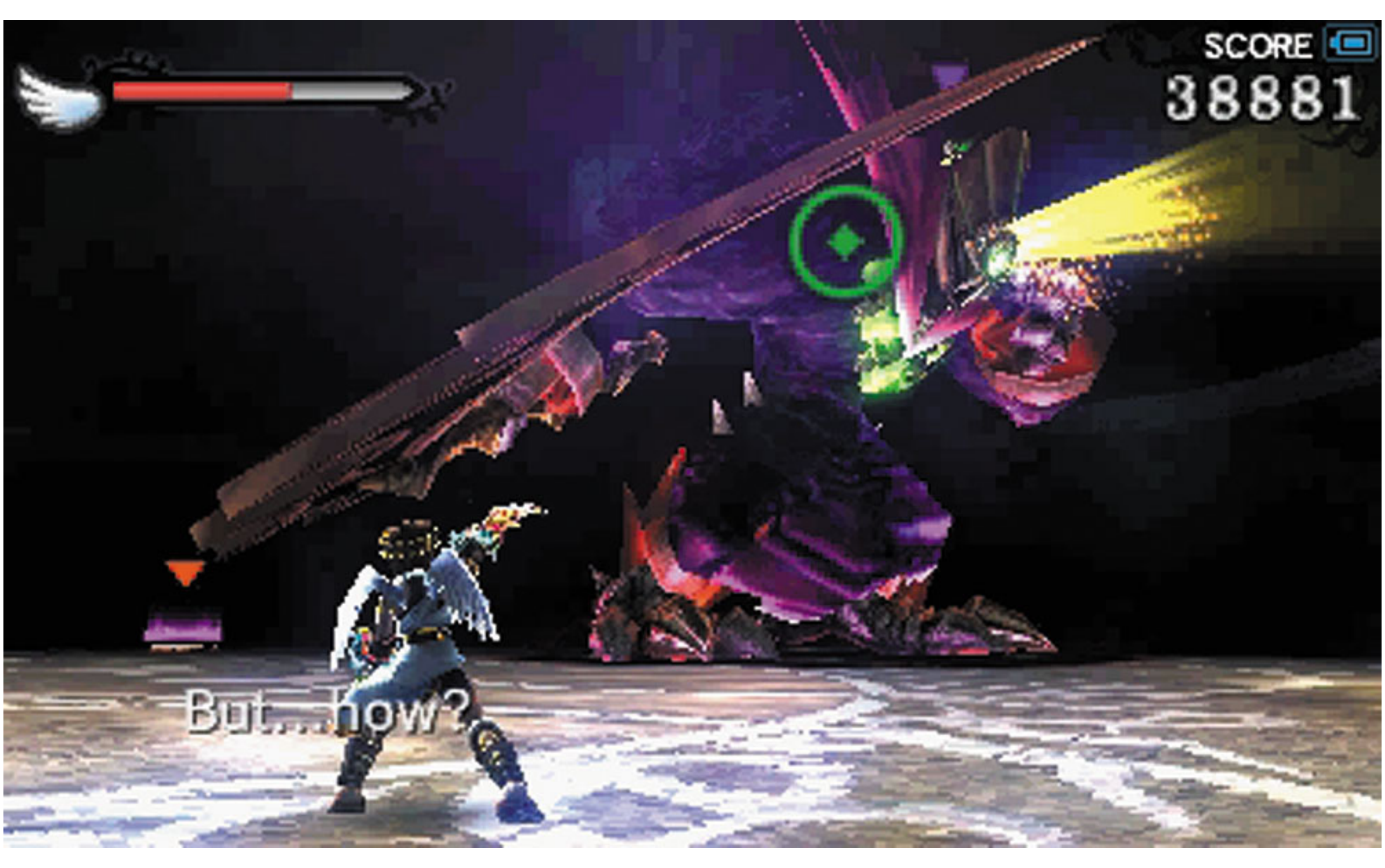
The arena you battle the Great Reaper in is large enough to contain this monster. It consists of an upper and lower level, which leaves you plenty of room to maneuver. You do not want to be in the way of its massive scythe, which it can swing vertically or horizontally. The horizontal swipe is meant to slice Pit if he's on the upper level, while the vertical slash is multipurpose, and is even capable of releasing a shock wave attack from afar. If you're on the upper level, the Great Reaper can spin the scythe across that whole level several times. If you intend to make your stand there, your dodging skills will be put to the test.





The Great Reaper is not limited to its scythe. At range, it can fire a powerful eye laser that is so fast that you have to anticipate it well in advance to stand a chance of dodging it. If the laser hits you, the Great Reaper will summon a group of Reapettes to attack you. If you're on the lower level, it can also perform a mighty stomp attack to unleash a shock wave that can flatten you.

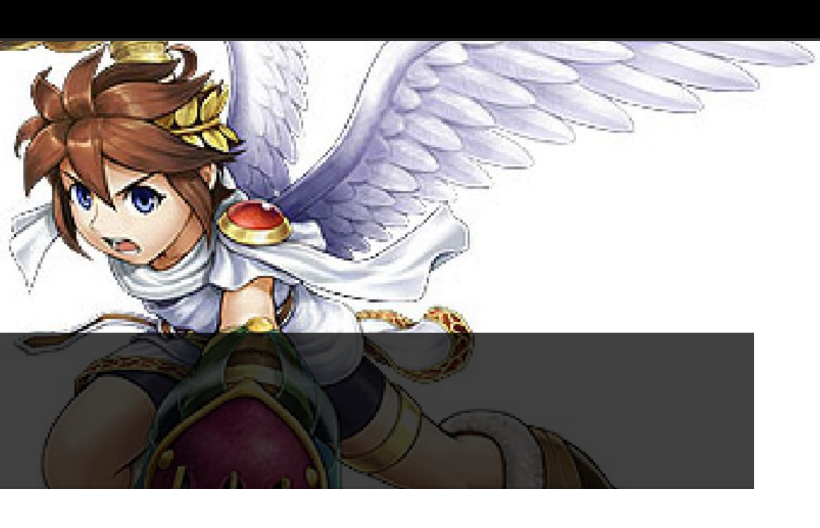




SCORE
38881

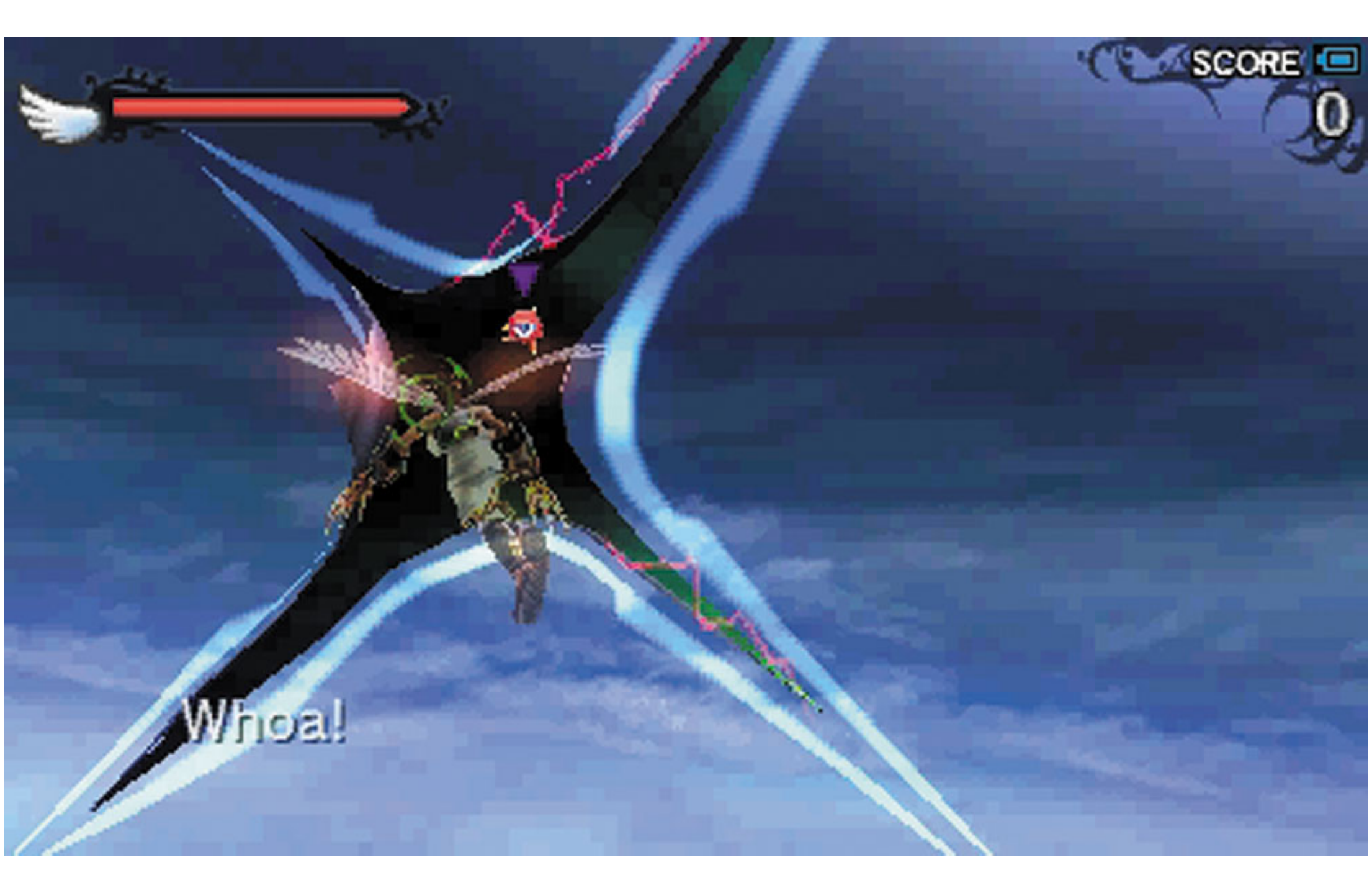
SCORE
63681

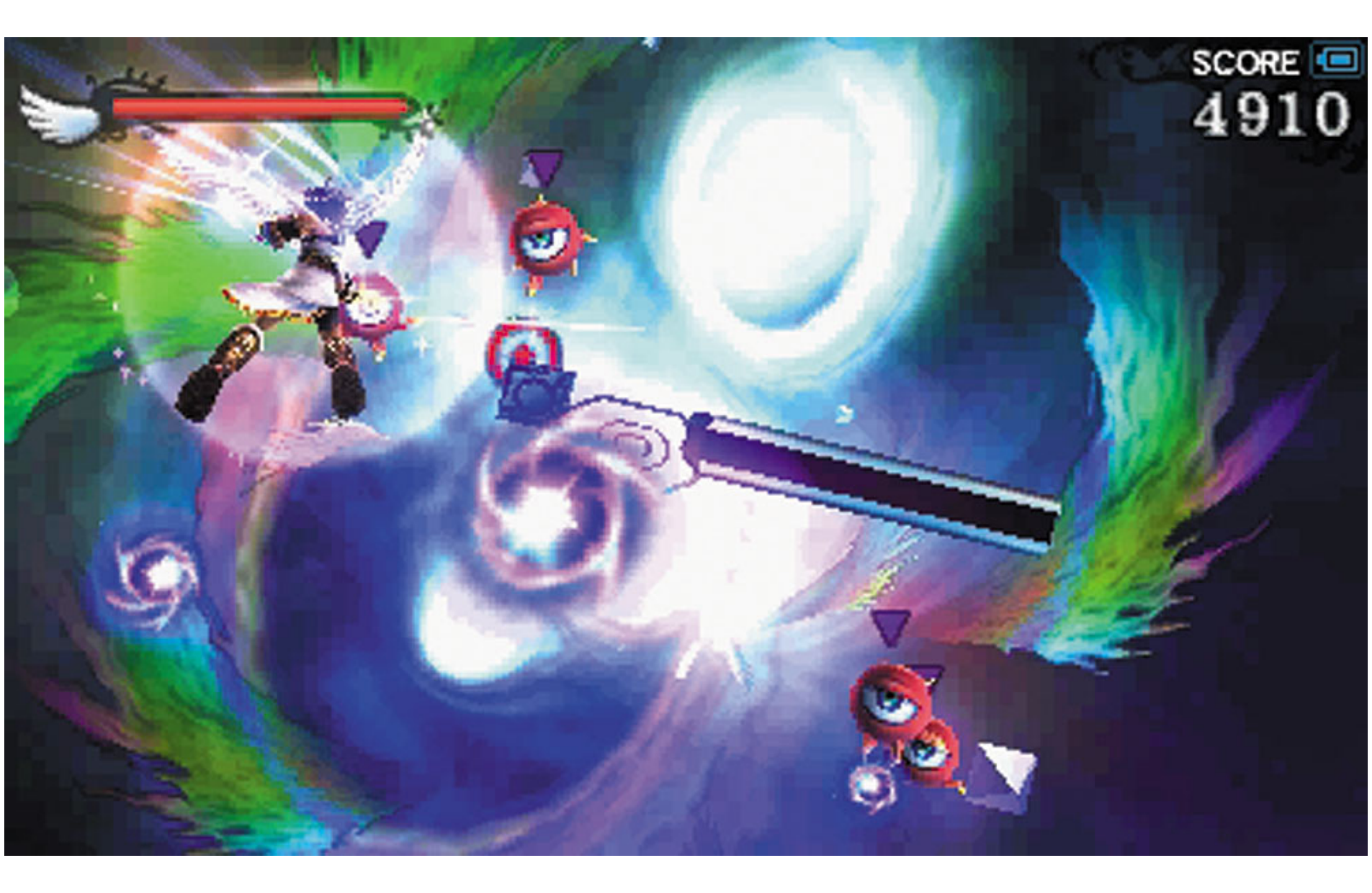
As Palutena informs Pit, the weak points on the Great Reaper are its toes, and its head. The toes are somewhat problematic to reach, if only that when the boss stomps, you can take significant damage. Hitting the head causes more damage, but unless your weapon has good range, you still have to wait on the upper level for the Great Reaper to draw close. Once you've done significant damage to the Great Reaper, his mask cracks and allows a stream of light to leak through. But he's still not done. In a desperate attempt to finish you off, he might begin leaping high into the sky, causing a thunderous impact with each landing. Just concentrate your firepower on his cracked skull, and you'll have little reason to fear the Great Reaper.



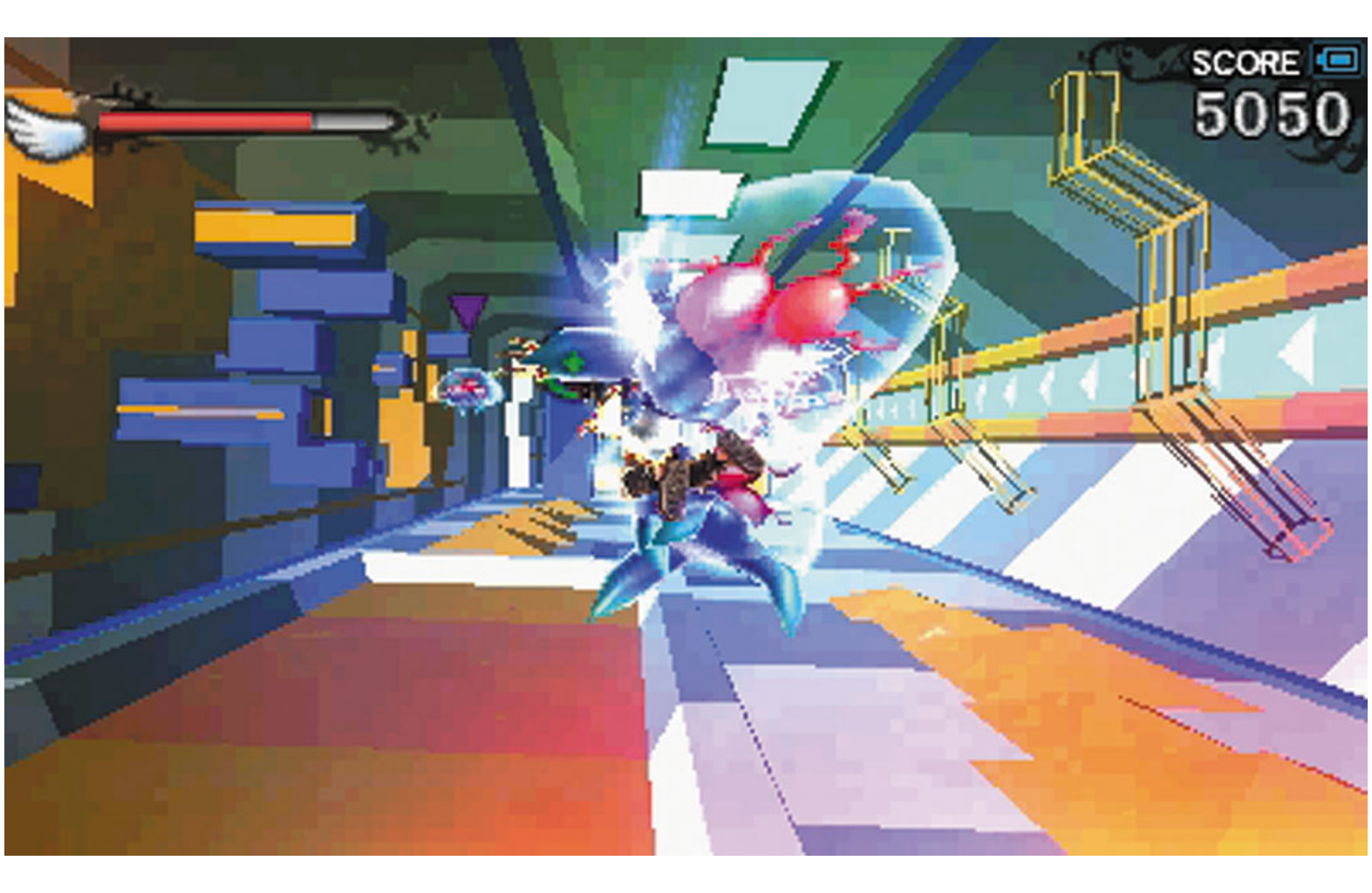
Chapter 5: Pandora's Labyrinth of Deceit

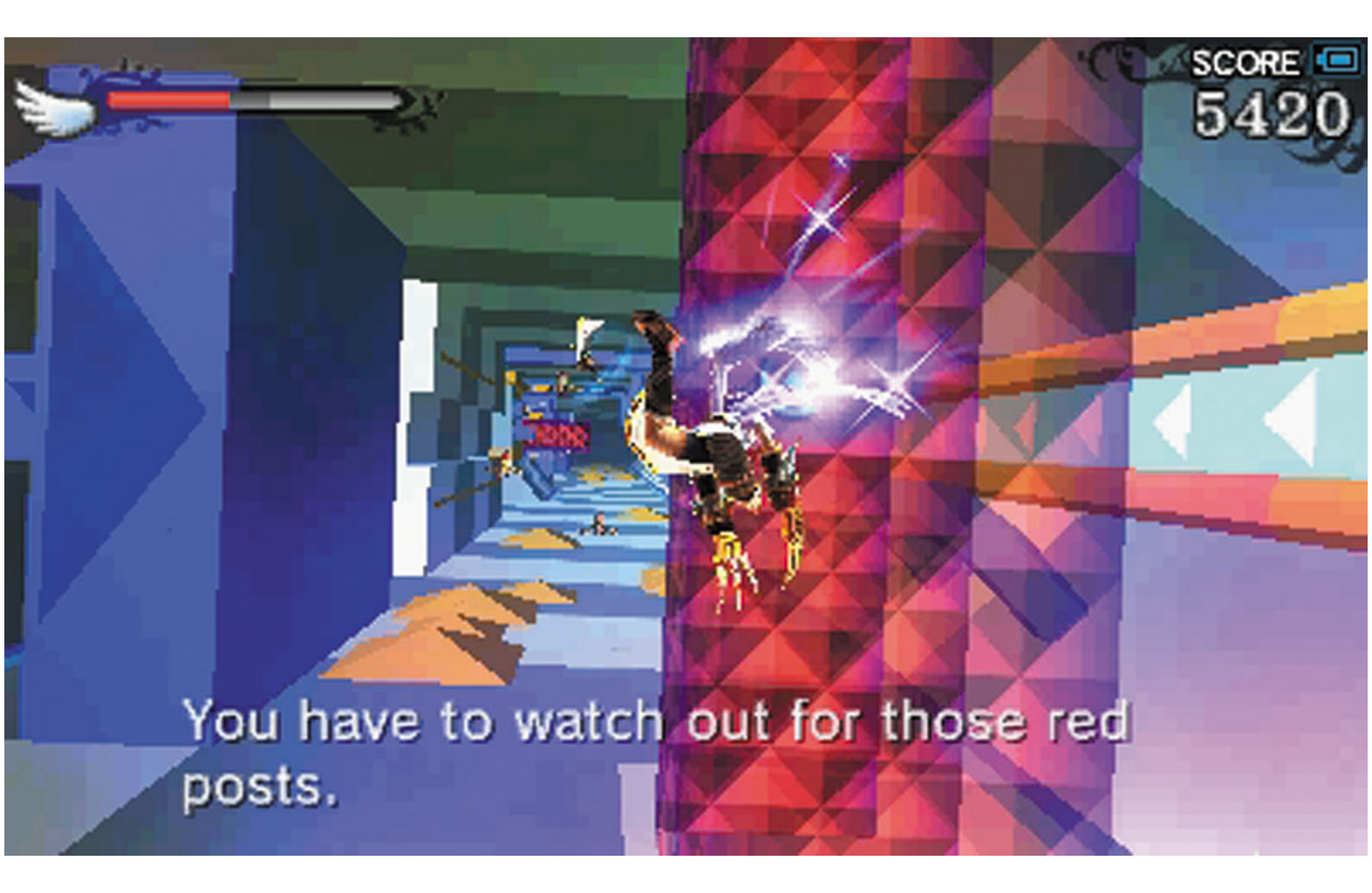
Air Battle


SCORE
0
Whoa!

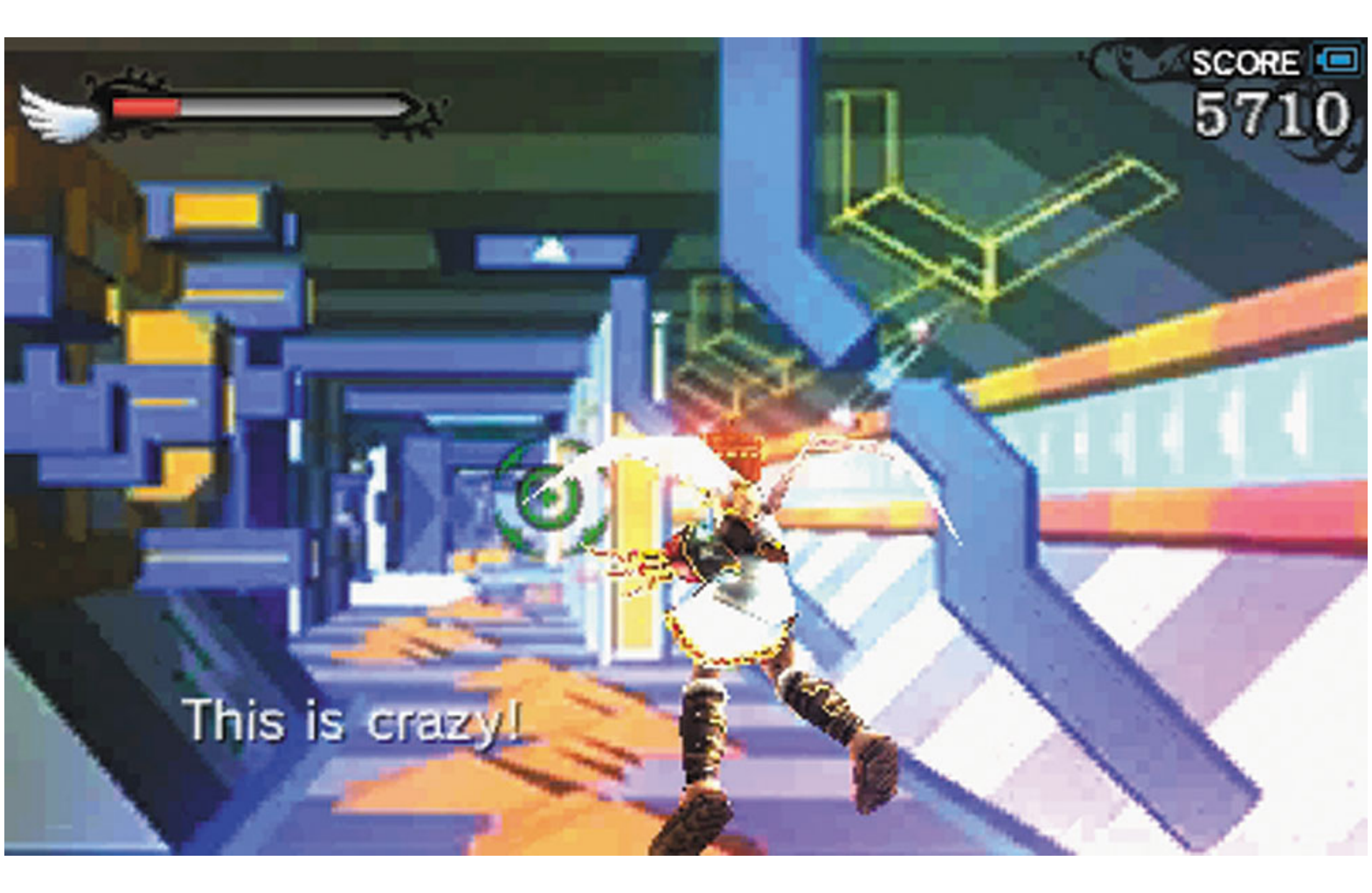


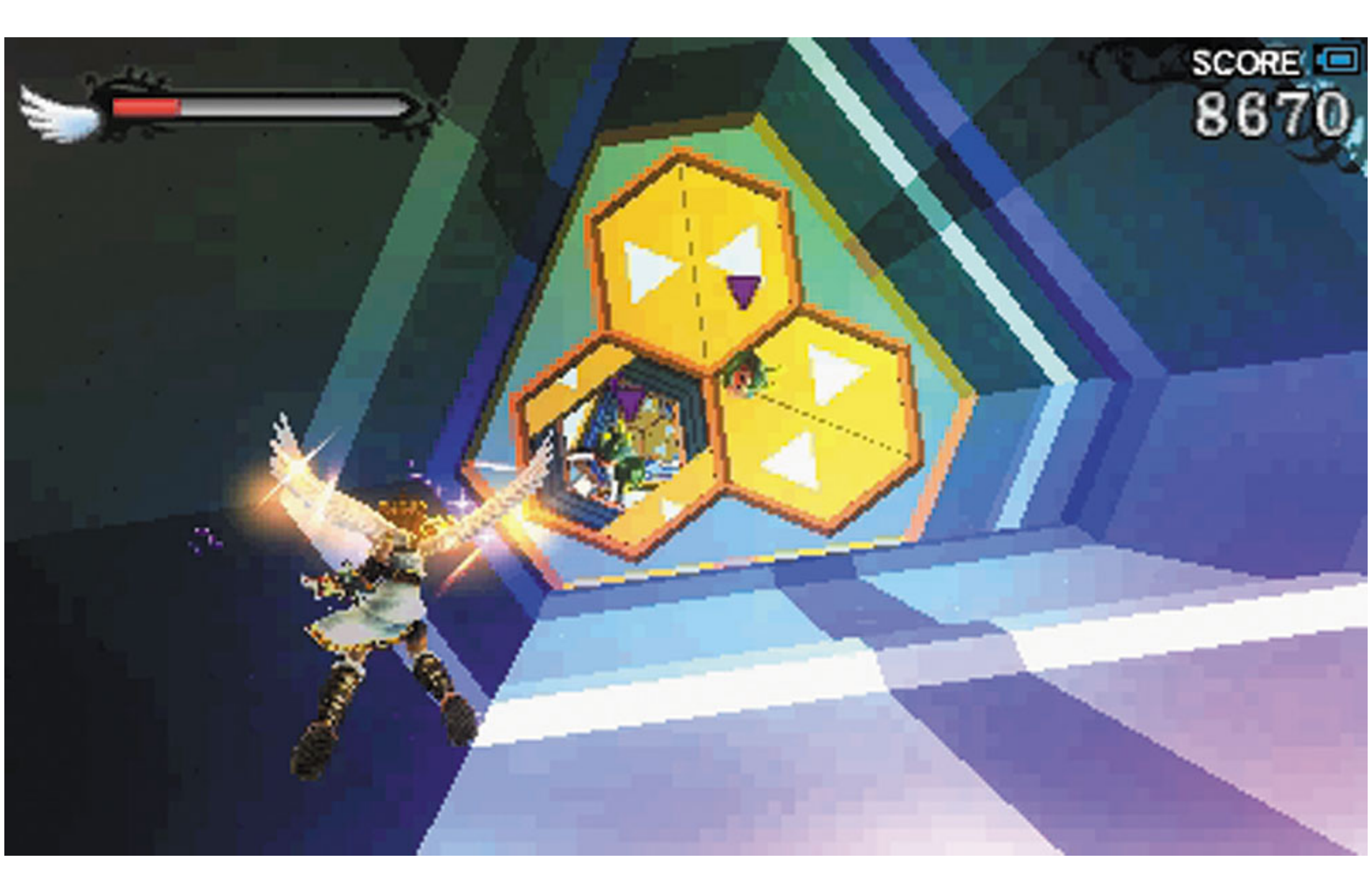
With Pandora located, Pit is sent directly into her hidden pocket dimension.



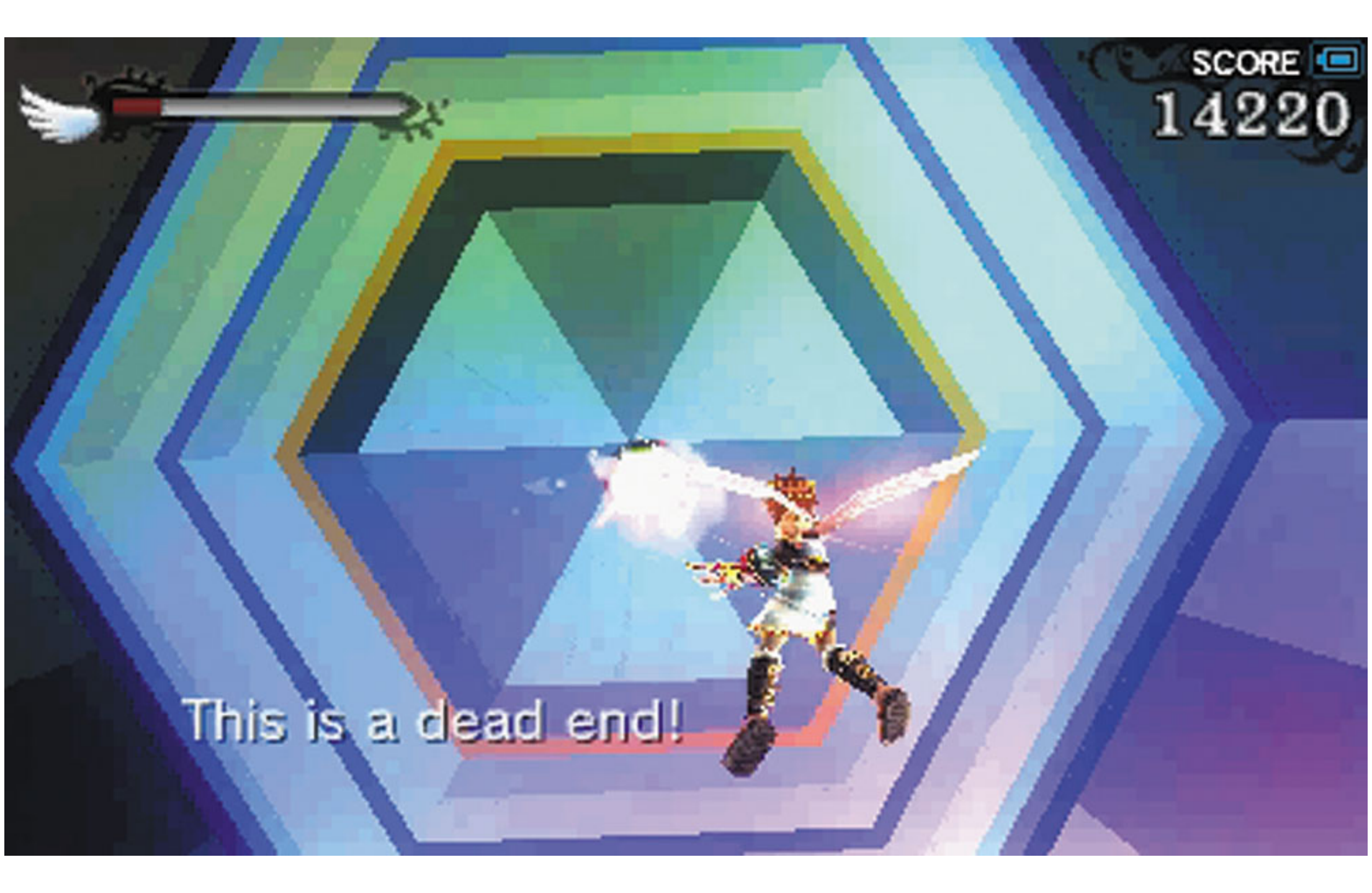

SCORE
5420
You have to watch out for those red posts.

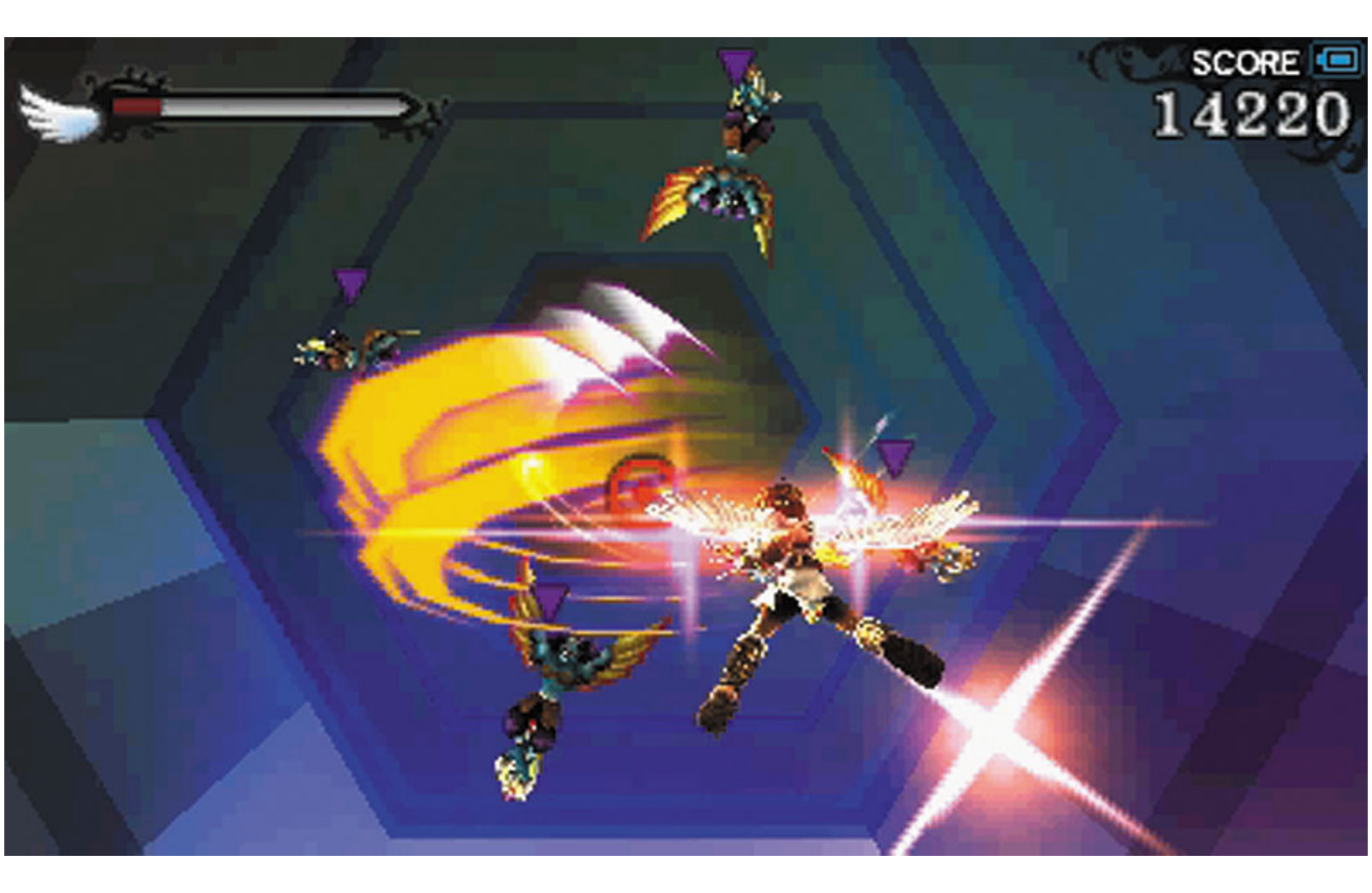
Upon entering the Labyrinth of Deceit, you notice that nothing looks like anything else found in Skyworld, the Earth, or the Underworld. You're also attacked by a swarm of Komaytos. Red posts are scattered throughout the first passage, and should be avoided. On higher Intensities this can be problematic, as you're going to be under heavy fire from all the enemies.


SCORE
5710
This is crazy!

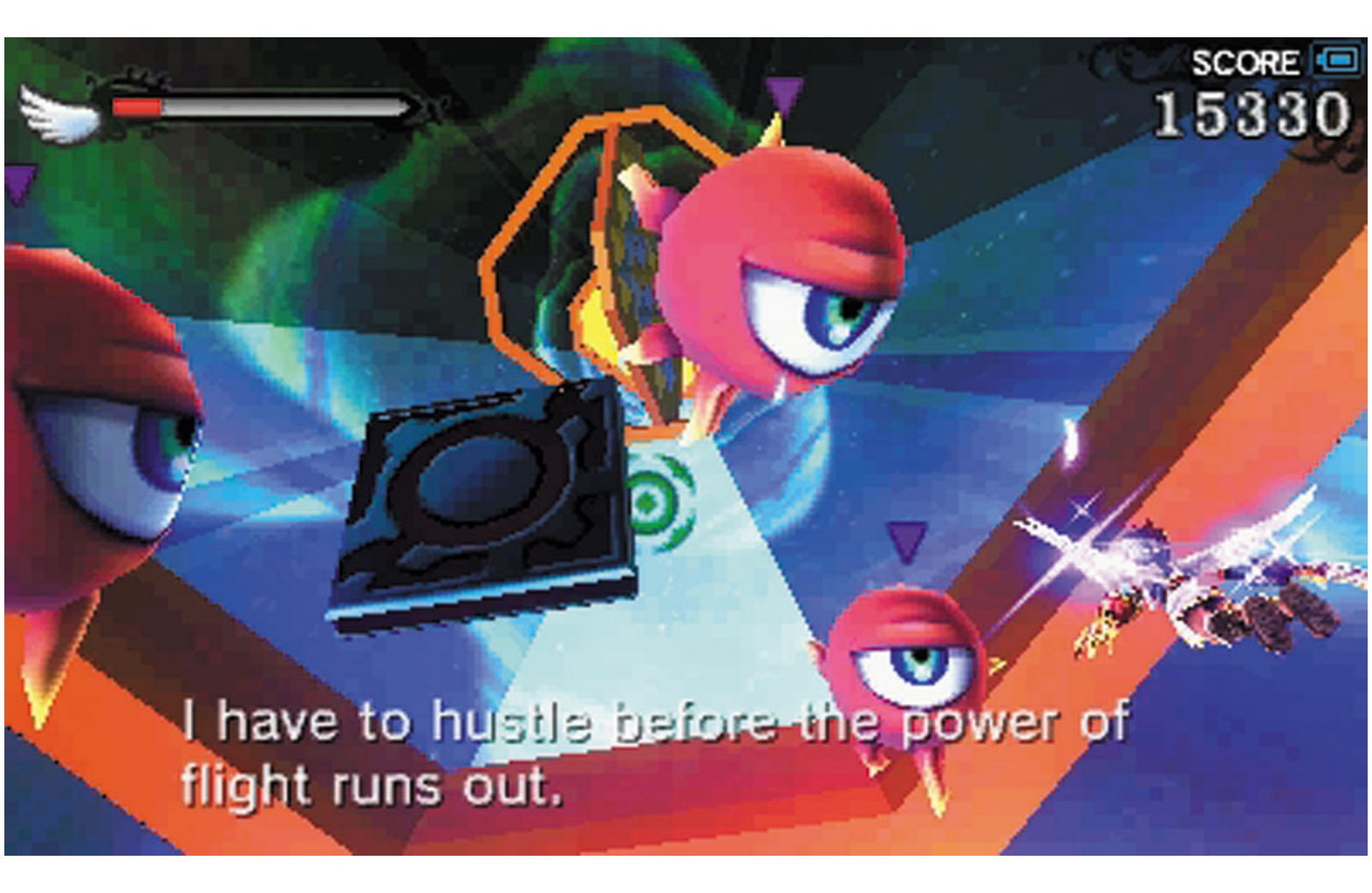


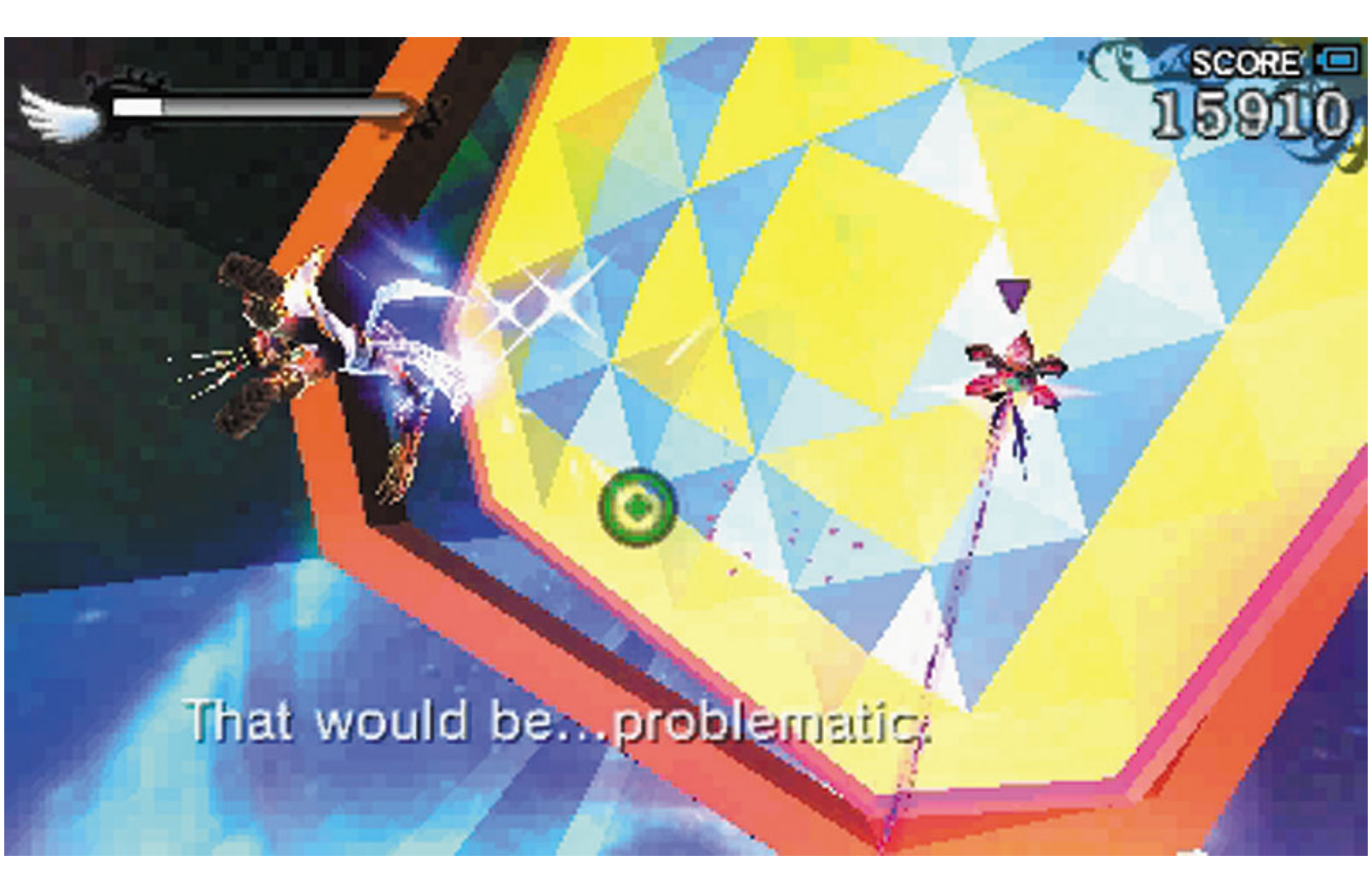
After nearly getting plastered against a pair of trick walls, you're blasted down more corridors until you reach a section where you fly at high speed toward multiple sets of doors . Only one door in each set will open, depending on which side of the hall Pit is flying on.


SCORE
14220
This is a dead end!

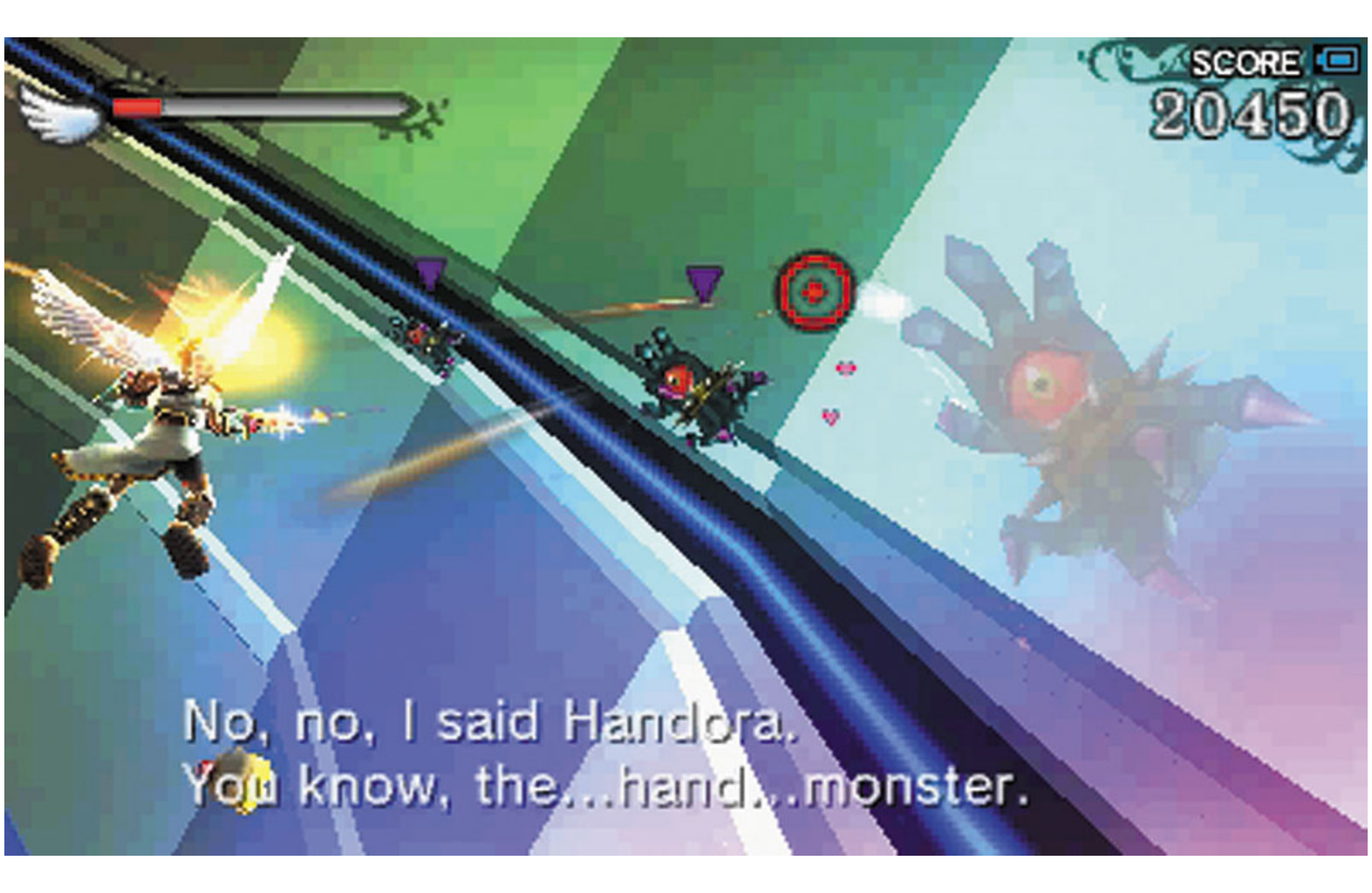

SCORE
14220

Palutena's navigational skills are not working so well here.

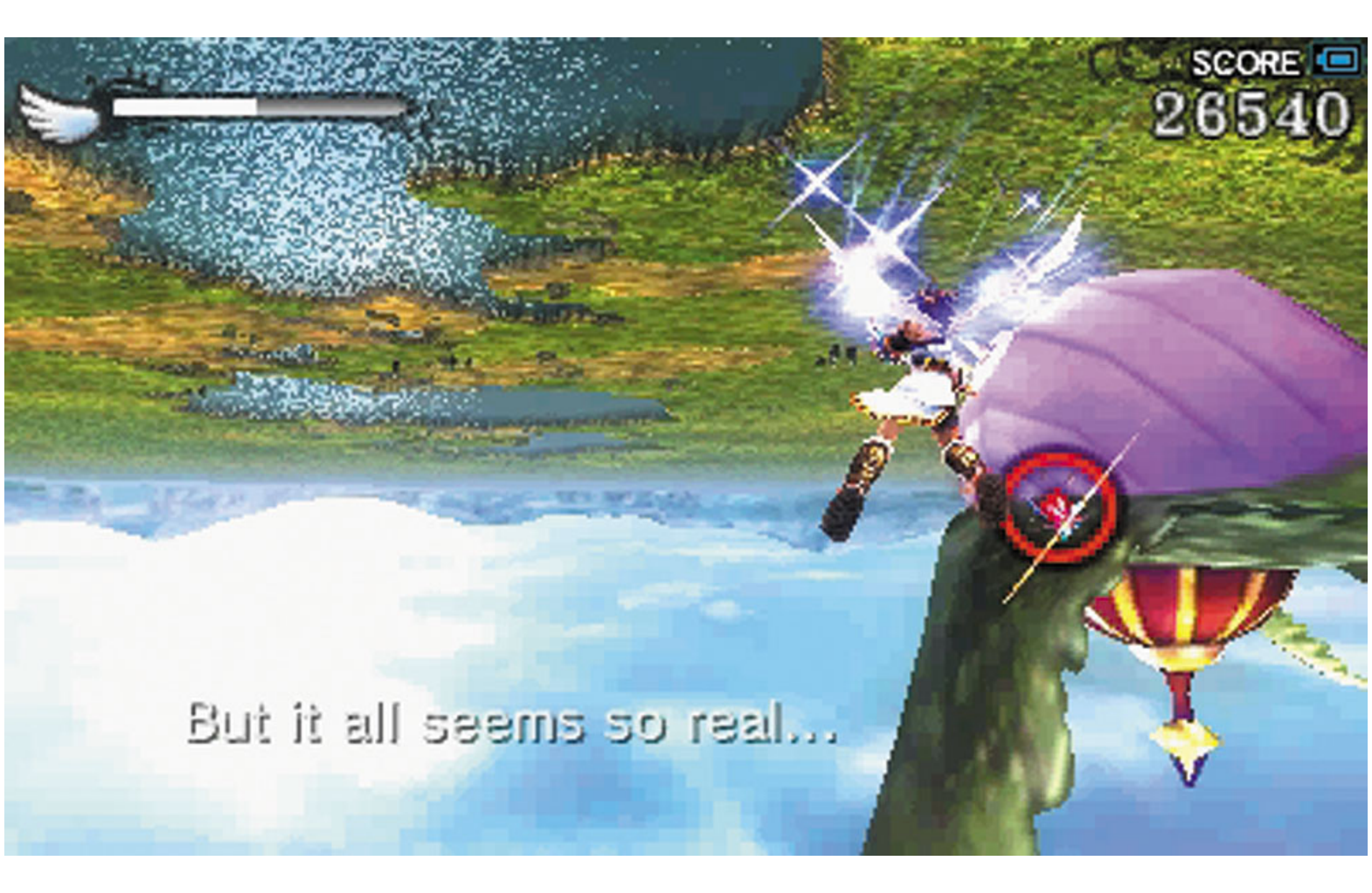

SCORE
15330
I have to hustle before the power of flight runs out.

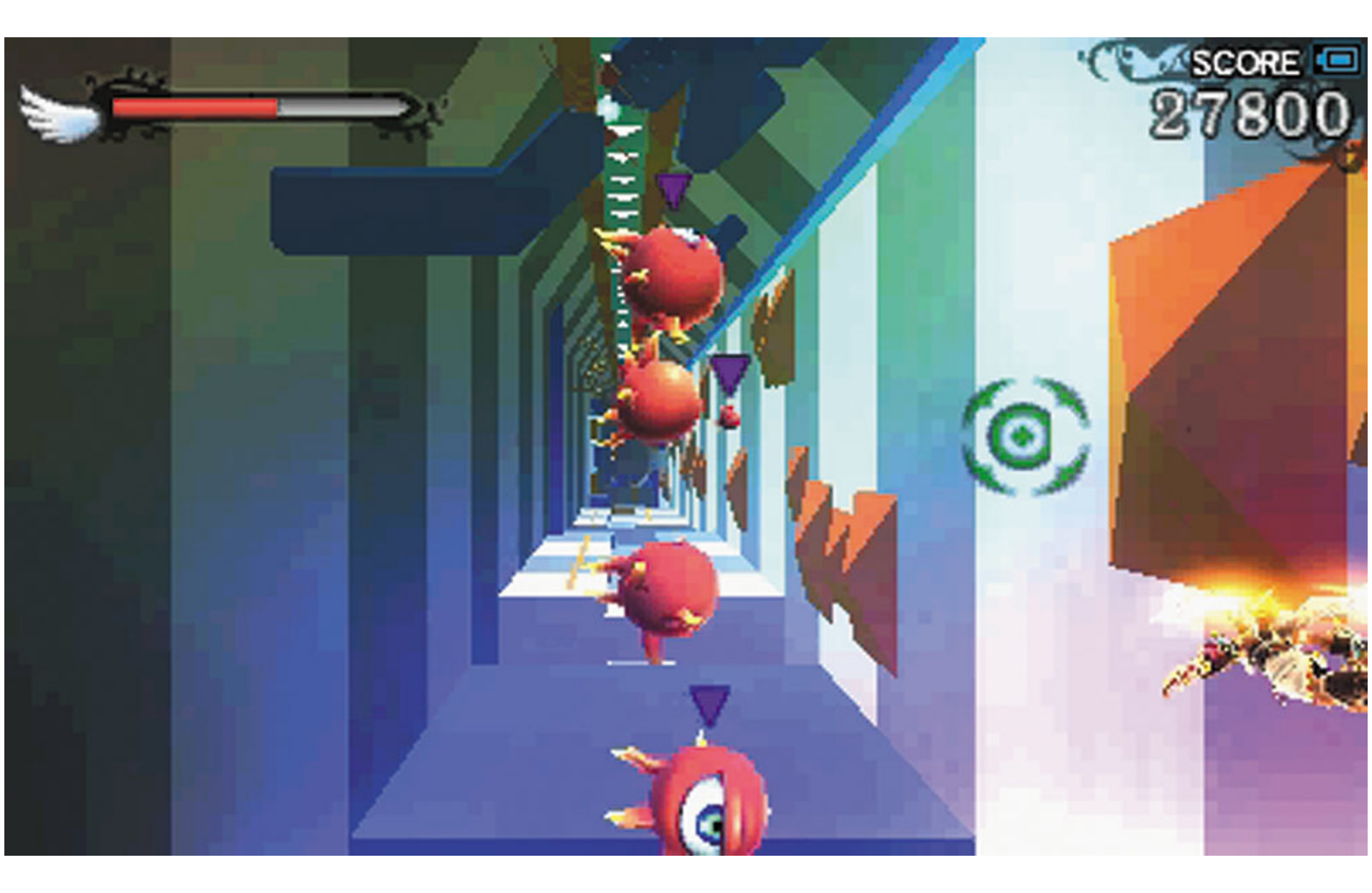

SCORE
15910
That would be...problematic.

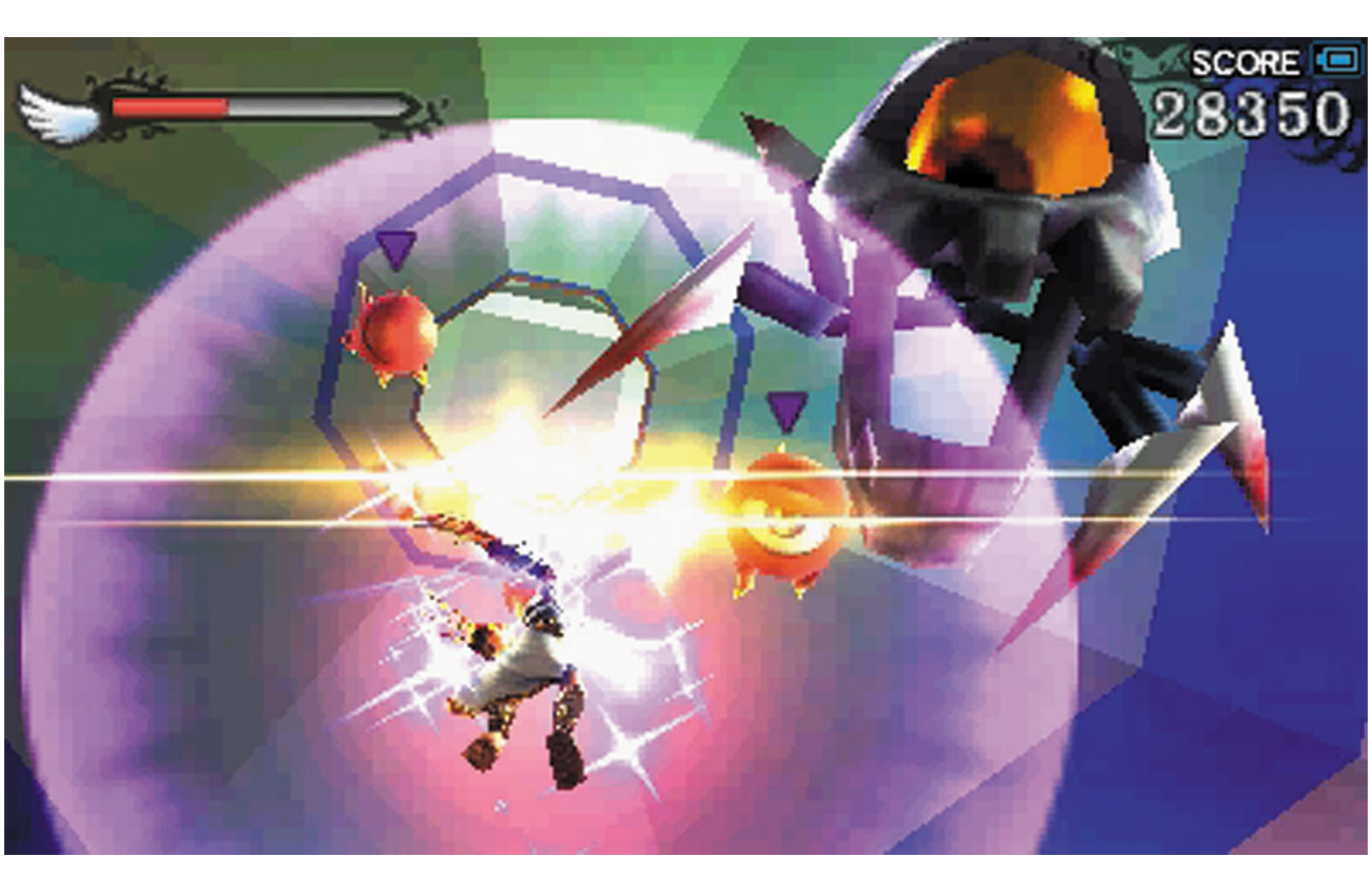
A set of revolving doors guarded by a swarm of Monoeyes and Monoliths can be deceptively hard to navigate.


SCORE
20450
No, no, I said Handora.
You know, the...hand...monster.

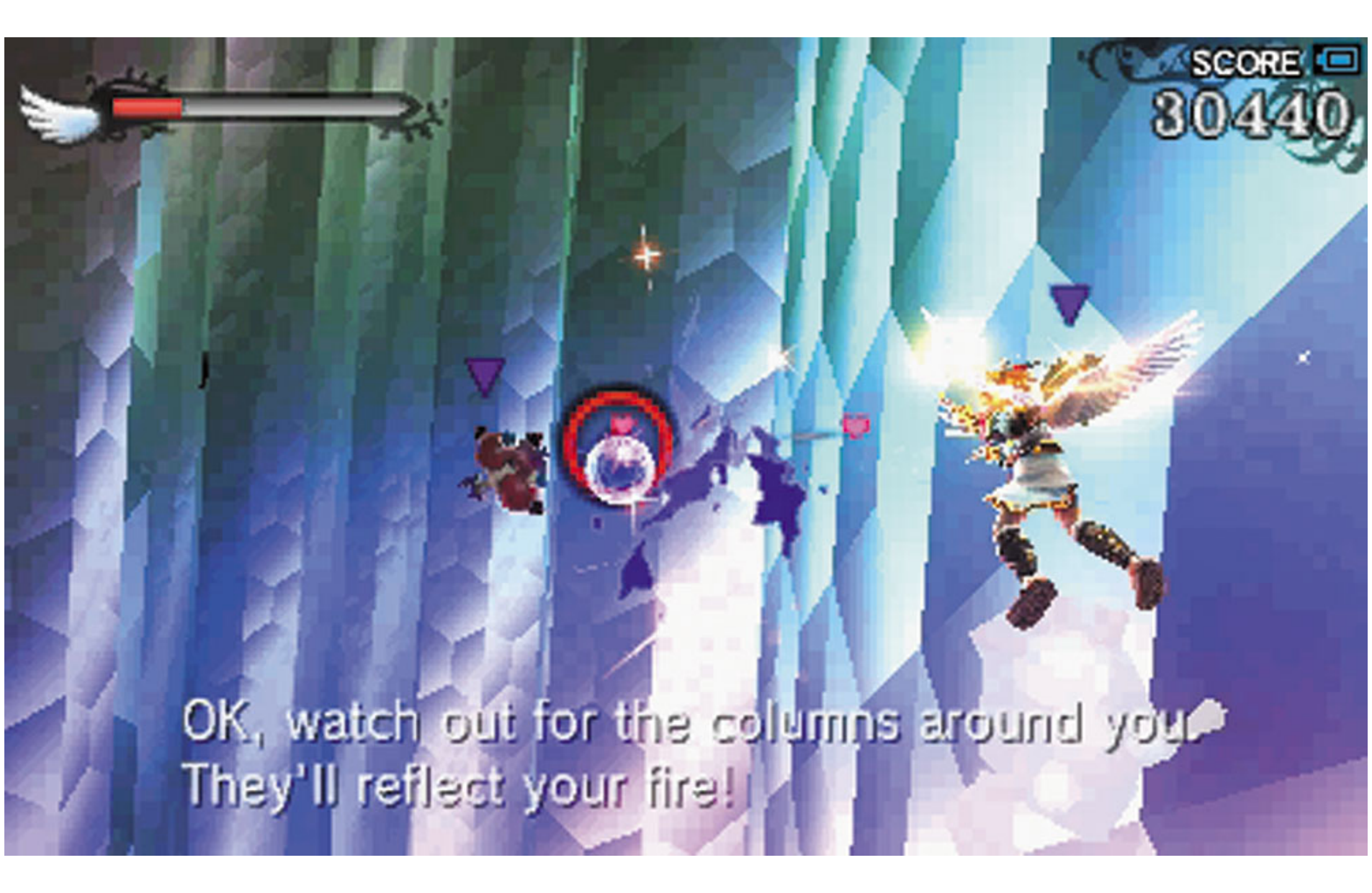
If you've got a Special Attack charged, it's a good idea to use it during the Handora swarm Palutena warns you about.


SCORE
26540
But it all seems so real...

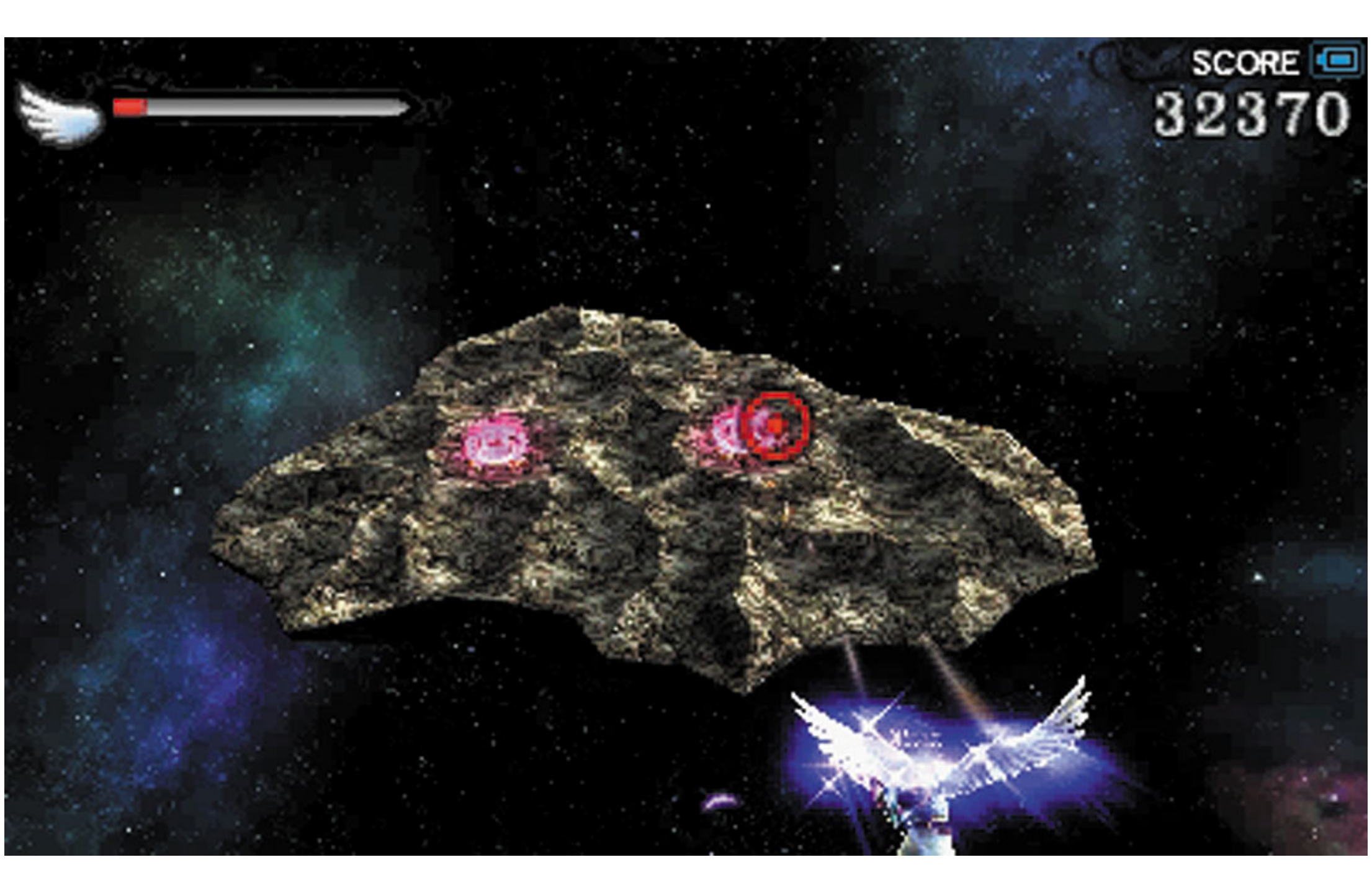



SCORE
28350

Just remember to concentrate on evasion and shooting your targets, no matter how strange things get. Beware of Ganewmedes that are hiding among a group of enemies. They cause a lot of damage very quickly with the spiked balls they shoot out every time you shoot them.


SCORE
30440
OK, watch out for the columns around you.
They'll reflect your fire!

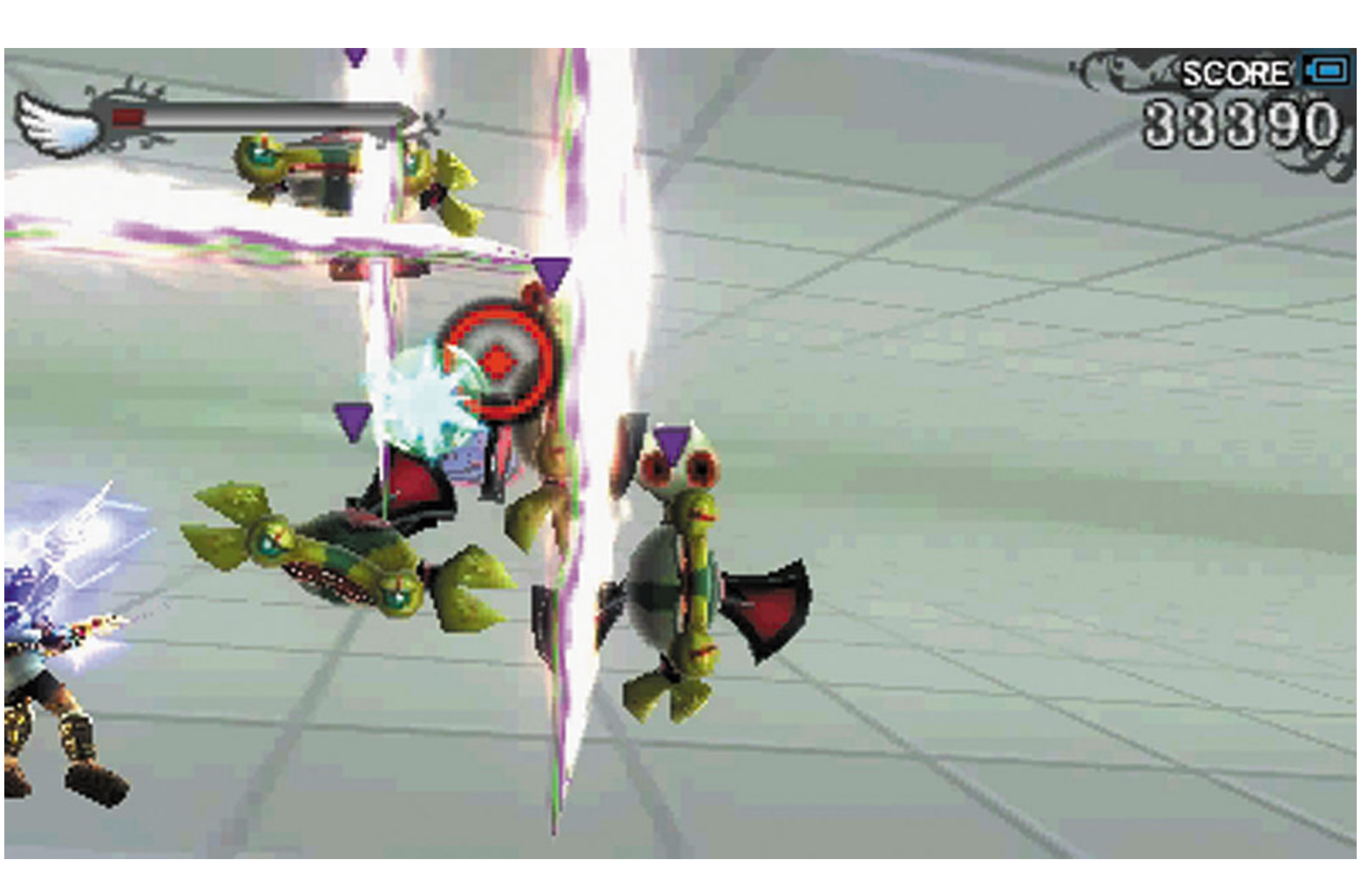
After more confusing dead ends, you reach a cavelike area with massive crystalline spires. Those pillars will reflect your shots back at you, so check your fire! Many enemies attack you during this section, so this is another good place to use your Special Attacks.

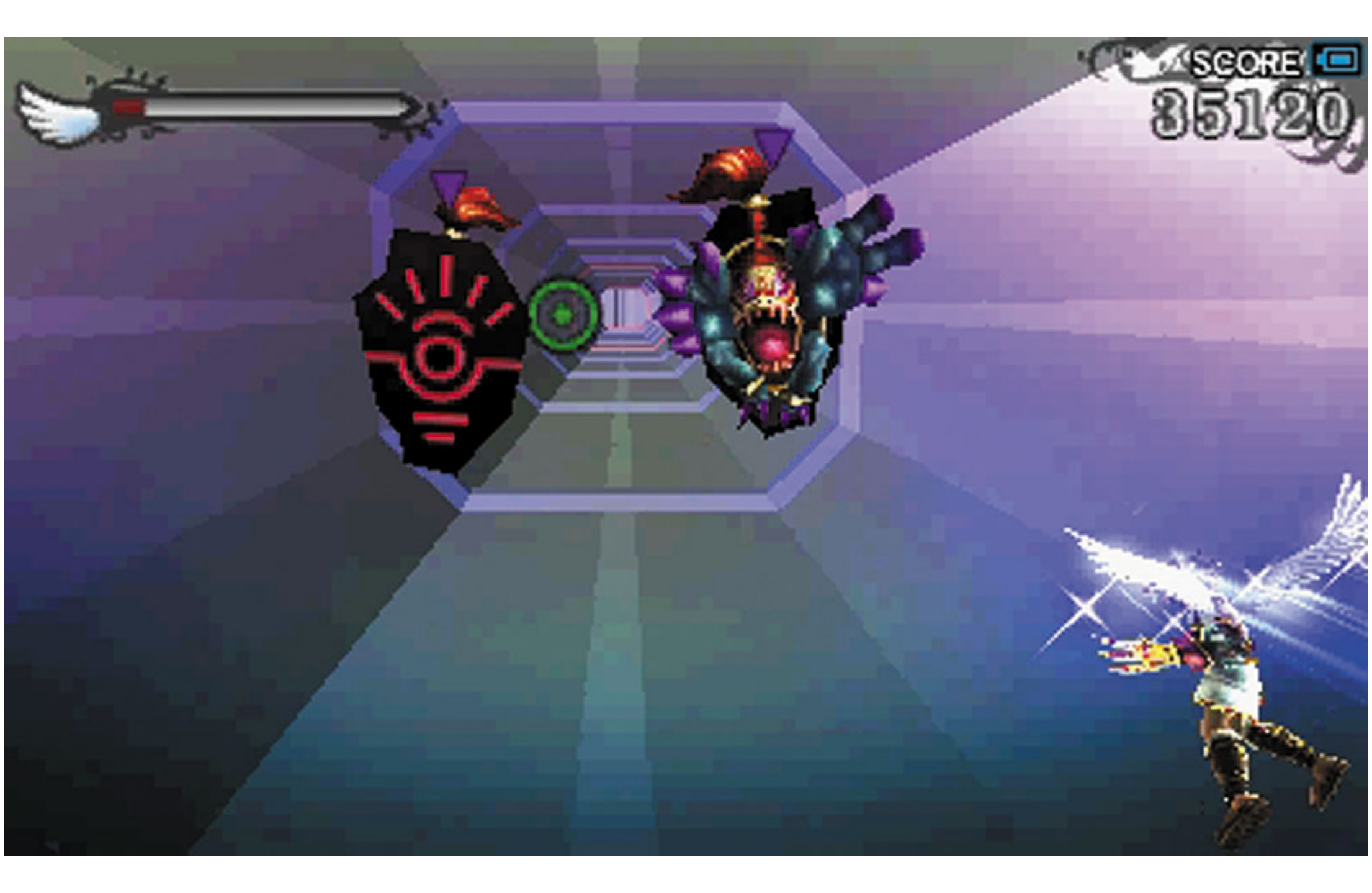

SCORE
32370

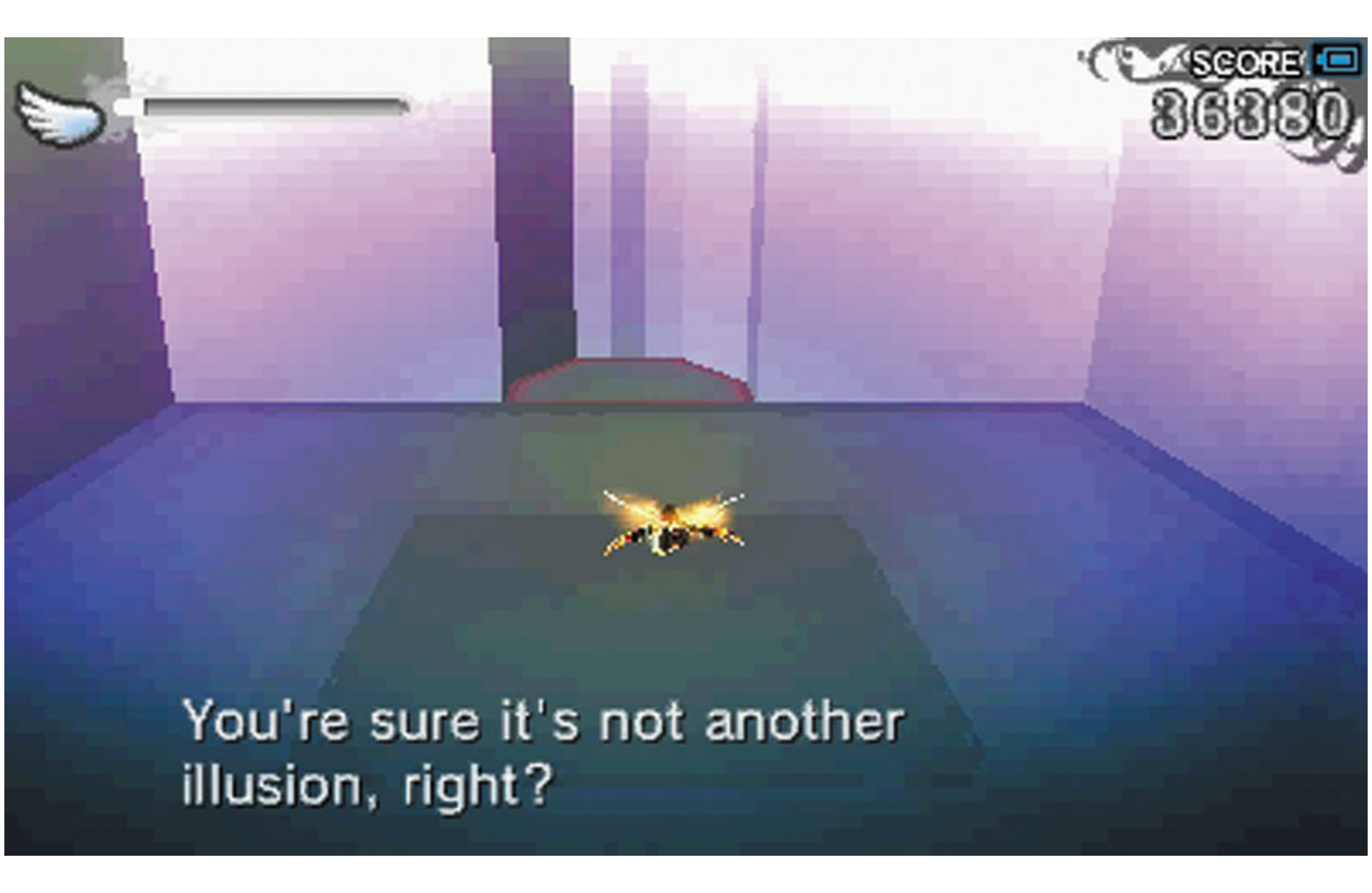
When you reach this pair of jump pads, you're close to the end.

Note

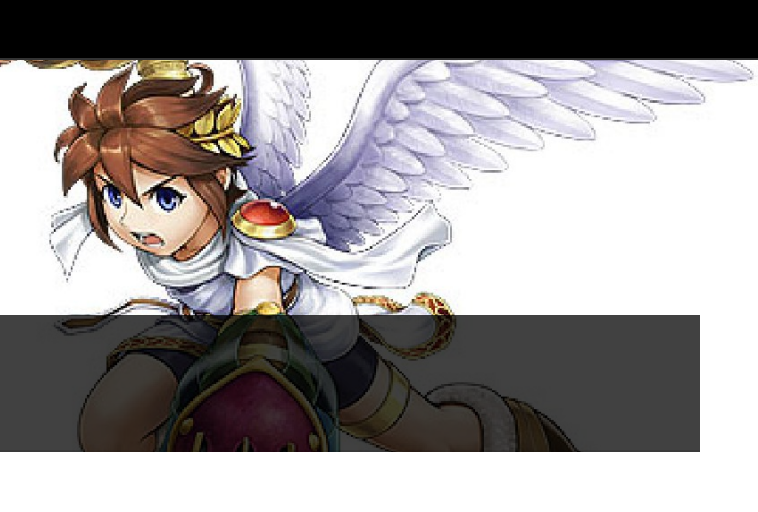
You can choose which jump pad you leap from by being on the left or right side of the screen.


SCORE
33390



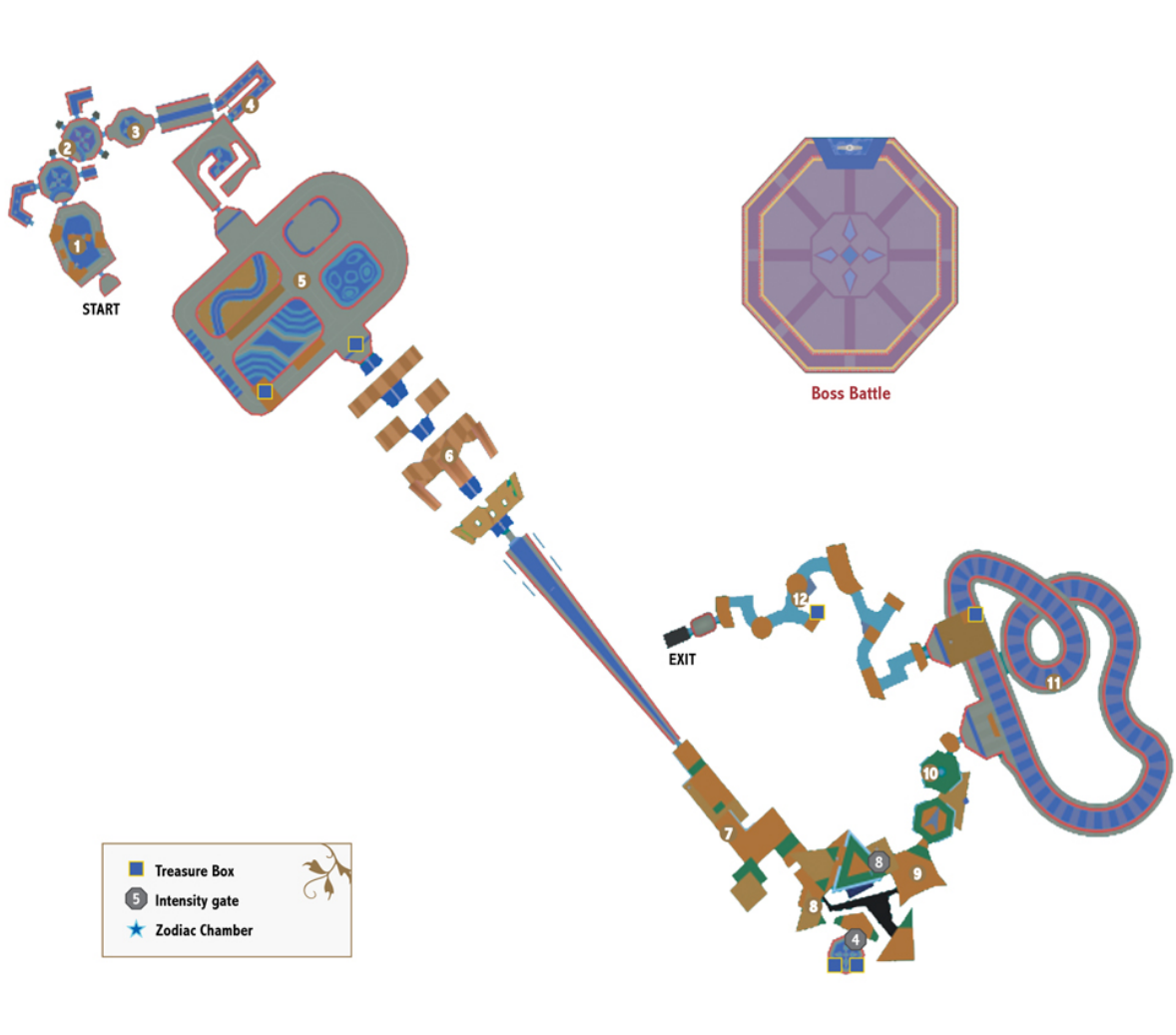

SCORE
36380
You're sure it's not another illusion, right?

The last stretch can be pretty rough, regardless of whichever jump pad you picked. If you still have a Special Attack ready to fire, you can clear out the swarms of enemies before they combine into something more dangerous. If you do make it this far, congratulations, you just got through the front door!

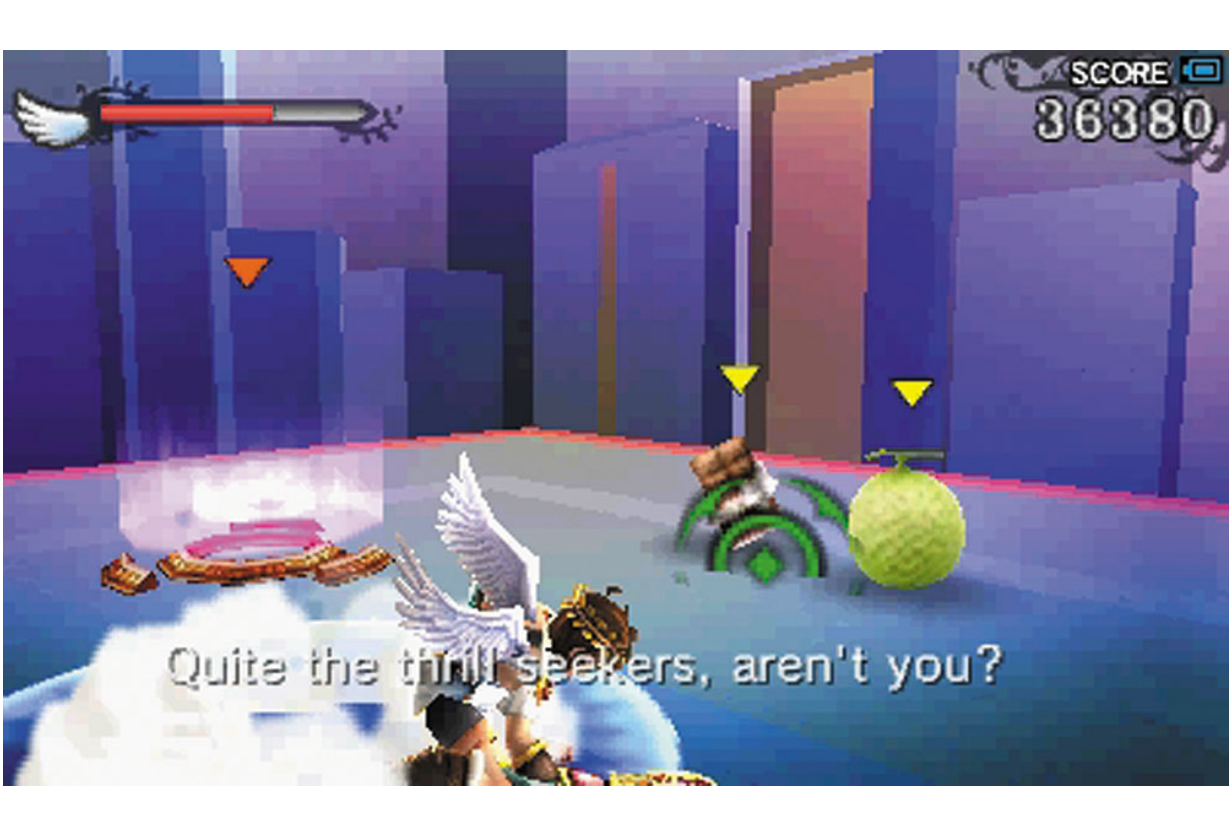


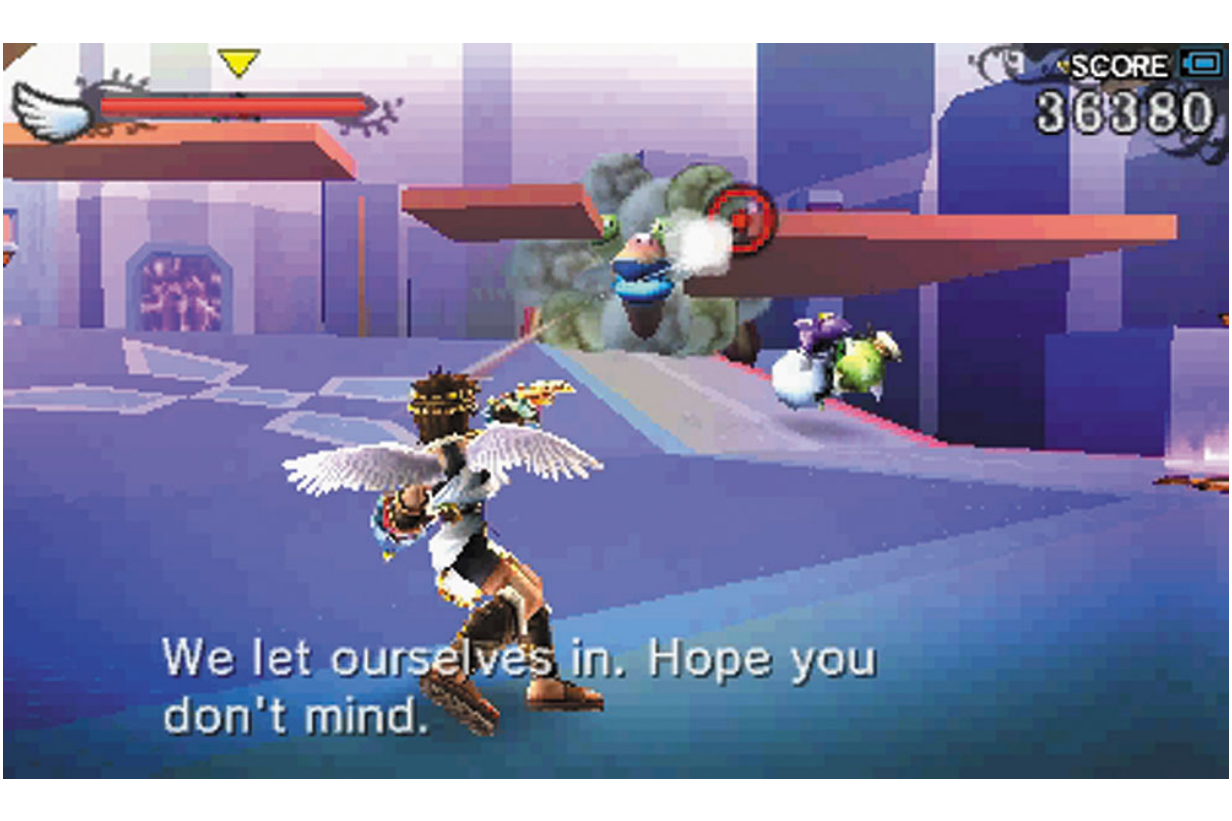
Chapter 5: Pandora's Labyrinth of Deceit

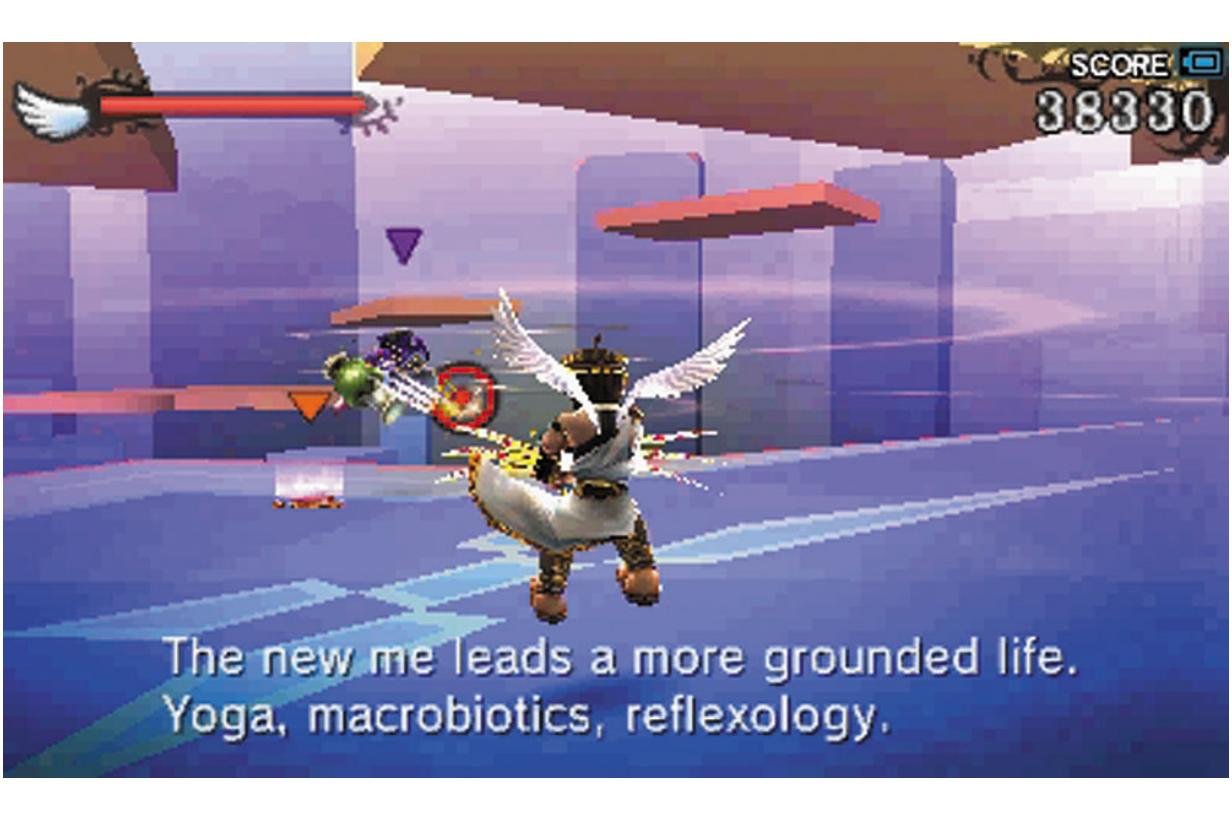
Land Battle


START
1
2
3
4
5
6
7
8
9
10
11
12
EXIT
Boss Battle
Treasure Box
Intensity gate
Zodiac Chamber

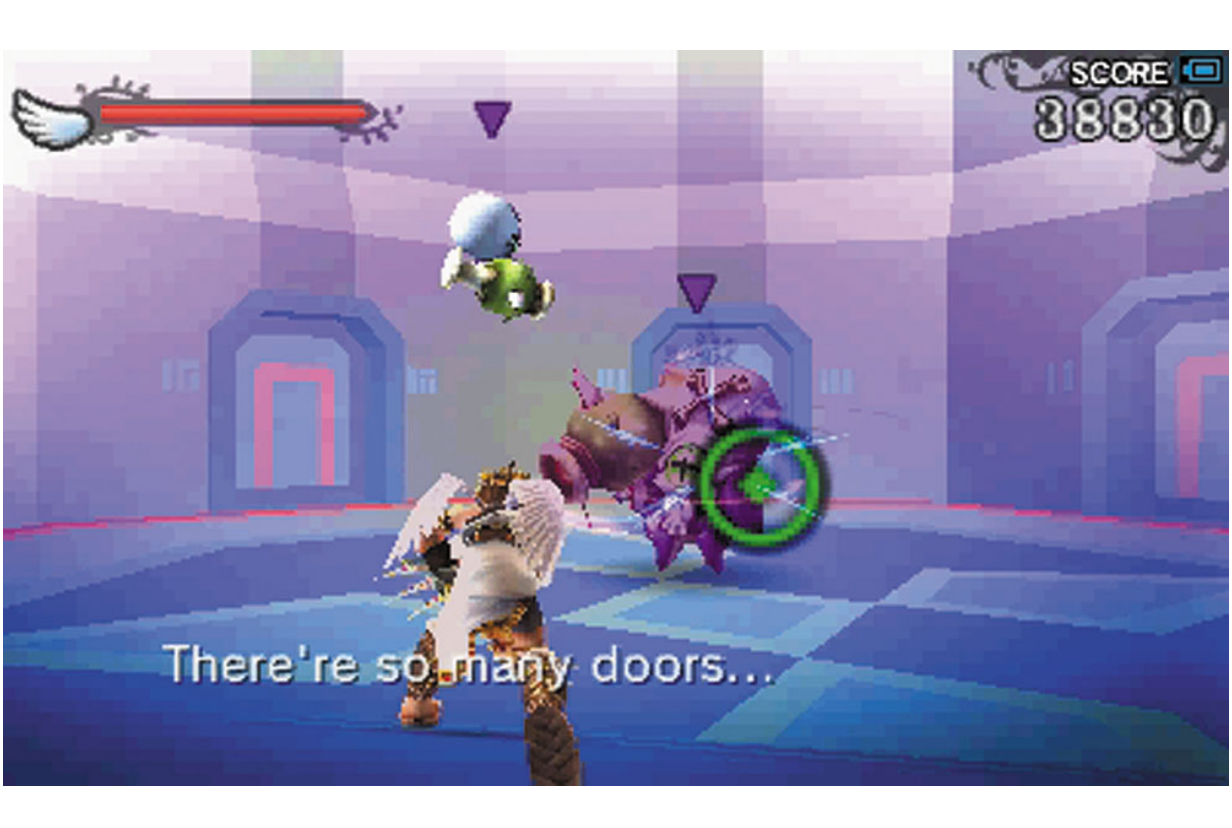
The Labyrinth of Deceit has already tried to throw Pit for a loop several times before he even landed. Expect more optical illusions and other trickery as you plunge into its depths.

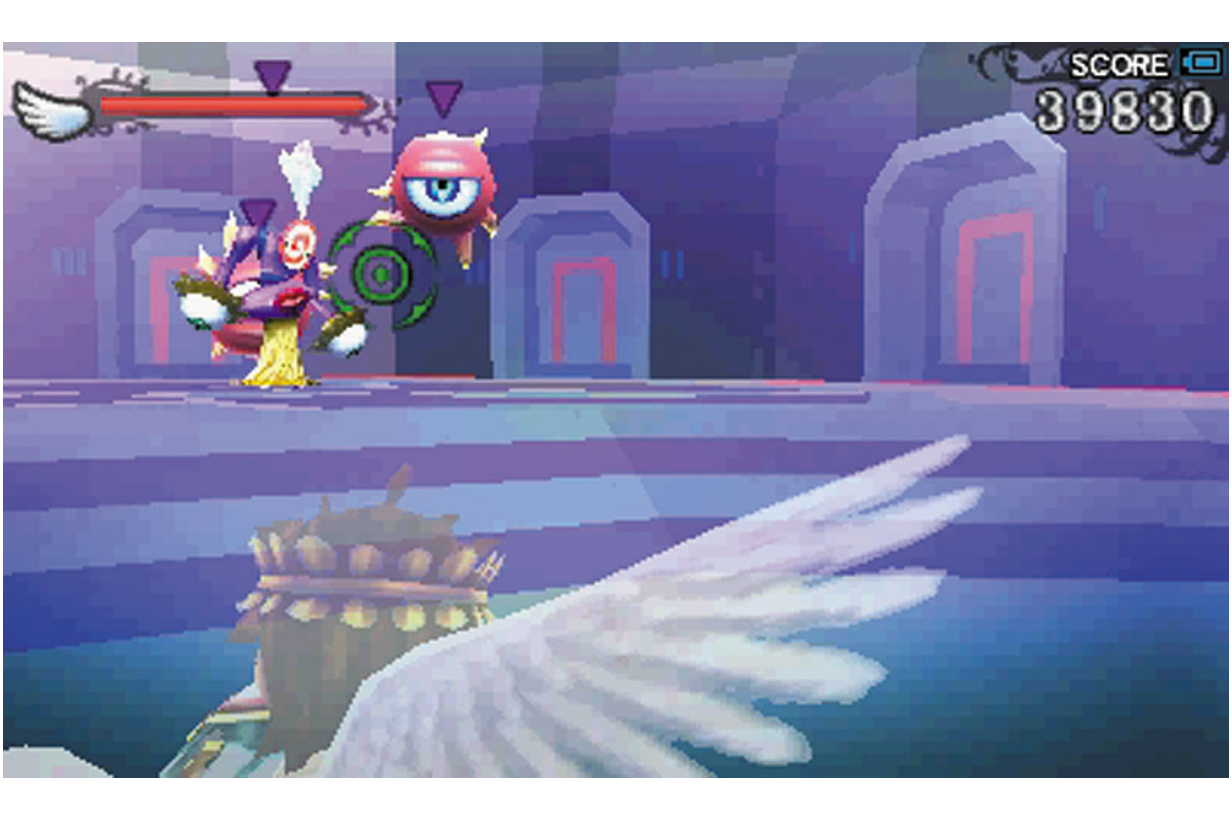

SCORE
36380
Quite the thrill seekers, aren't you?


SCORE
36380
We let ourselves in. Hope you don't mind.


SCORE
38330
The new me leads a more grounded life. Yoga, macrobiotics, reflexology.

1. The room directly after the first door contains food to regenerate health with, so don't waste any special items to heal yourself right away. Skuttlers and a Bluster are the first to greet you in the labyrinth. Jump pads in the room can take you on top of the floating platforms, where a Poison Card can be collected.


SCORE
38830
There're so many doors...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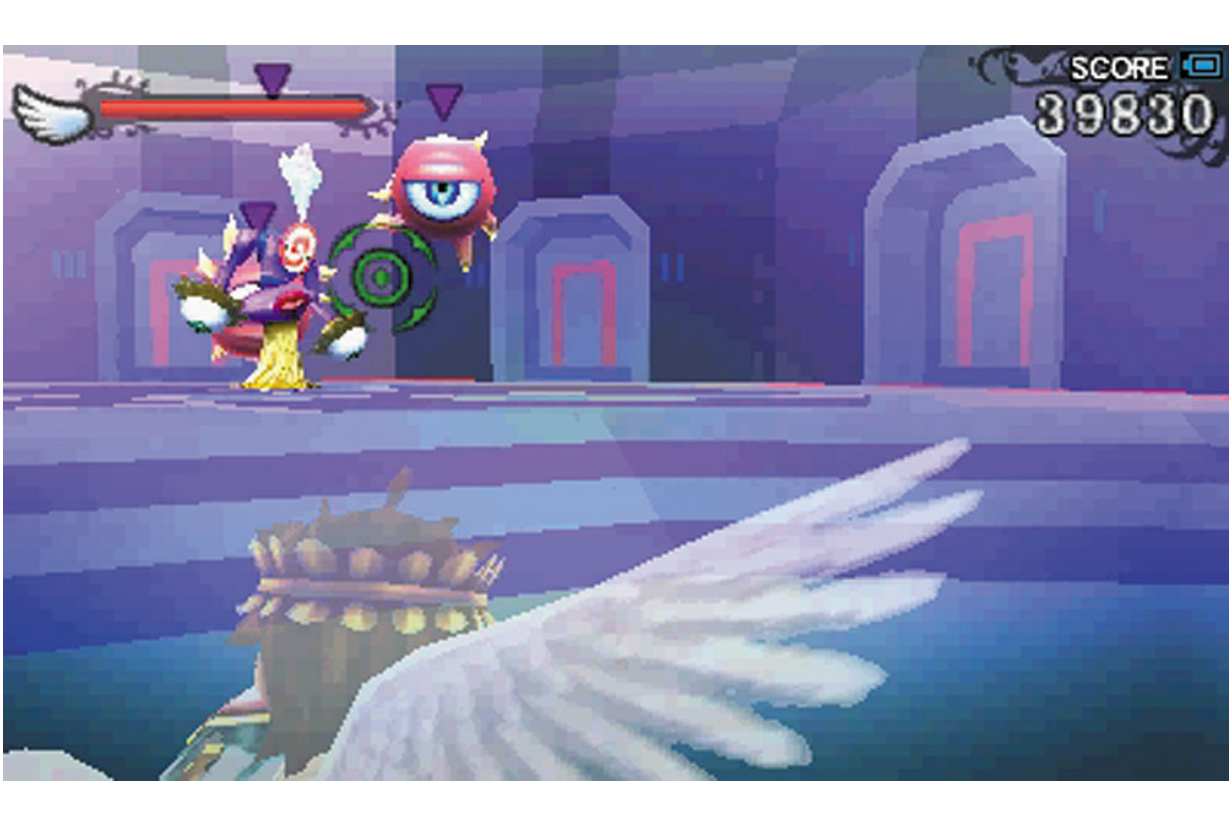
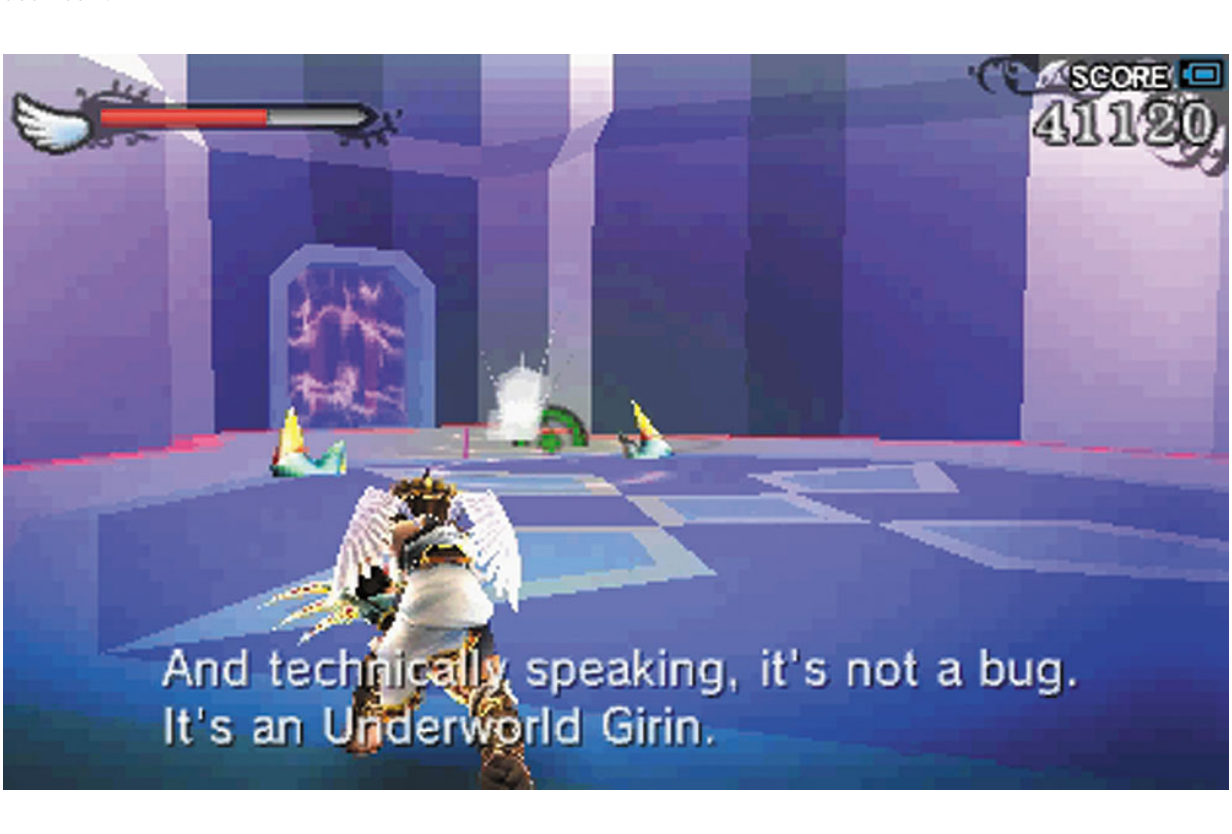
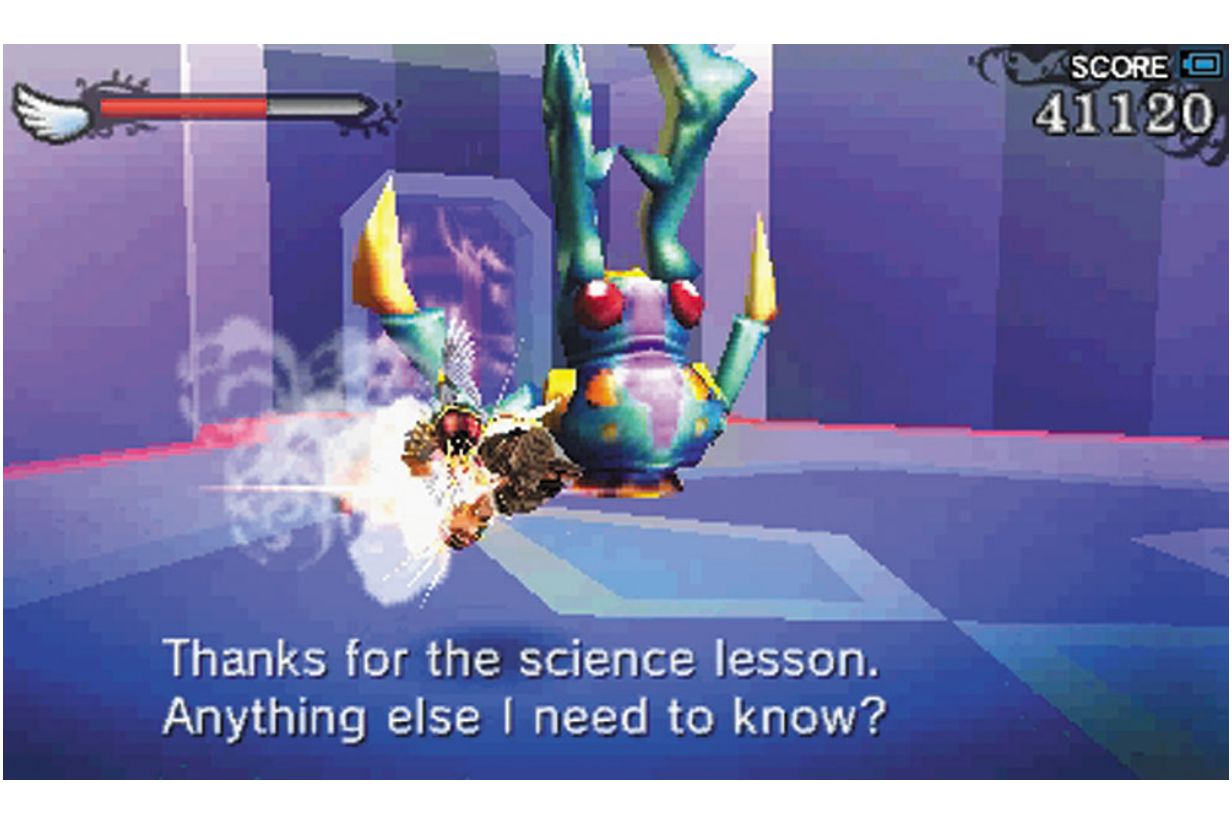
39830


SCORE
39830

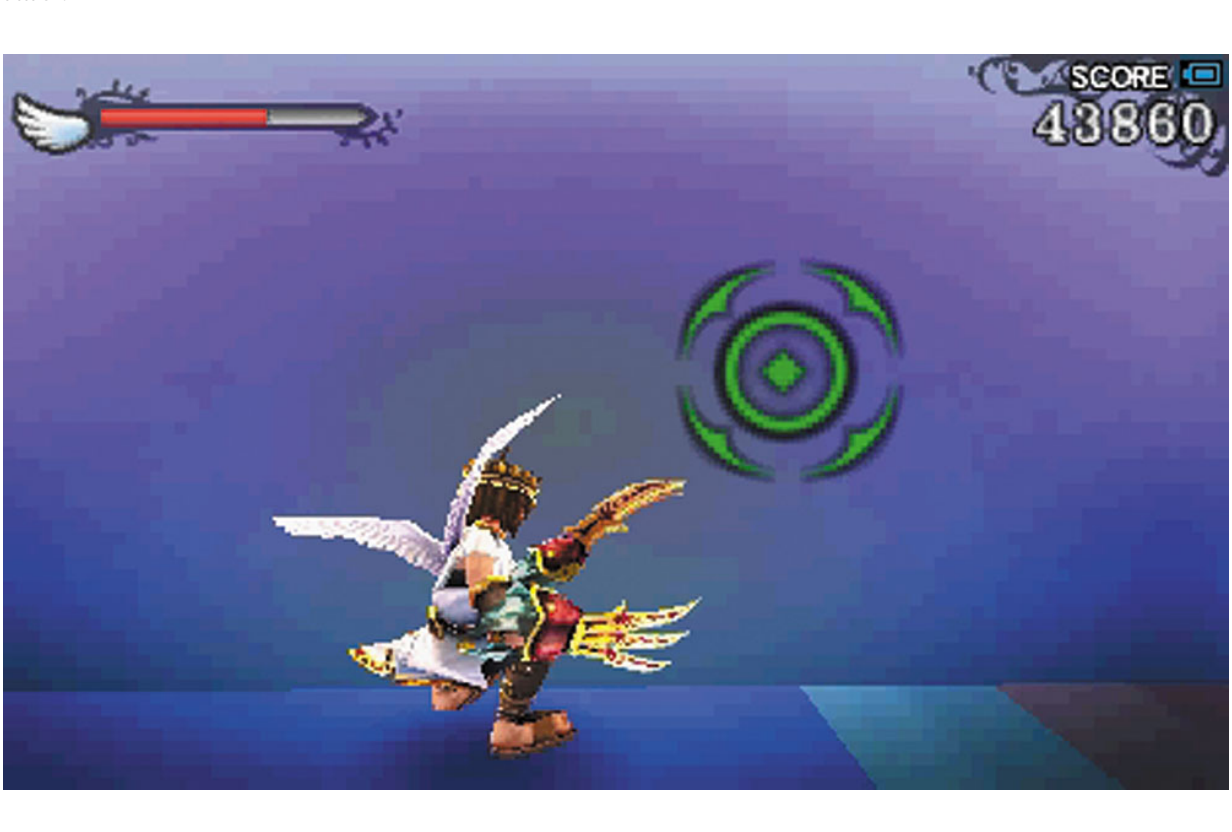
2. The next two rooms each have five doors, but only one door in each room allows you to push farther into the labyrinth. The correct doors are marked "II." The incorrect doors sometimes send you on a loop back to where you started, or may even contain a bottomless pit. Many other doors will make a warning tone before swinging open to try to hit you. It's possible to evade that.

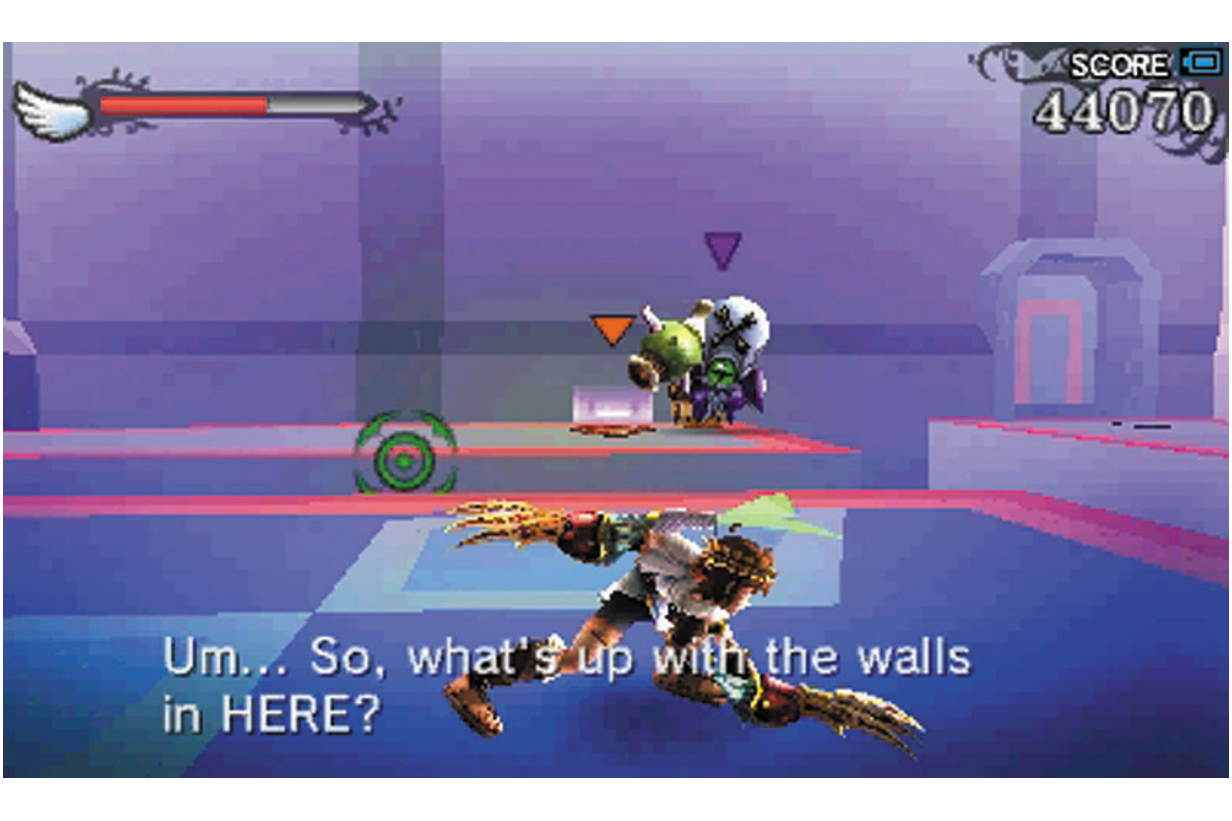
The two door rooms contain a mix of Skuttlers, Monoeyes, and Miks. A Merenguy is part of the enemy ambush in the second door room.

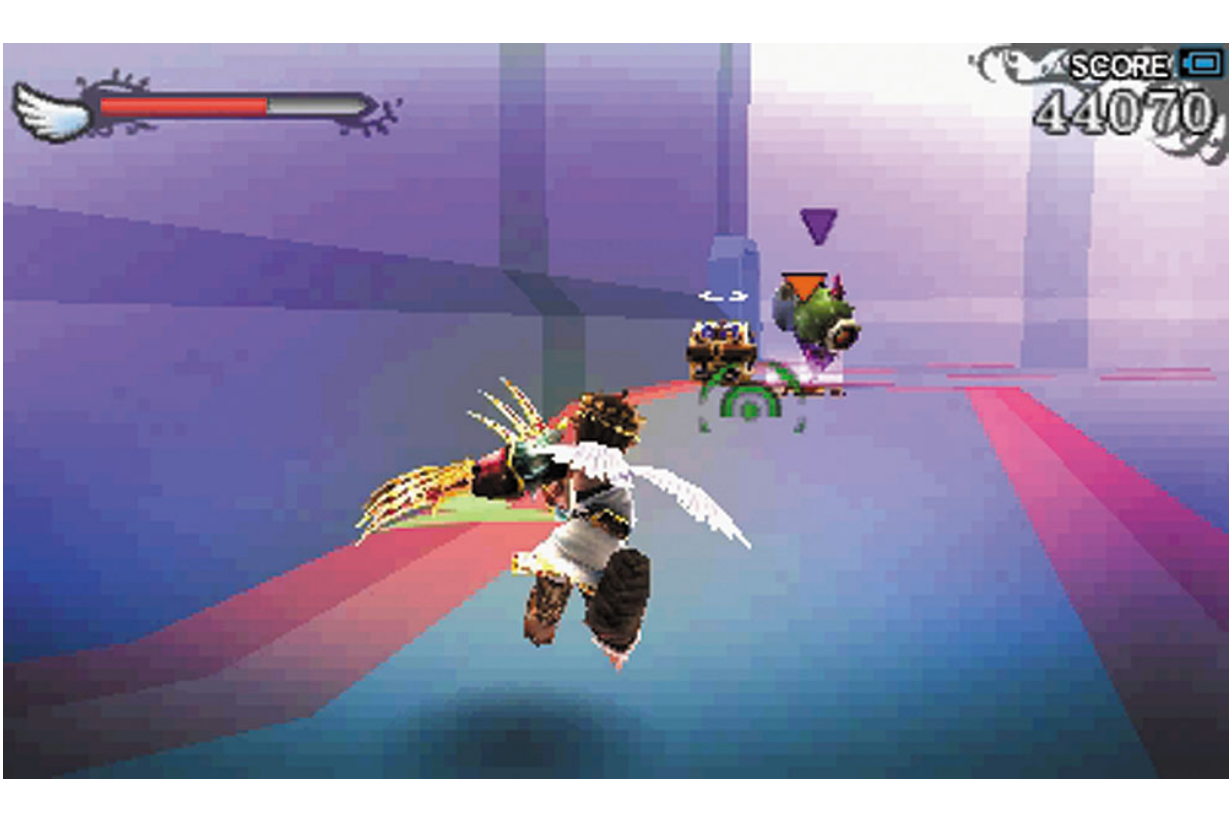

SCORE
41120
And technically speaking, it's not a bug. It's an Underworld Girin.


SCORE
41120
Thanks for the science lesson. Anything else I need to know?

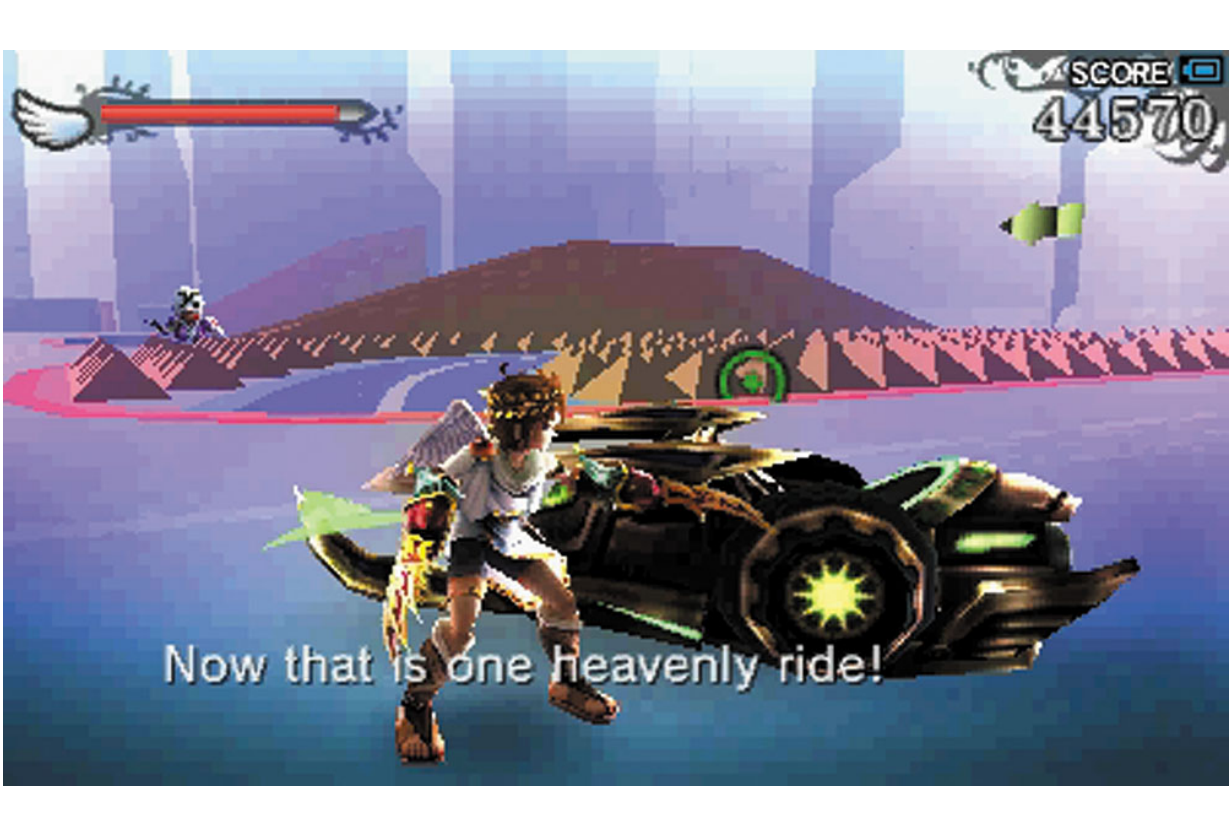
3. A Girin is burrowed in the floor, waiting for you to get close before it strikes. The best way to grab its attention is to shoot at its claws. When it leaps up to strike, use a melee dash attack to stun it. Destroying it will bring a Skuttler and a pair of Miks to attack.

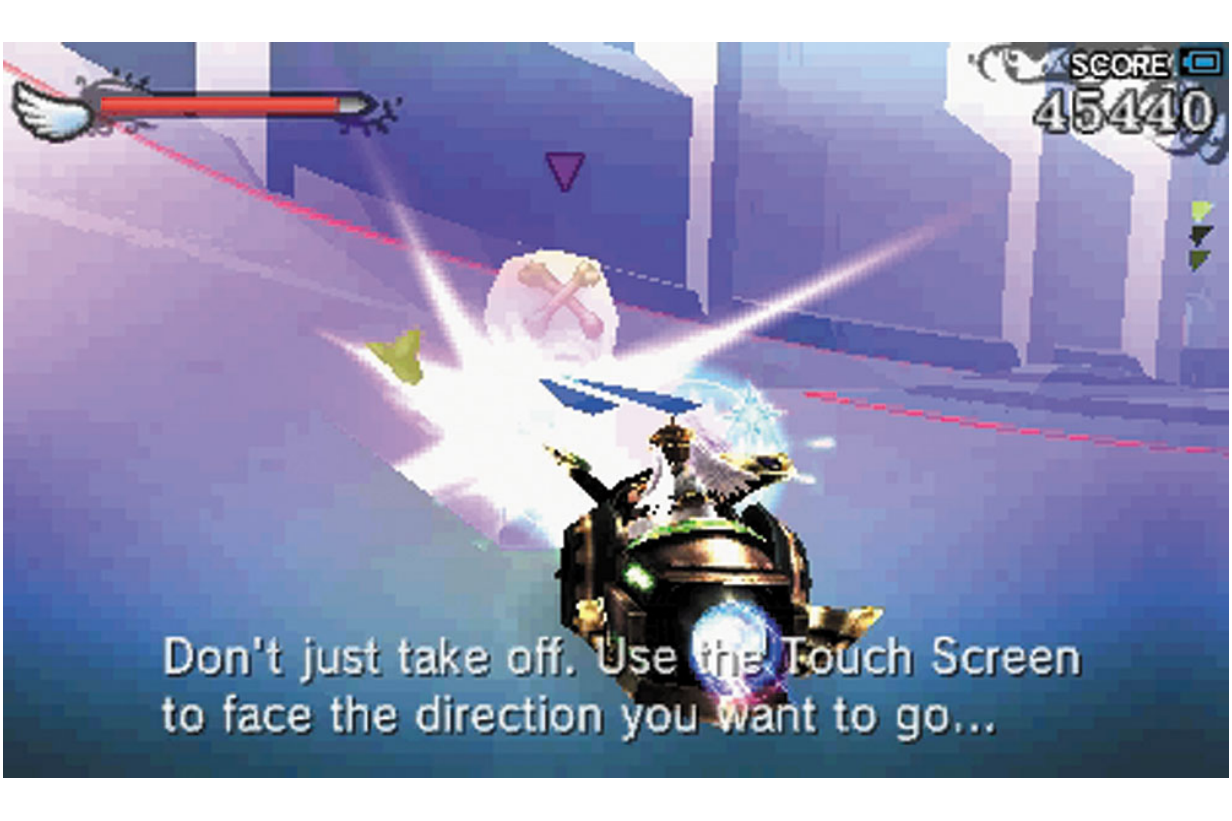

SCORE
43860

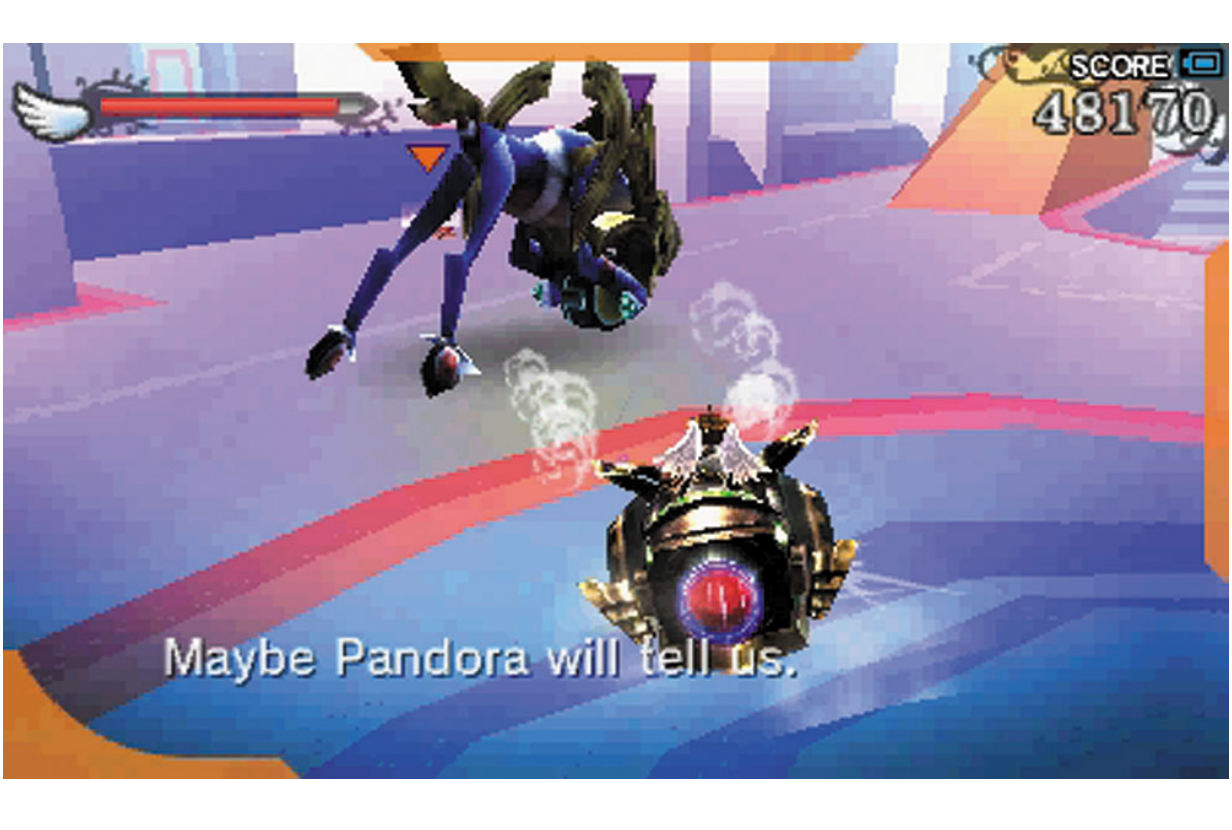

SCORE
44070
Um... So, what's up with the walls in HERE?


SCORE
44070

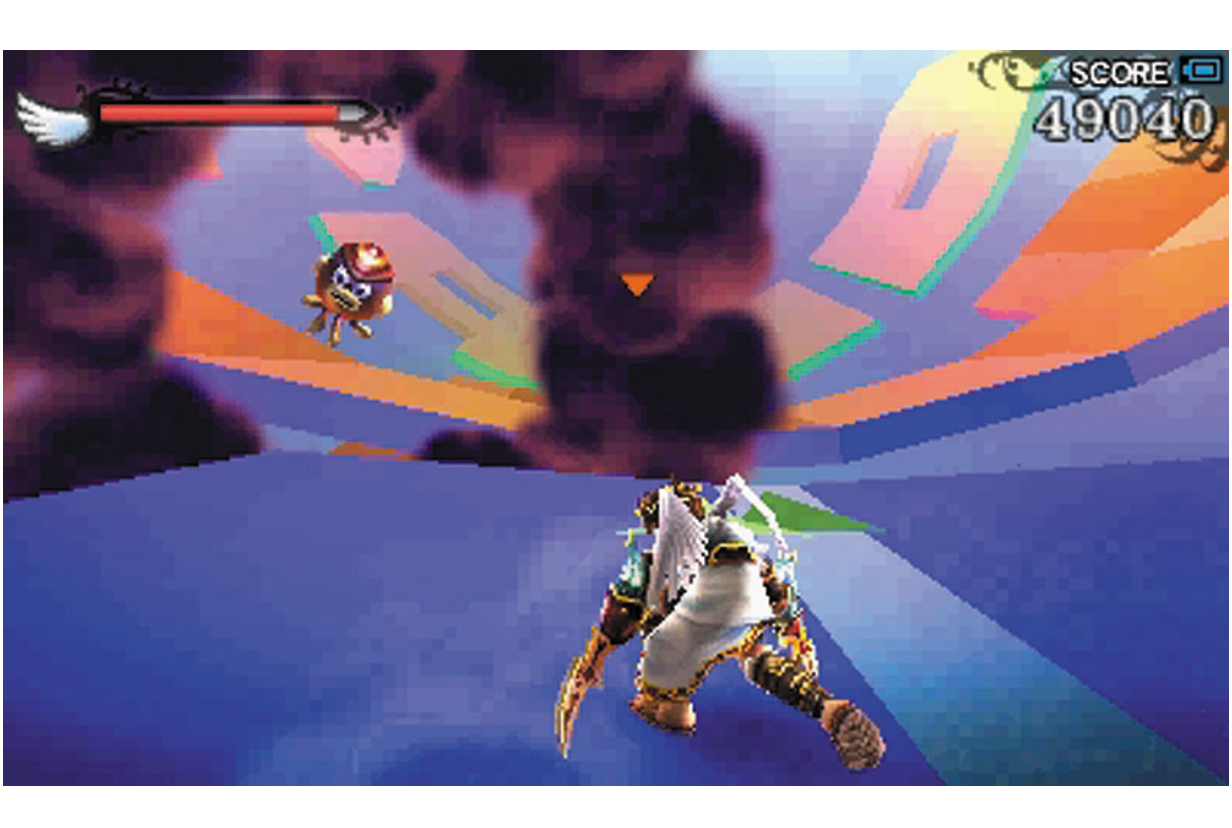
4. After the Girin room, you enter a section of the labyrinth where the walls move of their own accord. When you reach the U-shaped room, make sure you have enough time to slip into the next hallway before the moving walls crush Pit. Beyond this, the next room greets you by having a Skuttler open fire on you from across a seemingly impassable chasm. Wait for the walls to move and reveal a roundabout path to the Skuttler and the Treasure Box it protects.

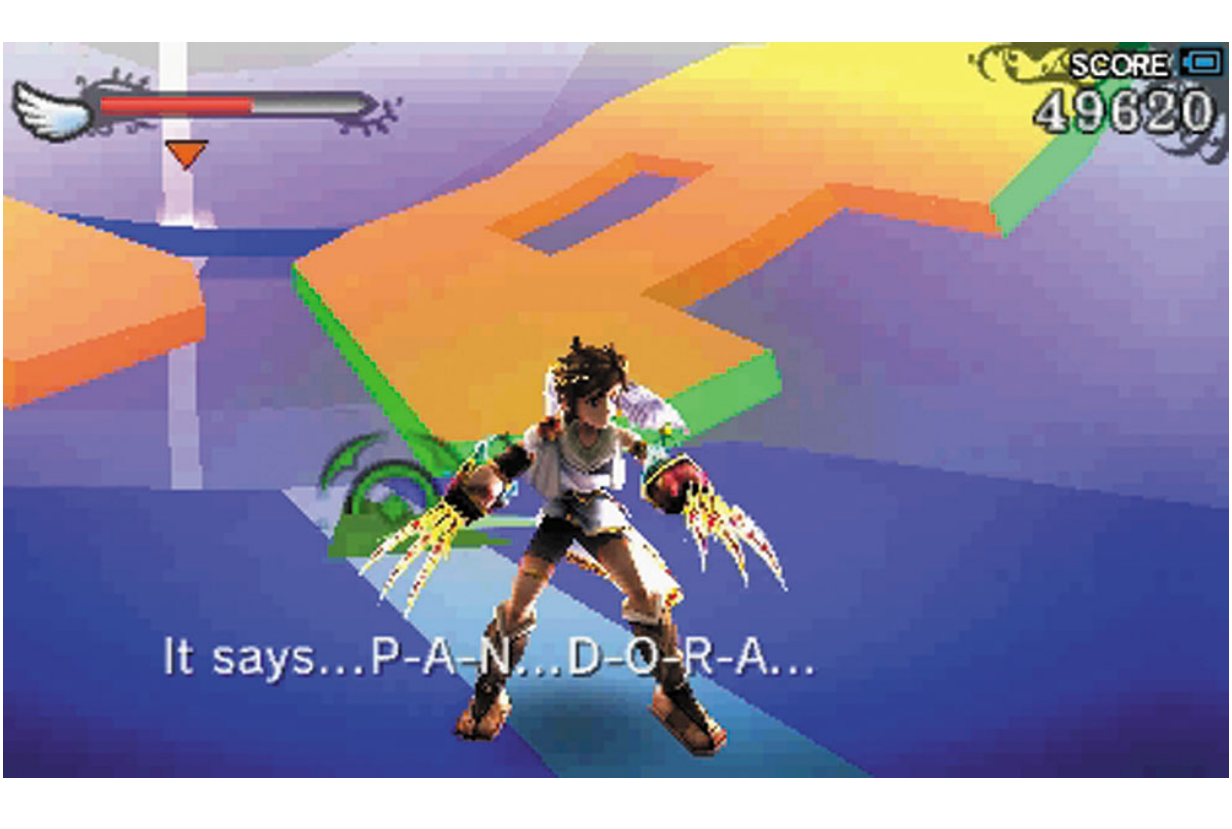

SCORE
44570
Now that is one heavenly ride!


SCORE
45440
Don't just take off. Use the Touch Screen to face the direction you want to go...


SCORE
48170
Maybe Pandora will tell us.

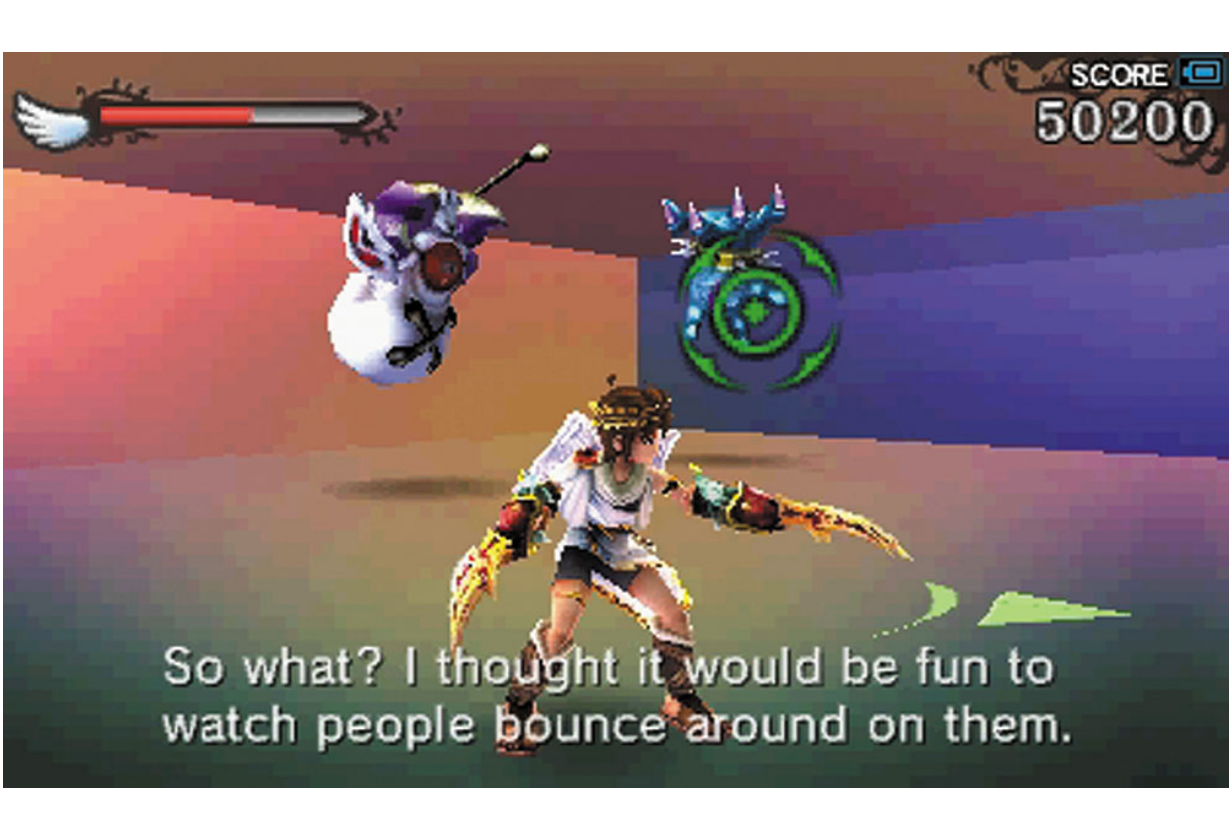
5. After the moving walls rooms, an Exo-Tank and a convenient test track on which to drive it are next. Hop in and practice driving it around. Skuttlers and Leox are wandering the racetrack. If you eliminate them all, a Treasure Box will appear next to the room's exit. Before you leave, be sure to snag a second Treasure Box from a raised platform by using the Exo Tank to boost as you jump off the ramp on the track.

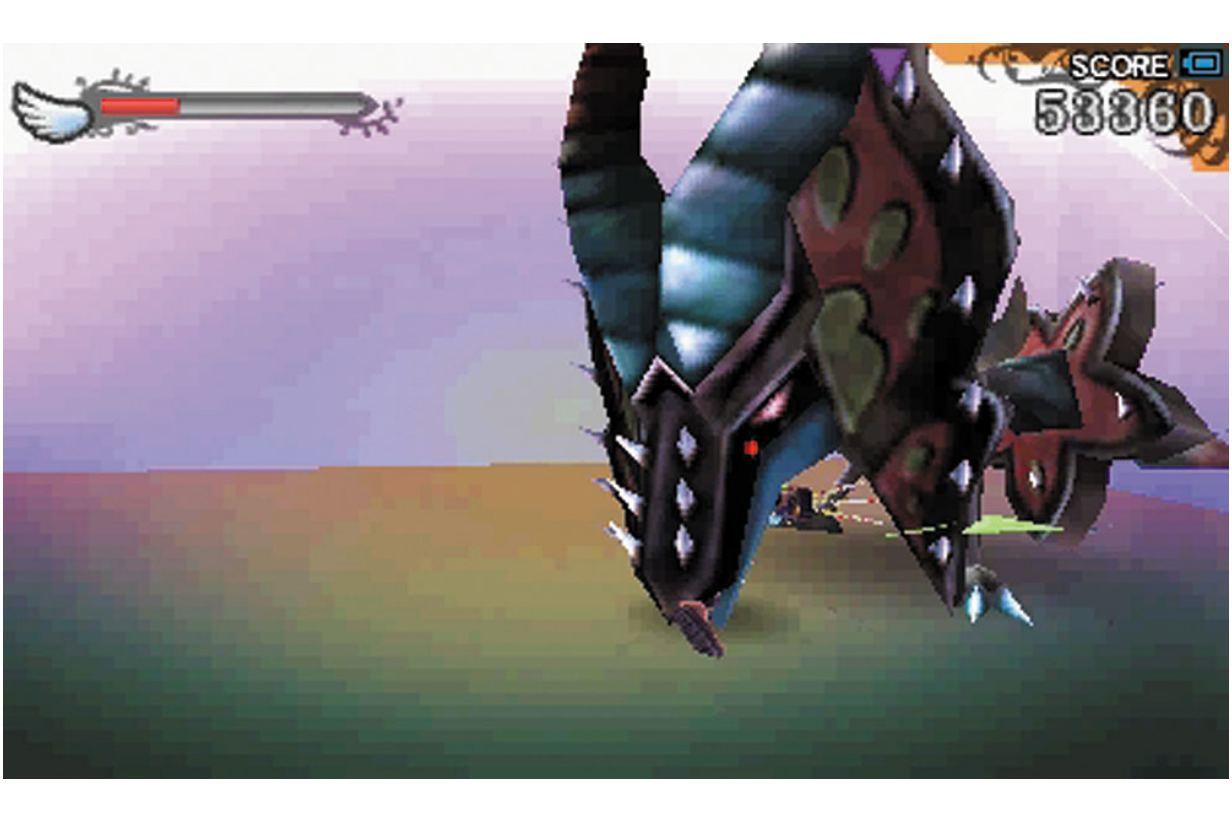

SCORE
49040


SCORE
49620
It says...P-A-N...D-O-R-A...

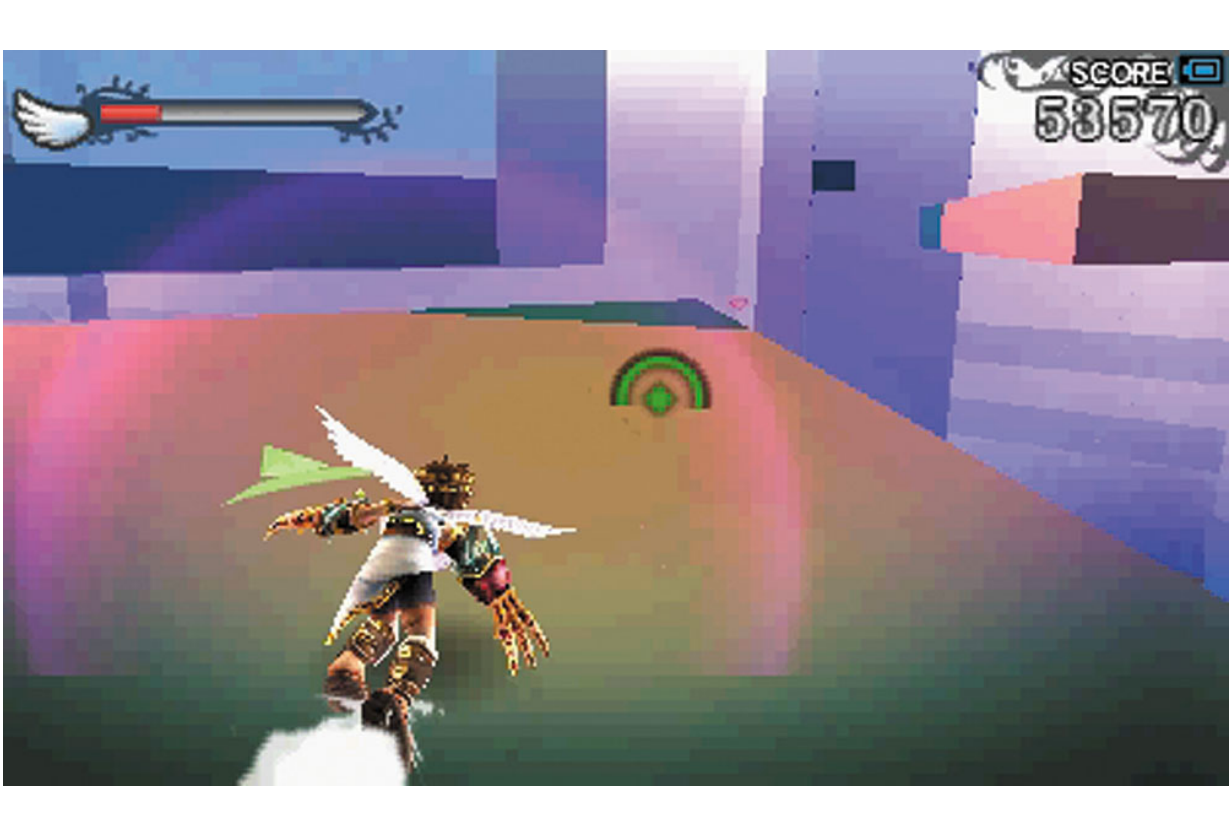
6. The rotating platforms in this next room can be reached by leaping across the gaps. Wait until you see green siding on the rotating platforms before dashing at them. Pit will automatically leap for you. Complicating this is a group of Octos that fire their poisonous gas cloud rings at Pit. Try to take them out before you make any jump attempts.

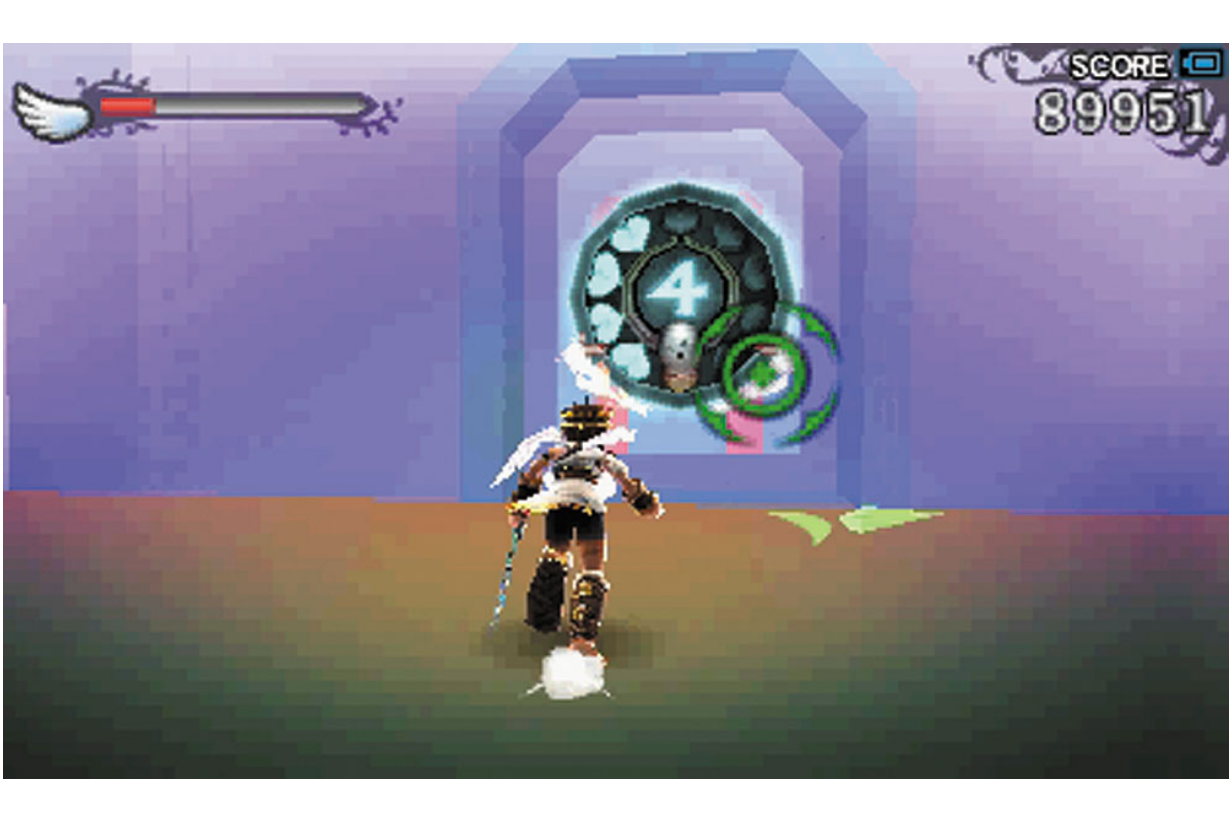
The more difficult-looking jumps in this room are just before the exit, as the platforms spelling out "Pandora" can deceive you with how close or far they appear to be.

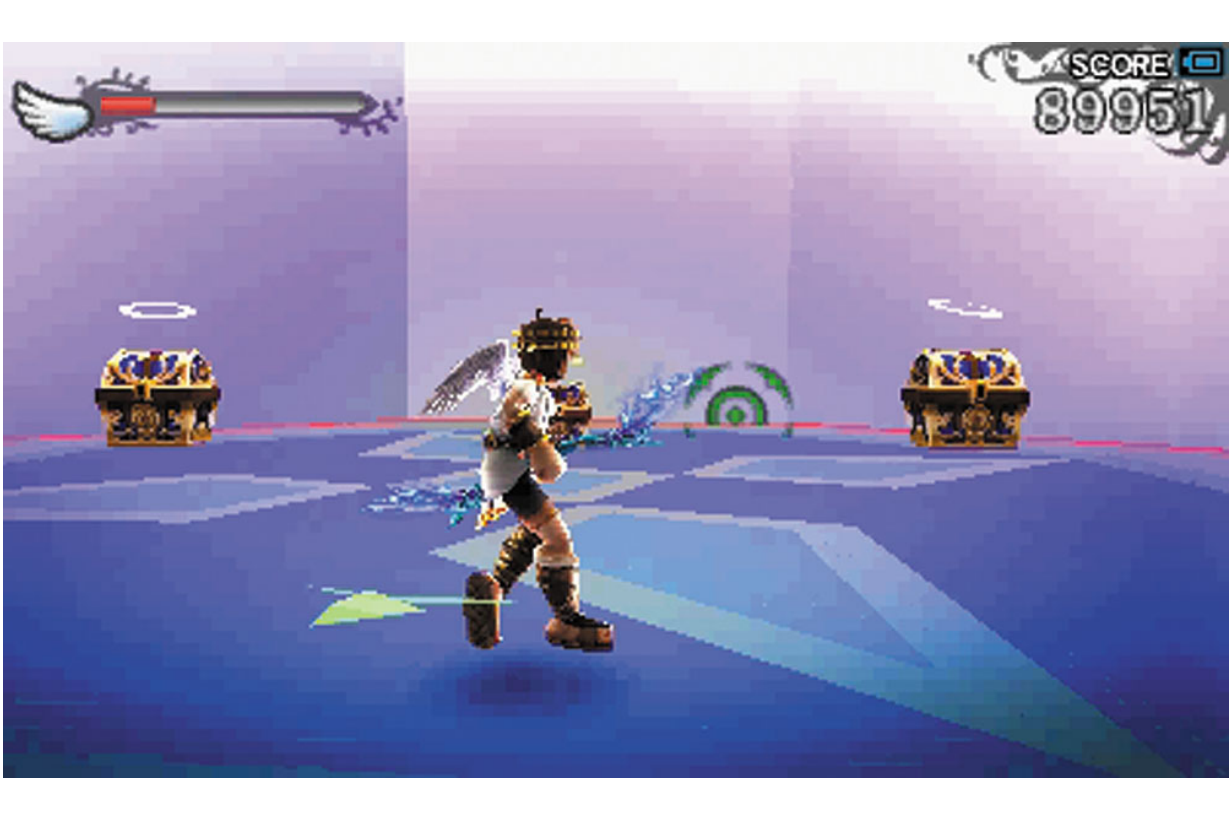

SCORE
50200
So what? I thought it would be fun to watch people bounce around on them.


SCORE
53360

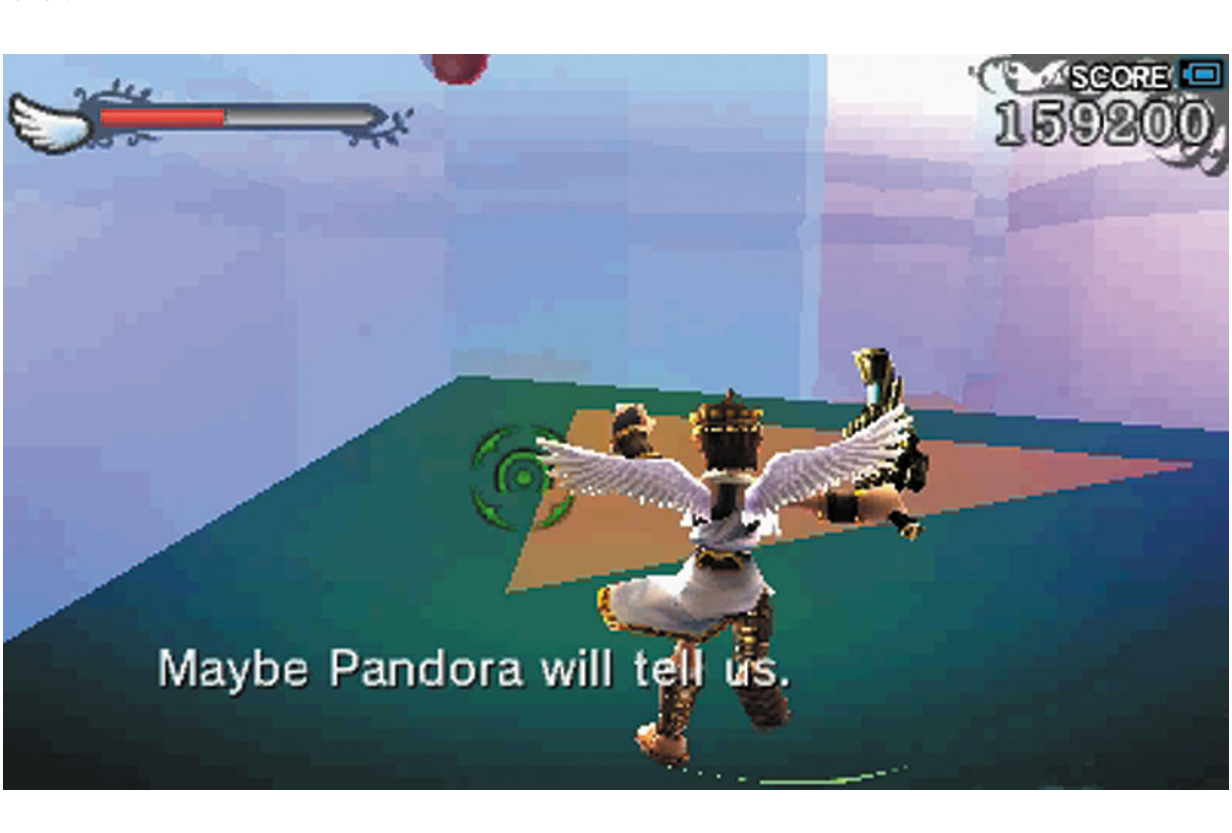
7. The trampoline room is quite dangerous because all of these platforms sit over a chasm. Pit loses a large chunk of health with each fall, and once you bounce off a trampoline, you can't simply turn on a dime in midair. Watch out for enemies, such as Skuttlers, Monoeyes, or Armin, that try to knock you off.

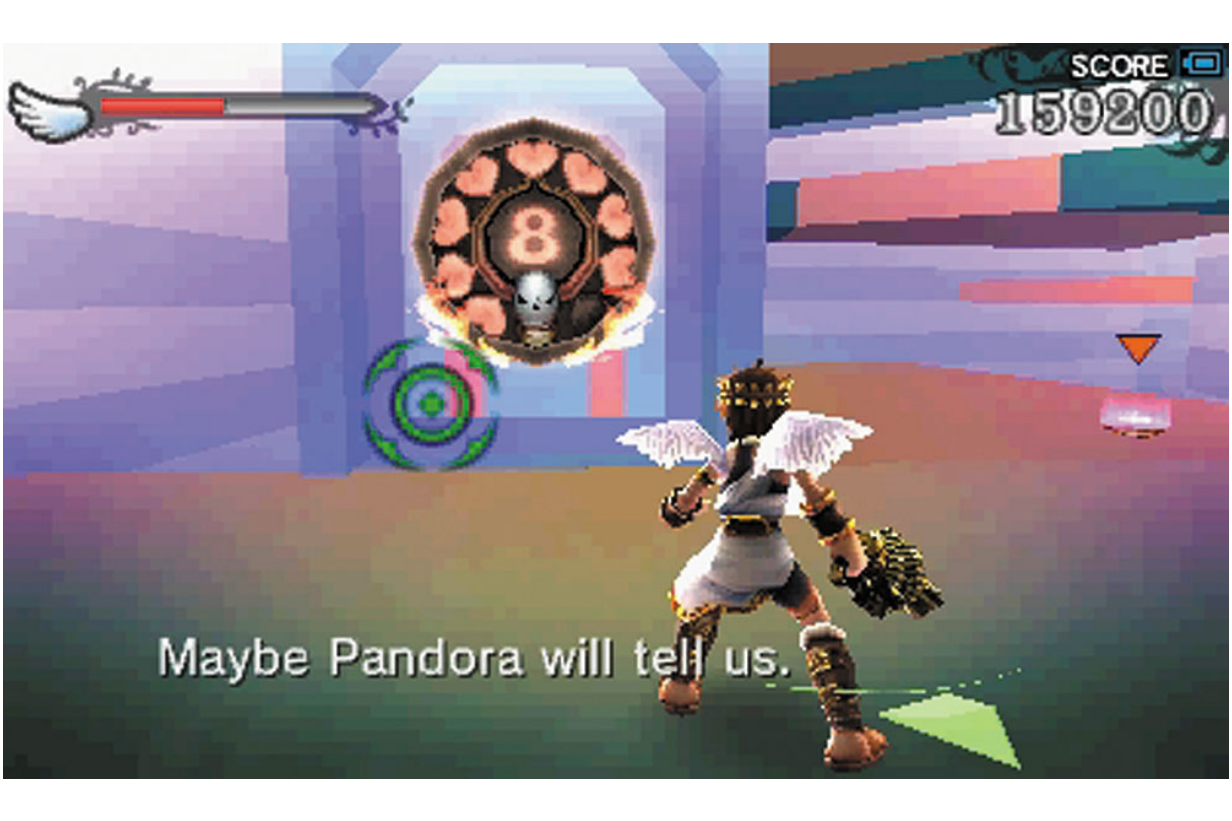

SCORE
53570

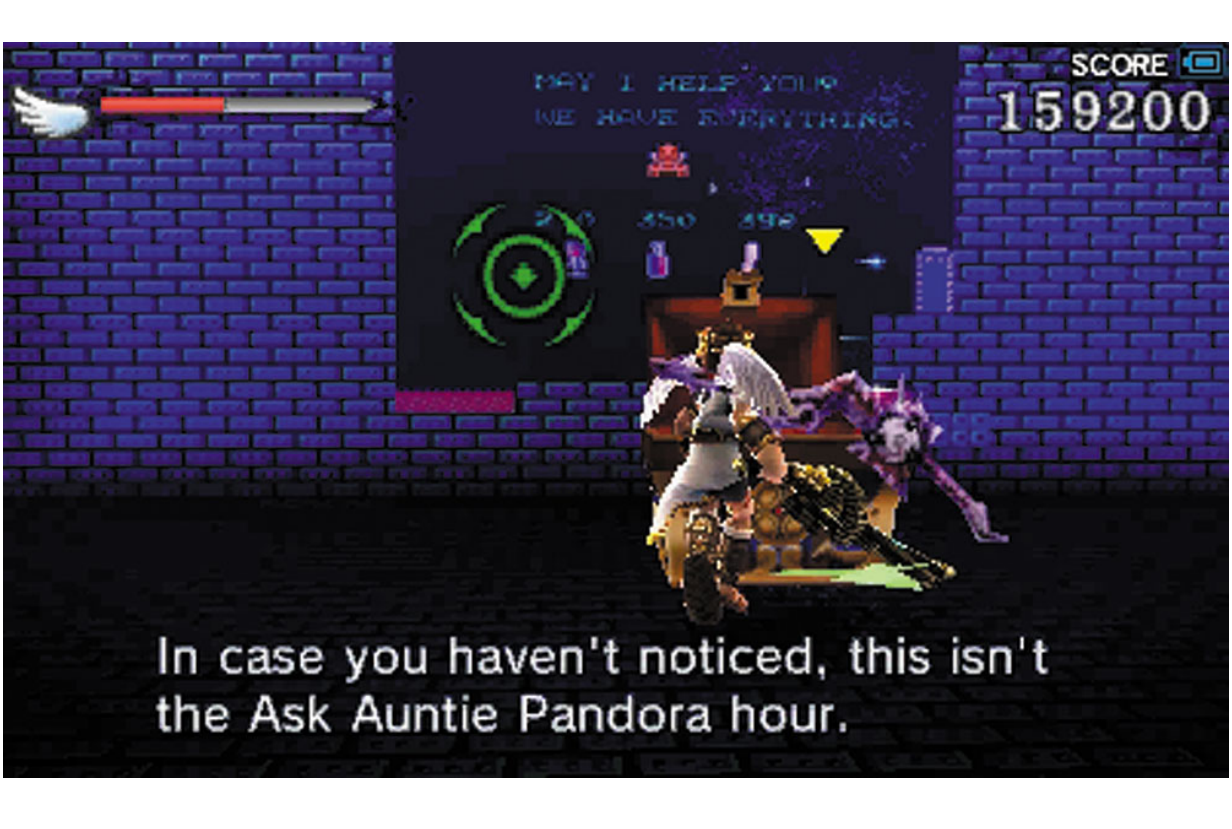

SCORE
89951
4


SCORE
89951

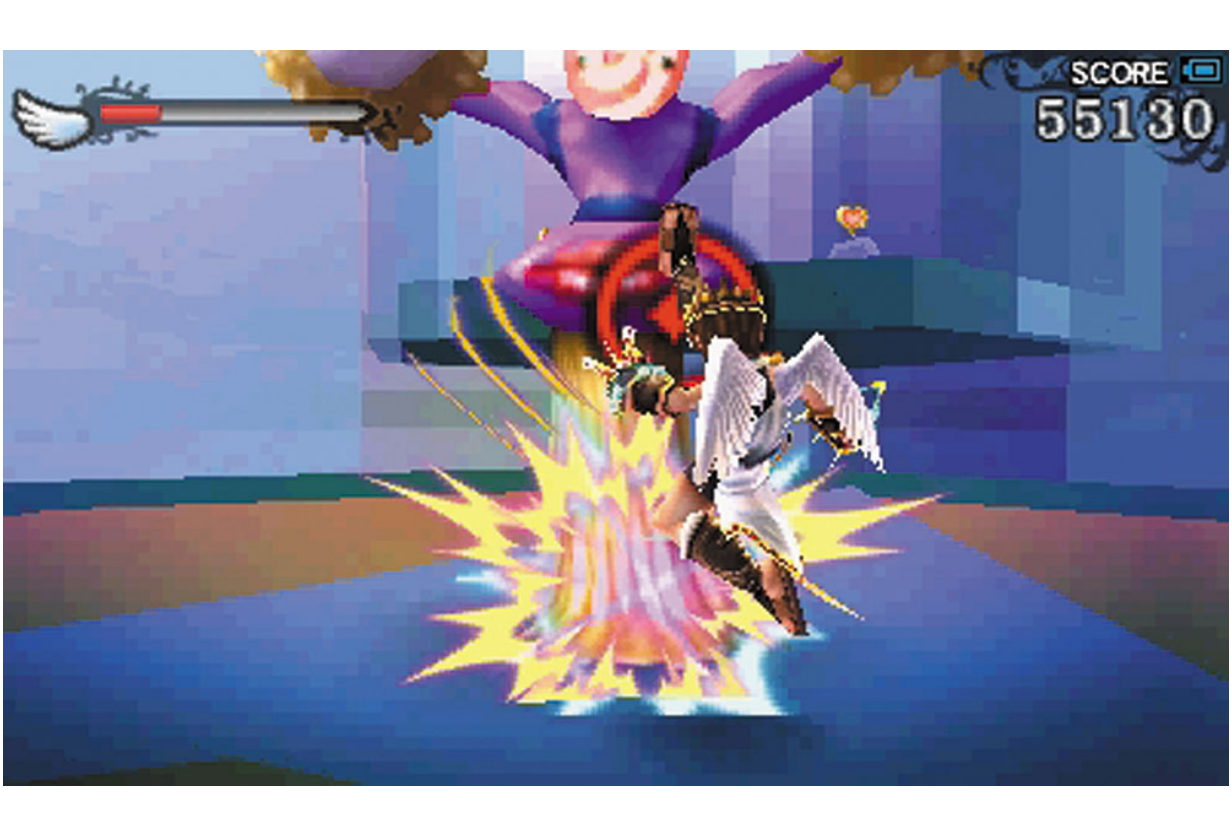
8. When you reach this point, you'll notice the platform has two trampoline corners. If you use the right corner to reach the platforms floating in that direction, you'll be on the side path that leads to a Level 4 Intensity gate. There are three Treasure Boxs inside. The center is a trap, while the two flanking it contain a random item. You can select only one box; the others vanish.

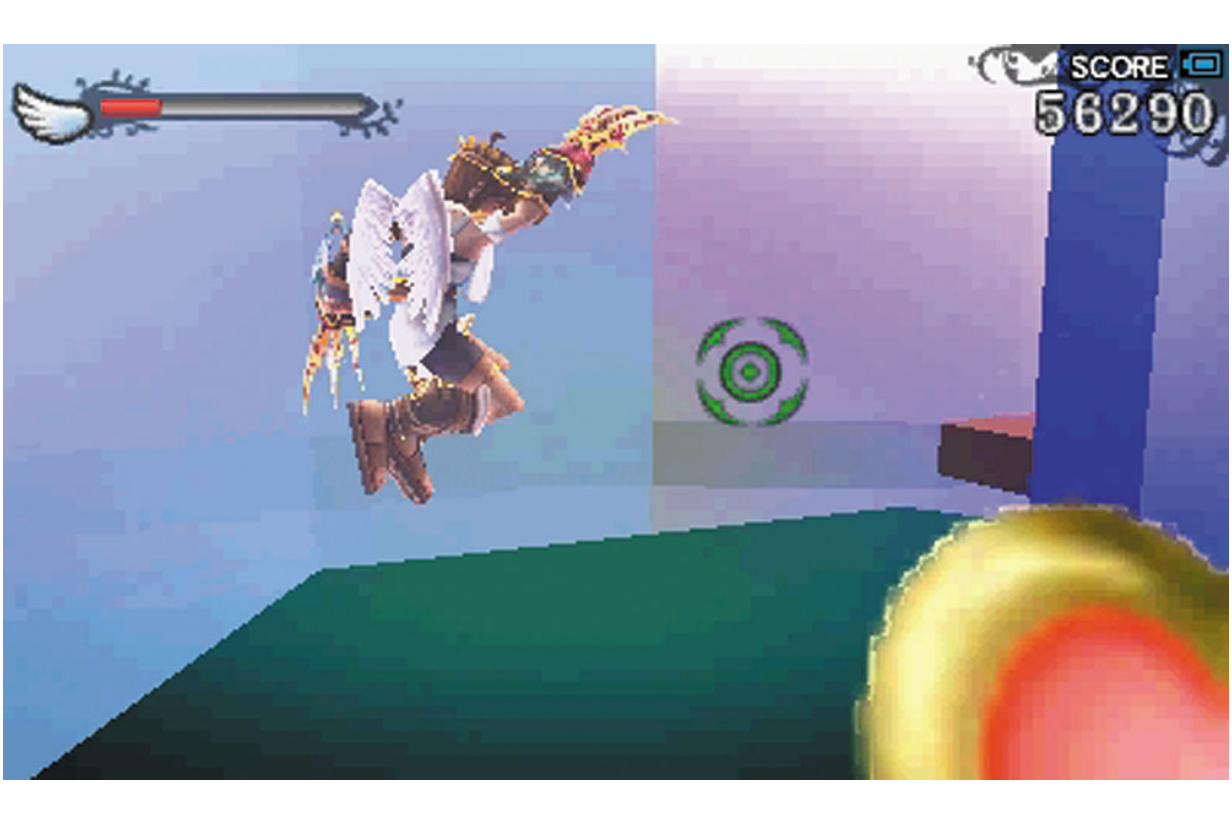

SCORE
159200
Maybe Pandora will tell us.

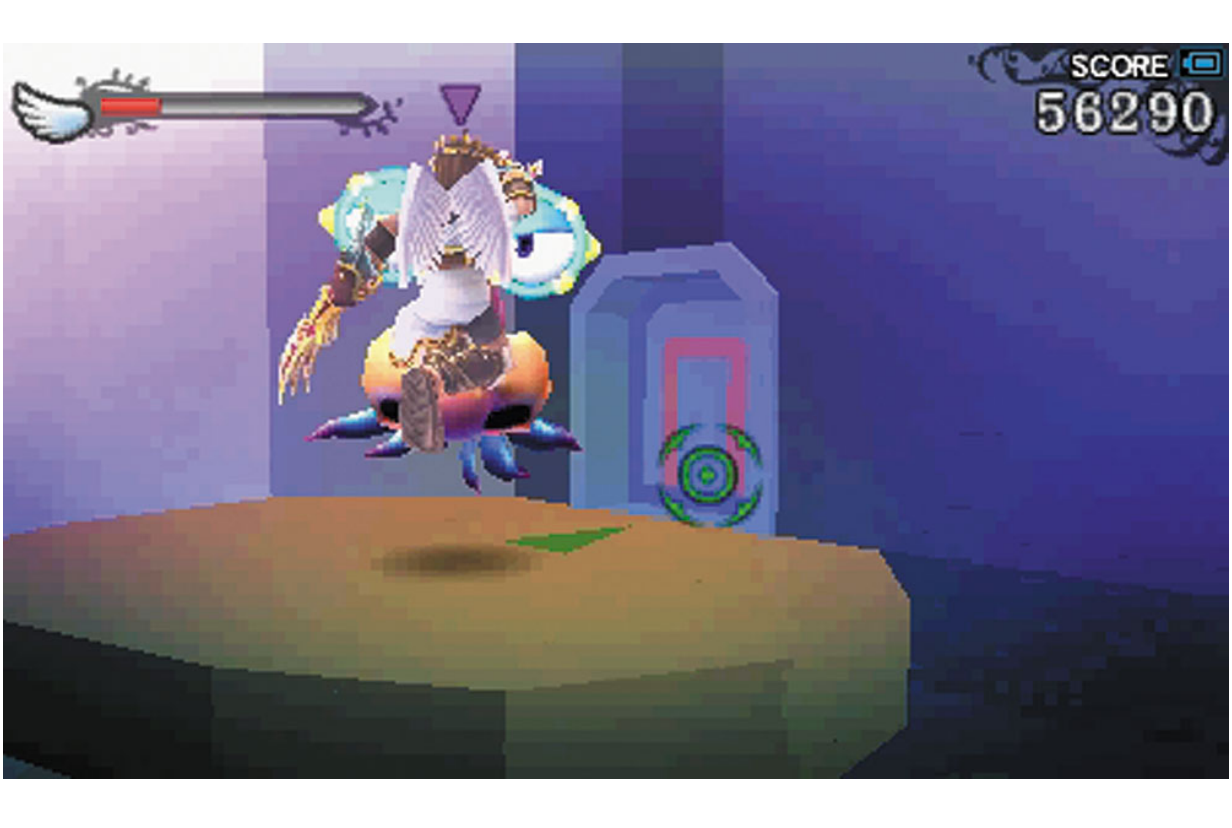

SCORE
159200
8
Maybe Pandora will tell us.


SCORE
159200
MAY I HELP YOU?
WE HAVE EVERYTHING.
In case you haven't noticed, this isn't the Ask Auntie Pandora hour.

9. If you're playing on Intensity 8 or higher and you've made it this far, there is another Intensity gate in this chamber for you. Notice on the map the triangular platform where all of the edges are a trampoline pad? If you land underneath it from the platform marked 9, the gate is hidden underneath the triangle pad. Inside is another Treasure Box, as well as a neat reference to the original Kid Icarus game.

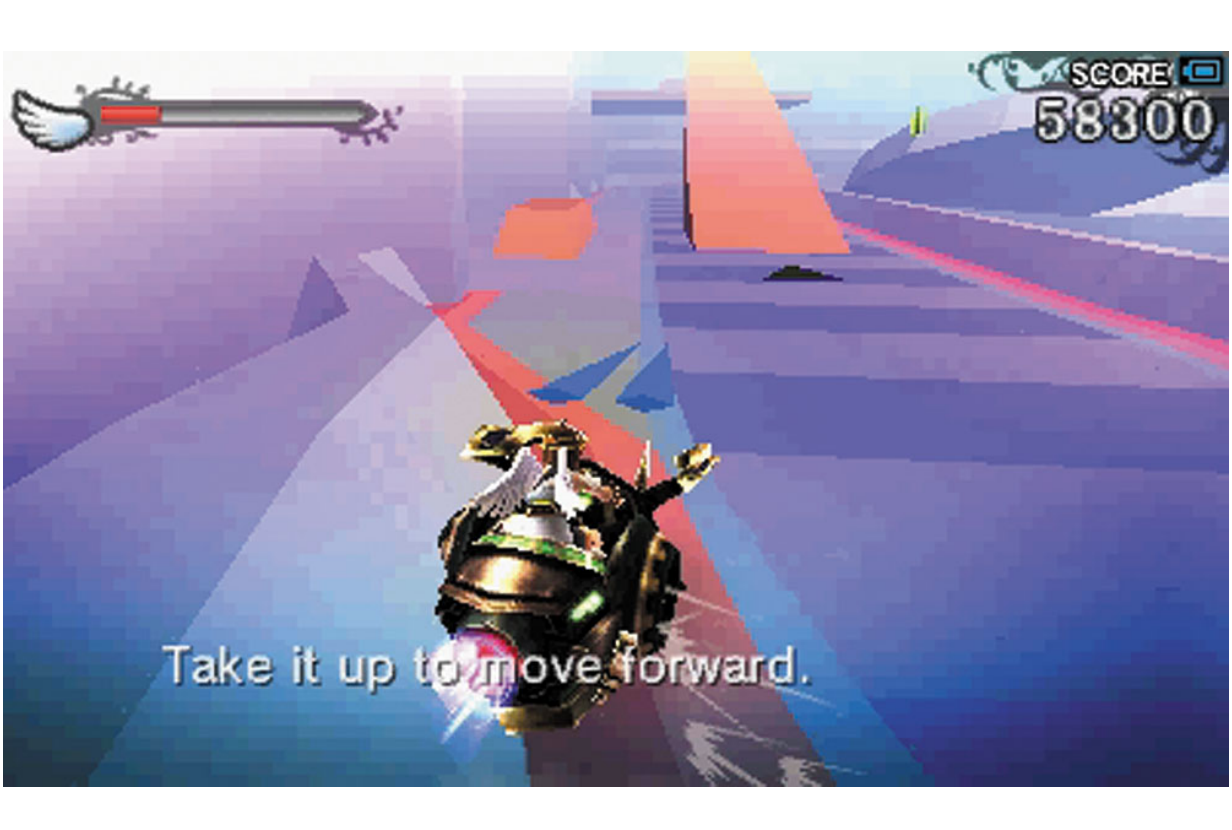

SCORE
55130

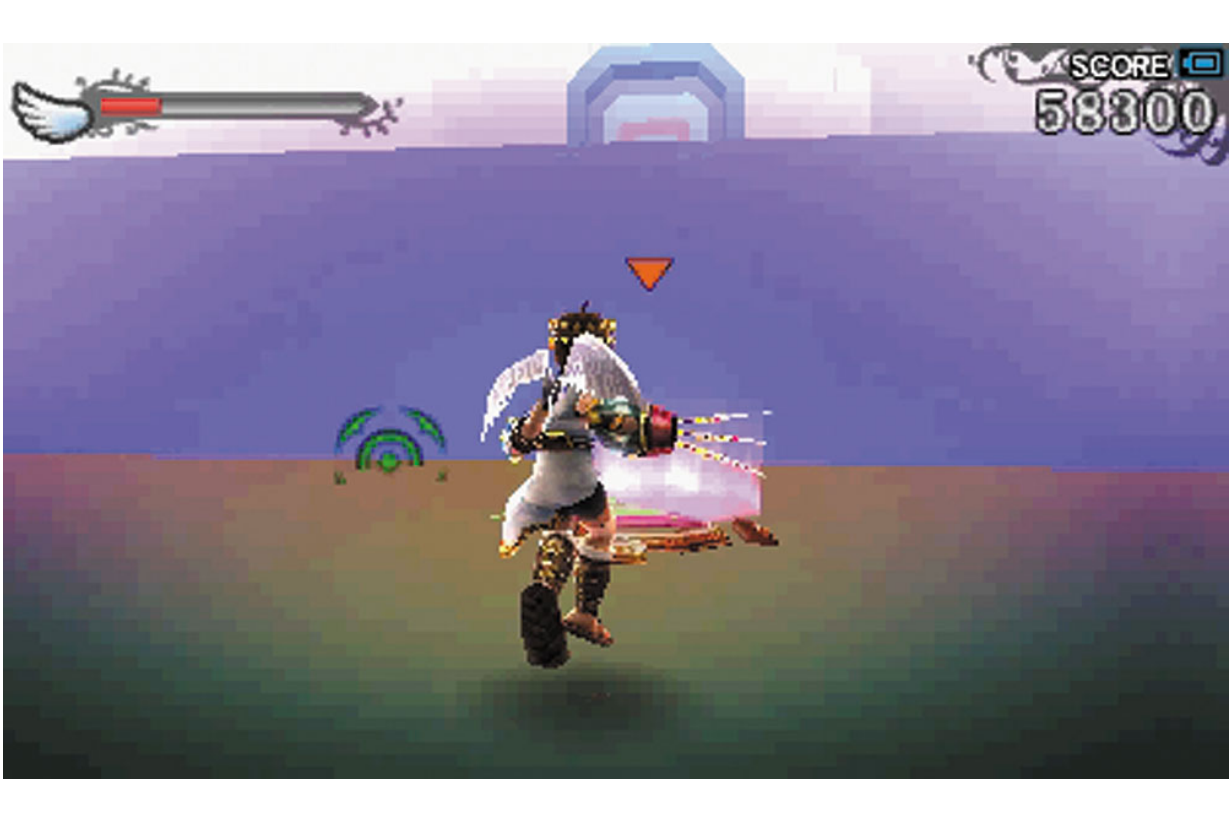

SCORE
56290


SCORE
56290

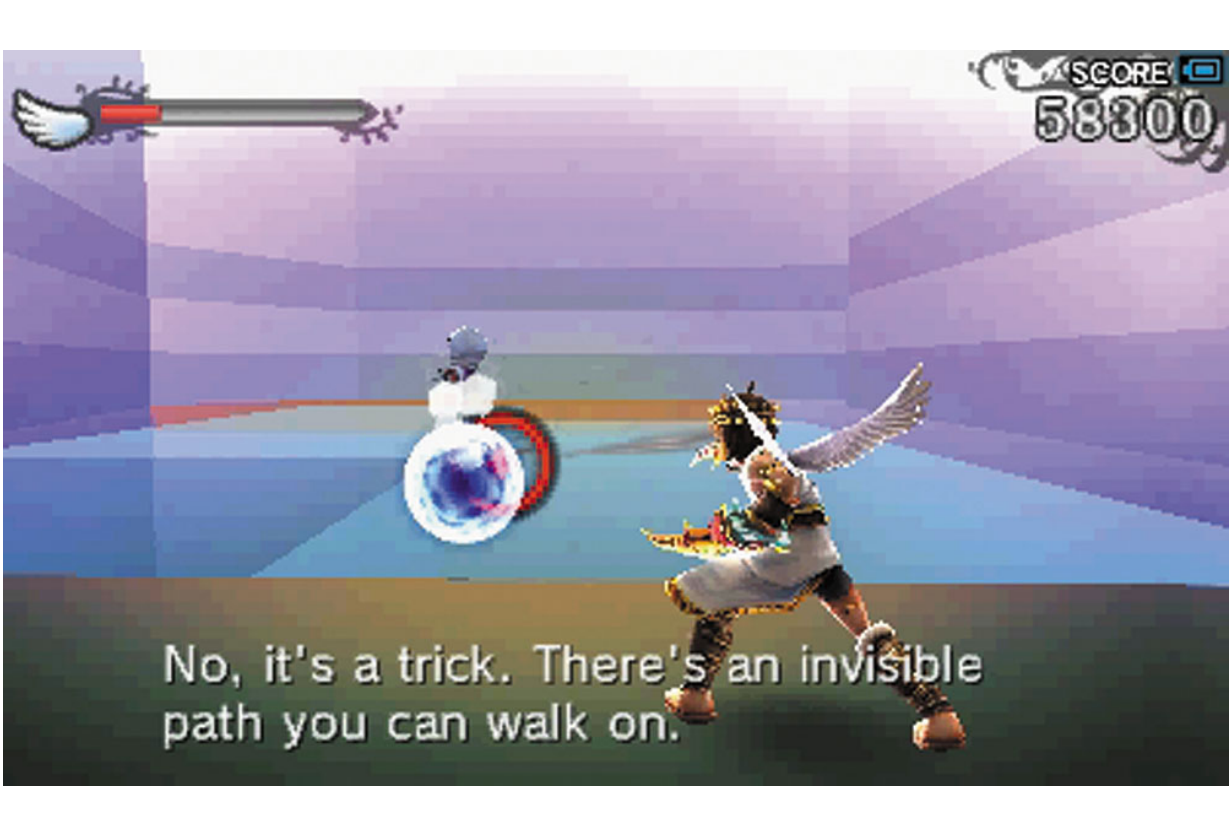
10. Exiting the trampoline room can be difficult. You don't have a lot of control in midair after bouncing off one of the pads, and you are harassed by various enemies. Every fall into the abyss adds up very quickly. For the last set of jumps, do what you can to clear out the monsters first before trying your luck. It helps to carry as much momentum going forward as possible.

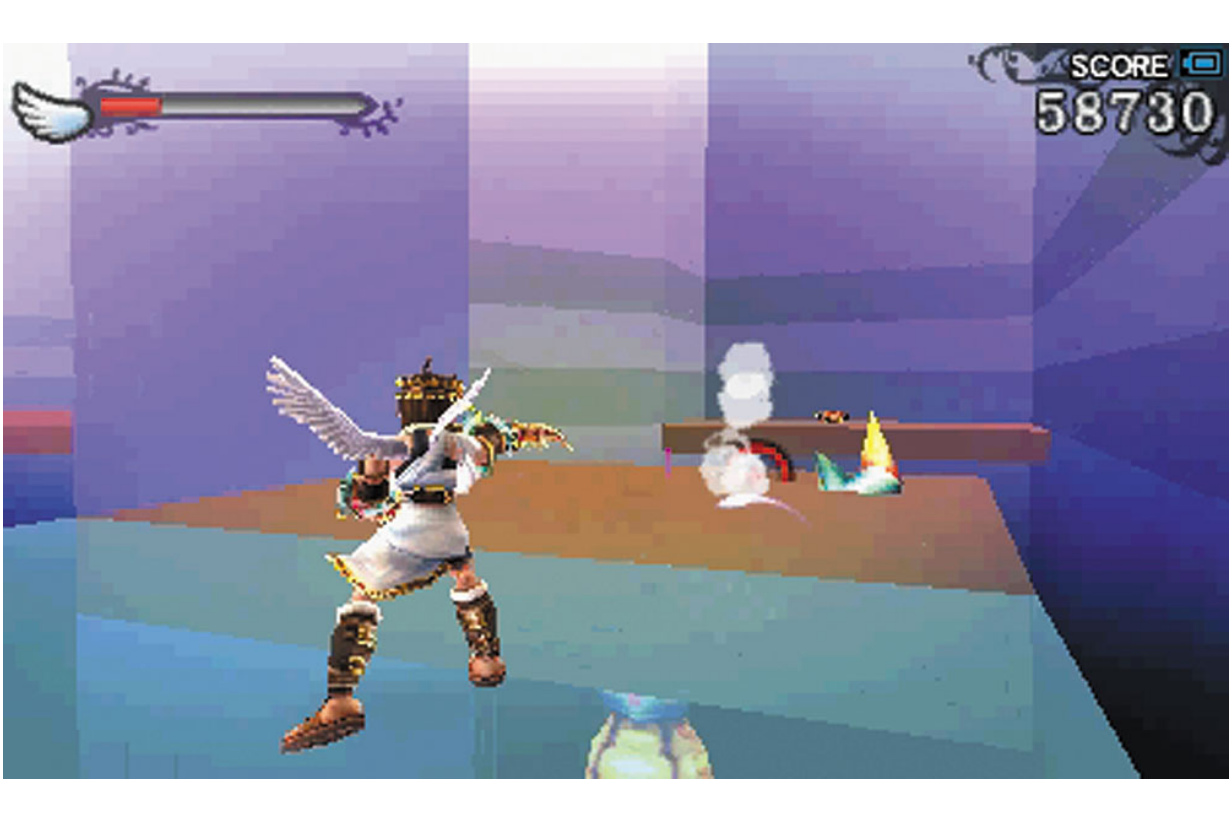
The last platform before exiting this room is particularly nasty. A Specknose guards the door, and can shoot you in mid-bounce, sending you potentially into the chasm. Worse still, the trampoline pad just before it has a Monolith orbiting around, which may force you to move faster than you are prepared for. Try to destroy the Specknose, then build some speed by bouncing around the pad before you try for the exit. Phew!


SCORE
58300
Take it up to move forward.


SCORE
58300

11. After that last room, the second Exo-Tank racetrack feels like a walk in the park. Follow the course and blast anything that gets in your way. After the first lap, a ramp appears at the starting line. Use the Exo-Tank boost launch yourself up to the platform above.


SCORE
58300
No, it's a trick. There's an invisible path you can walk on.


SCORE
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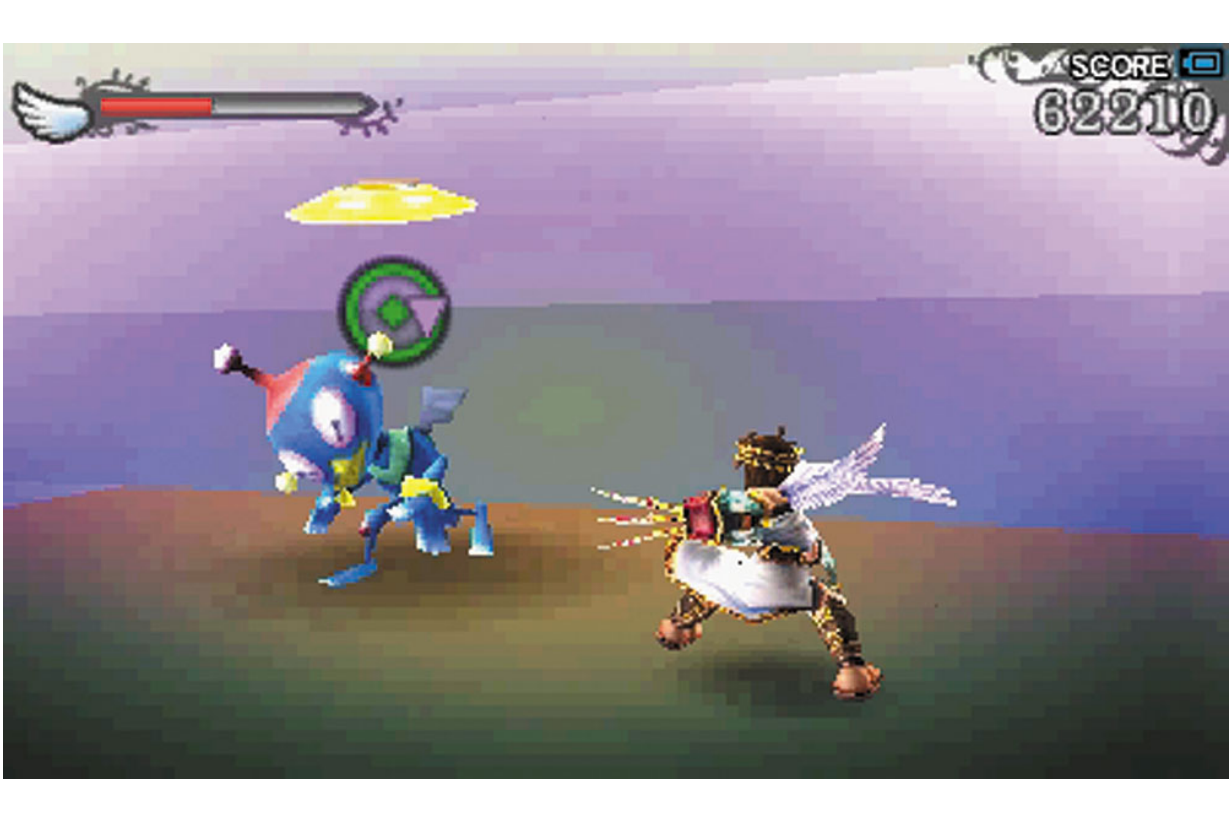
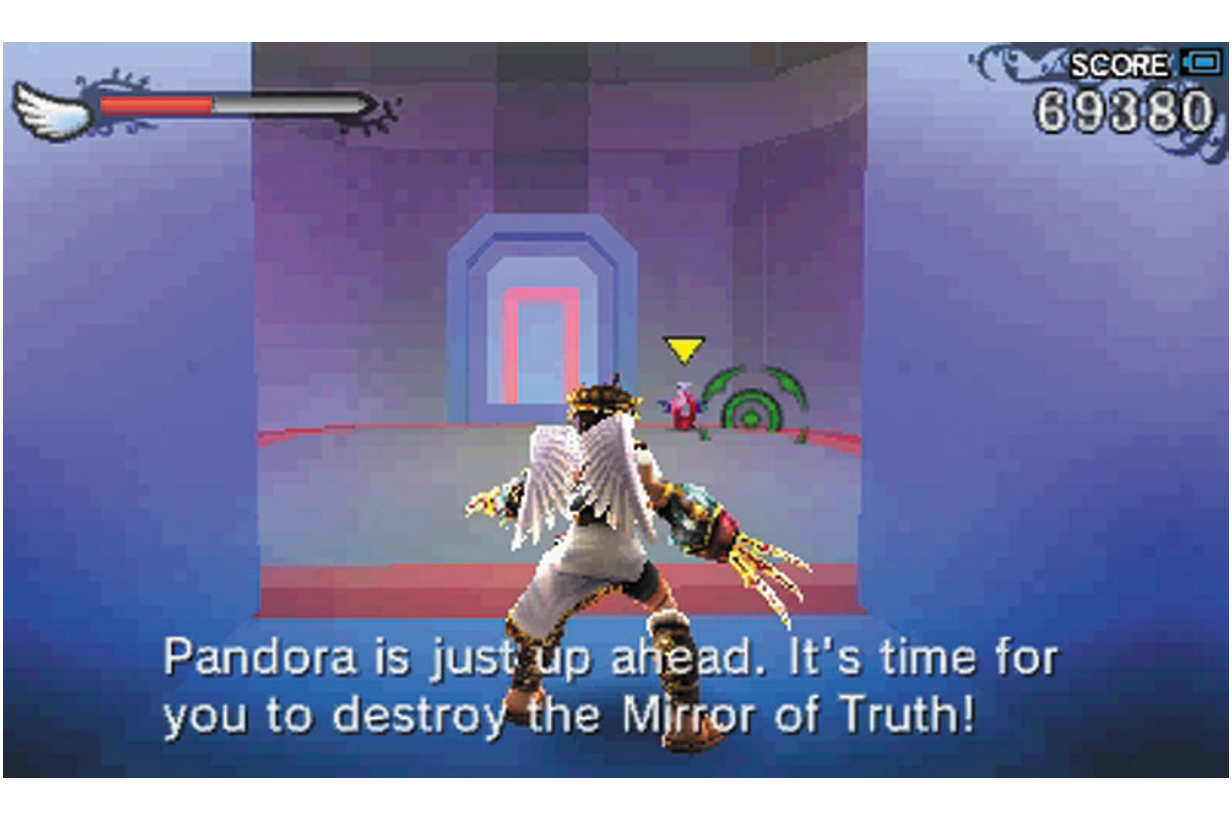
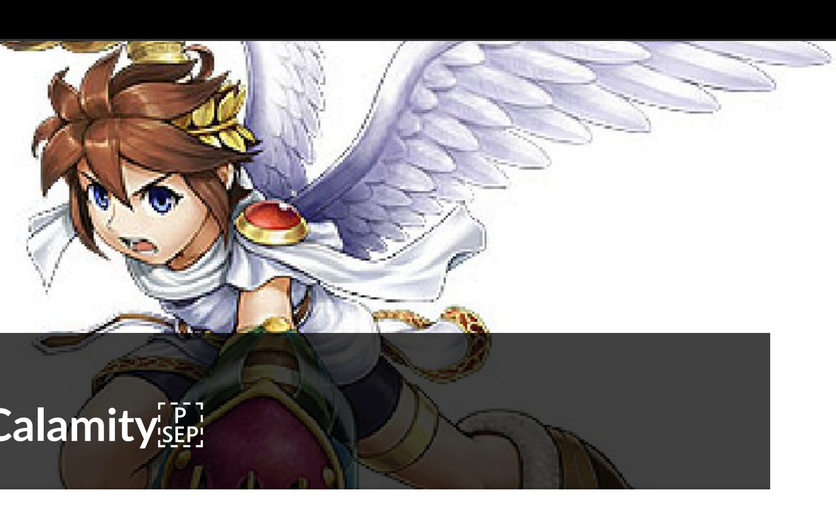

SCORE
62210


SCORE
69380
Pandora is just up ahead. It's time for you to destroy the Mirror of Truth!

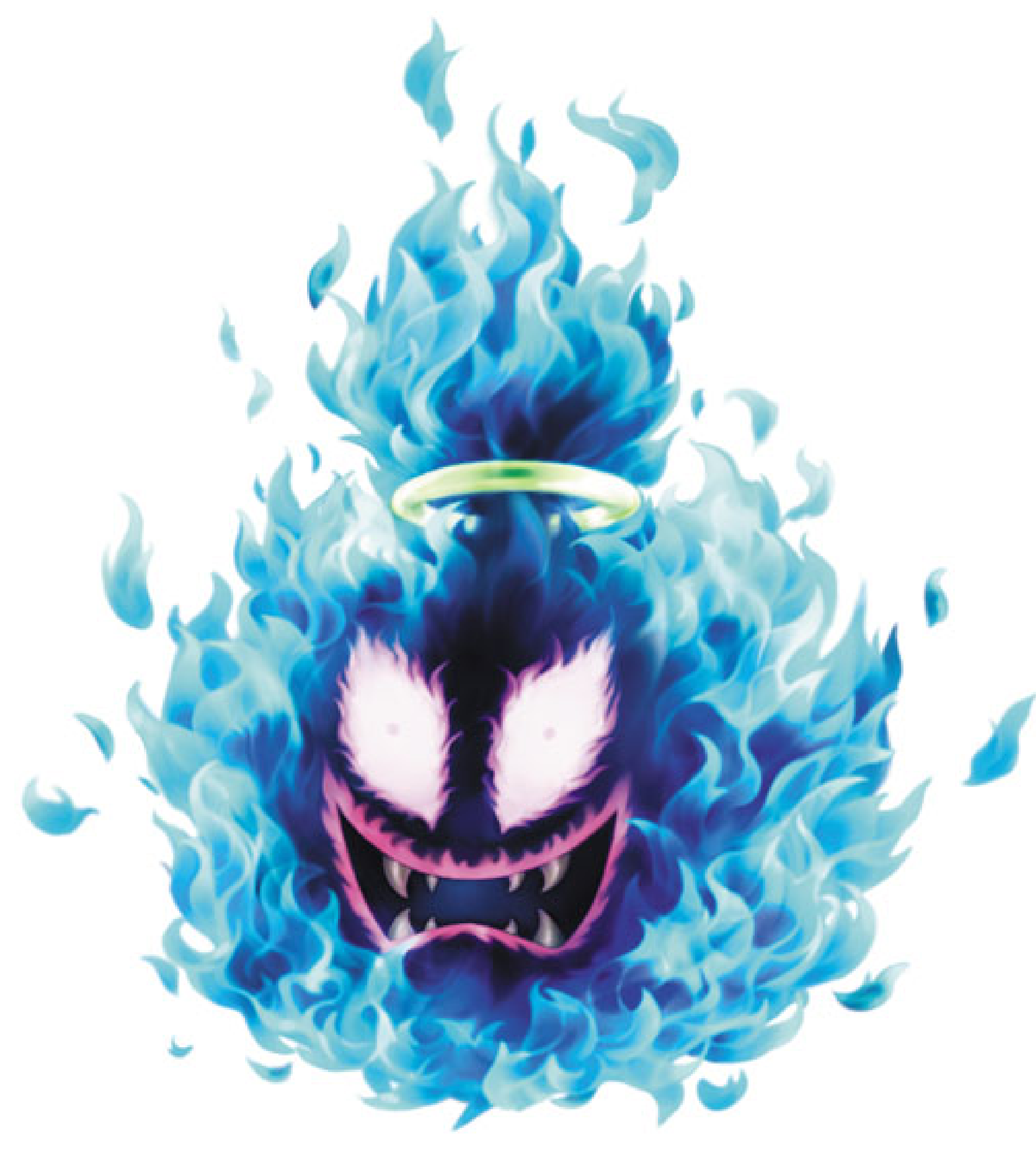
12. This last room is filled with invisible walkways. As a rule, every time you're about to leave solid ground in this room, shoot at the chasm directly in front of Pit. The invisible path you shoot at will fade eventually, but you can continue to shooting at it to keep it revealed. Skuttlers, Girin, even Shildeen will try to block your path.

There is a Treasure Box in this room, but it is protected by an Orne, and getting past it can be difficult, given how thin the invisible walkways are. After traversing this area, you are at the door leading to Pandora and the Mirror of Truth.



Chapter 5: Pandora's Labyrinth of Deceit

Boss Battle: Pandora, Goddess of Calamity

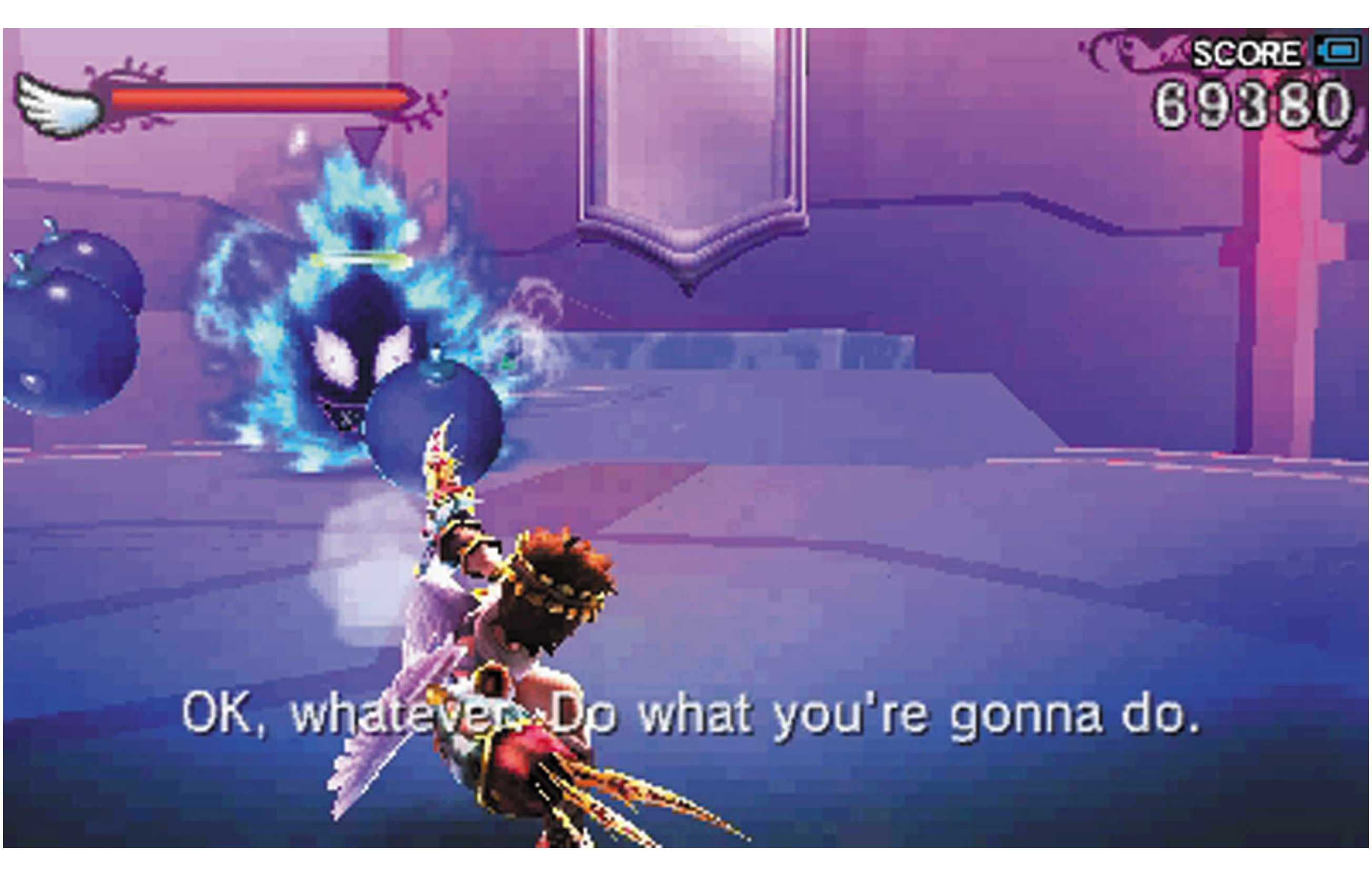


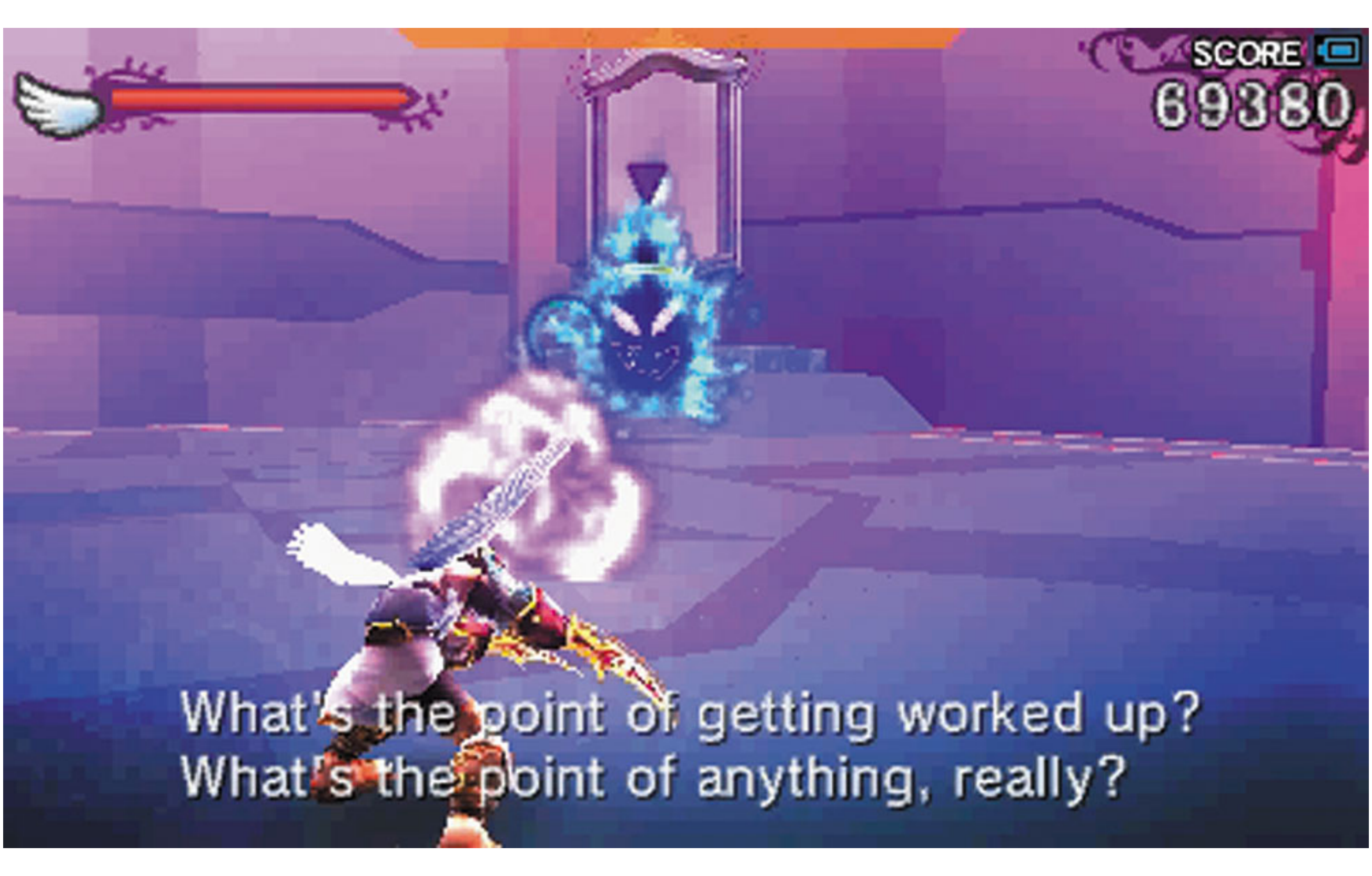
Health Range	
Min Health	Max Health
360	1440

You made it. Yay.

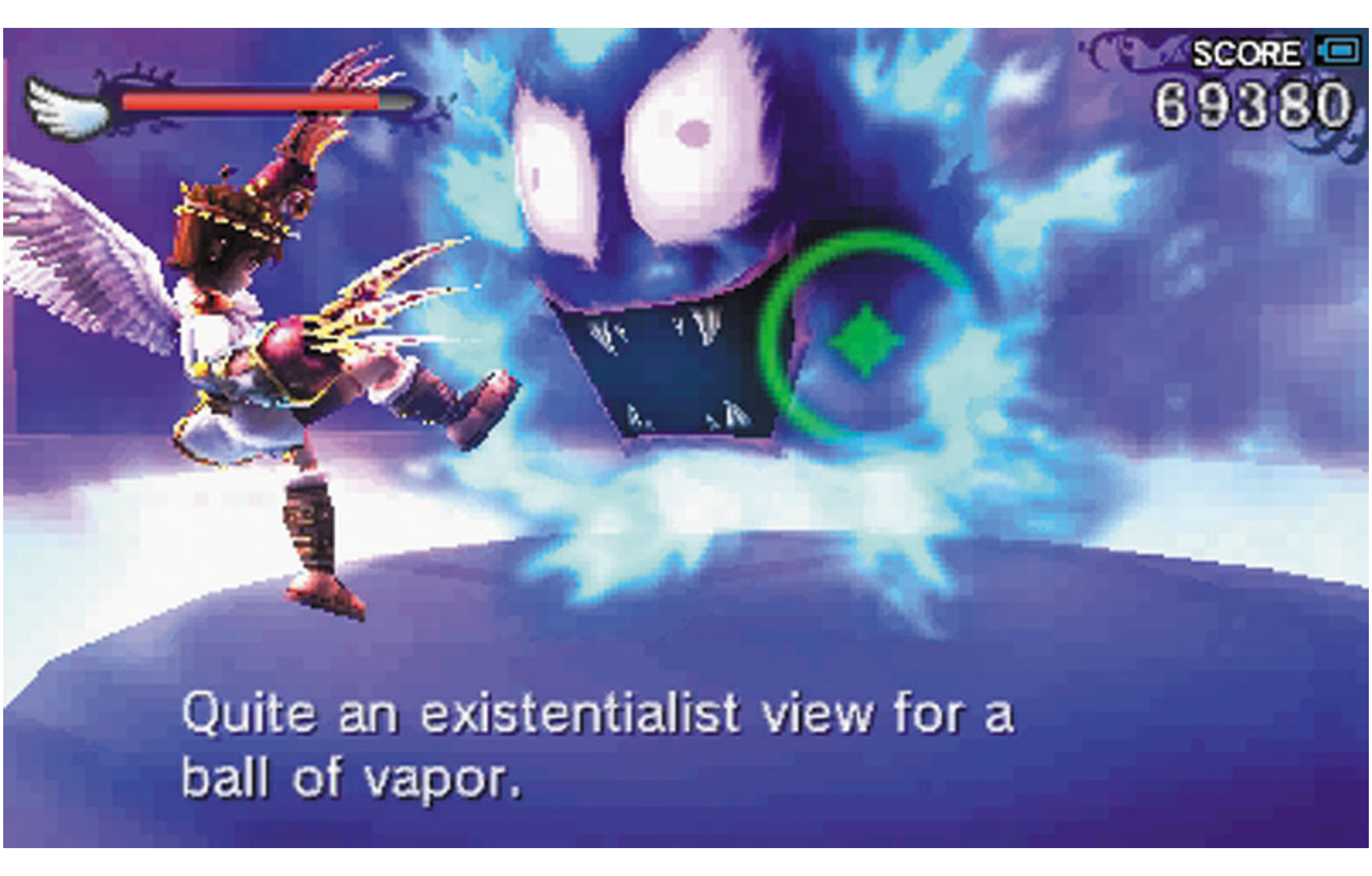
I am Pit, servant of the goddess of light!

Pandora only acts like she's not bothered that Pit and Palutena have made a mess of her forces and of her humble pocket of dimensional space.


SCORE
69380
OK, whatever. Do what you're gonna do.


SCORE
69380
What's the point of getting worked up?
What's the point of anything, really?

Pandora will spit bombs and fireballs or crystals at Pit. The fireballs you need to dodge. Smack the crystals and bombs back at Pandora to cause damage. Your melee attacks and ranged attacks are not as effective as usual on her. Pandora also has a teleport that makes her completely invincible as the effect is taking place, and she likes to do this in the middle of your combos, or often just when you get close to her.


SCORE
69380
Quite an existentialist view for a ball of vapor.

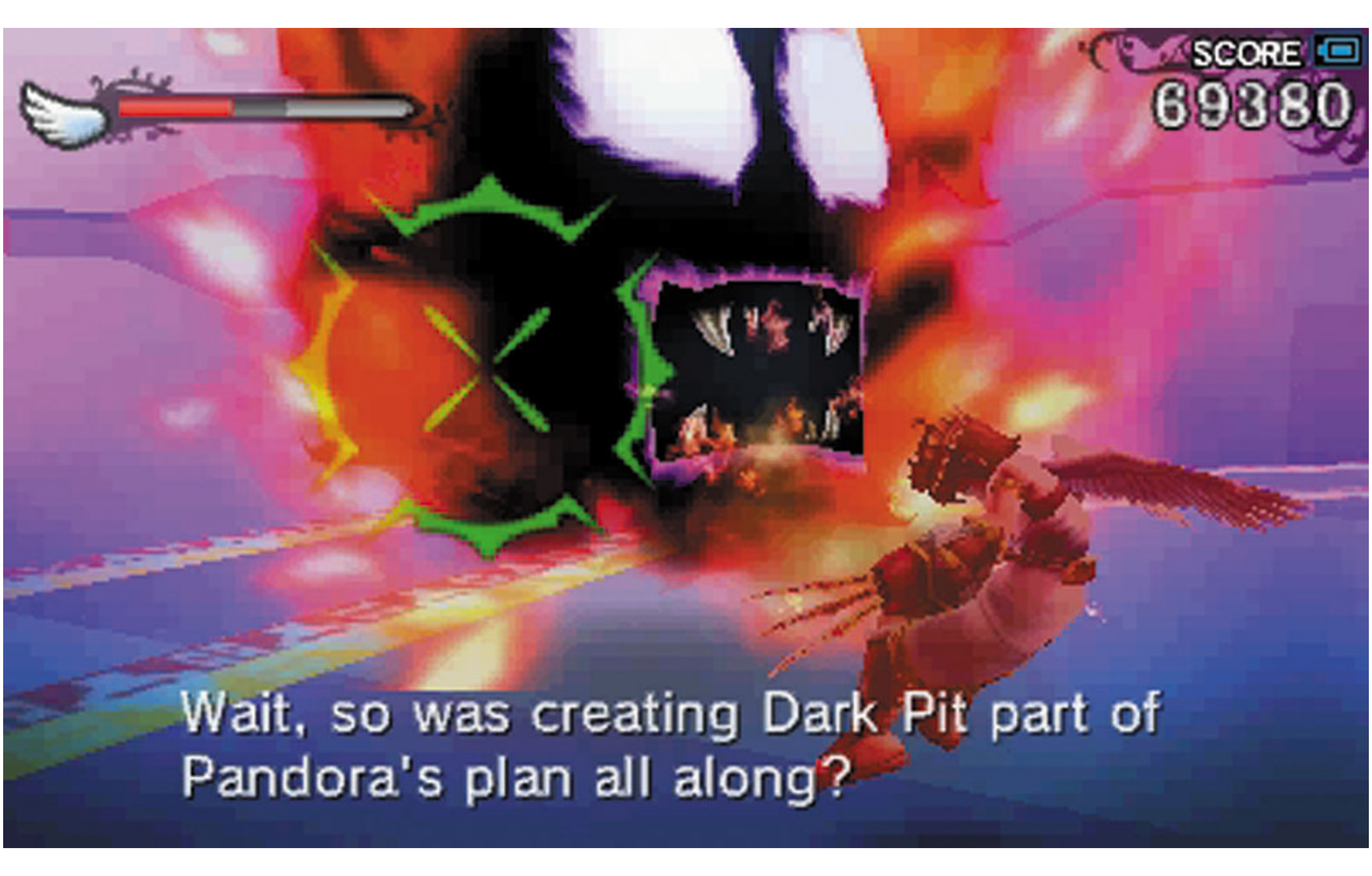
She will frequently attempt to dive into the ground and close the distance with Pit. When she bursts back up, she hits everything around her. It's possible to dodge this if you're spot-on with the timing.

Here it is. The Mirror of Truth.

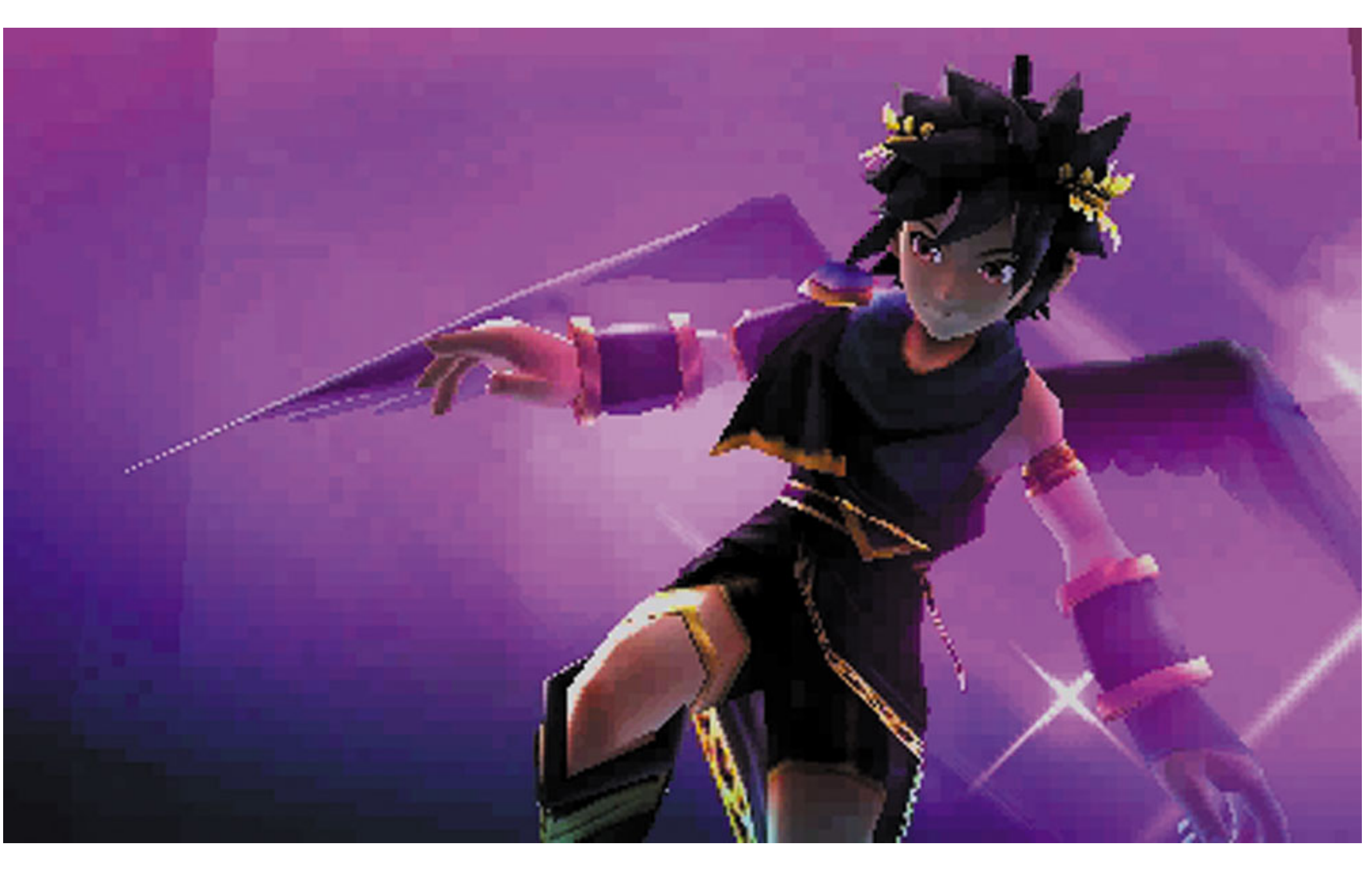
After a short fight, Pandora concedes defeat and reveals the Mirror of Truth to Pit. Palutena orders him to destroy it.

Wait, what—?

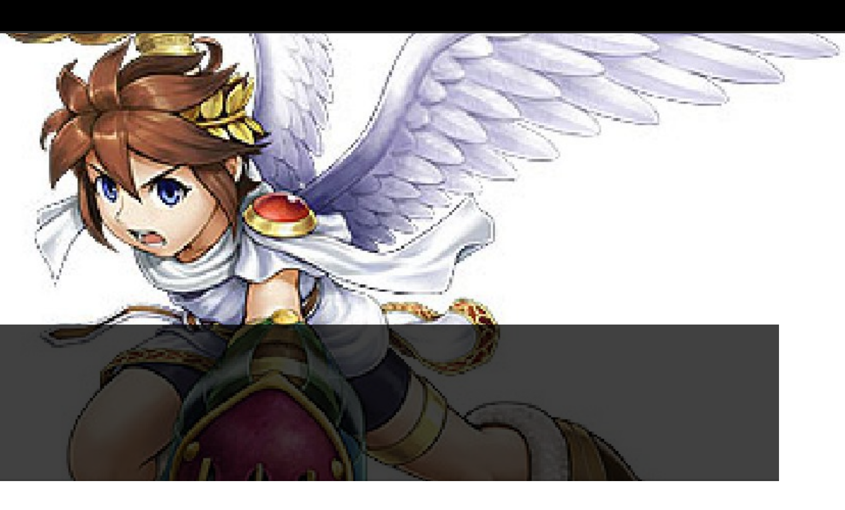
A Dark Pit approaches! Pandora seems pretty confident that you're finished.


SCORE
69380
Wait, so was creating Dark Pit part of Pandora's plan all along?

Except Dark Pit has other ideas. He joins you in the second half of this battle, and it's a good thing that he does so. Pandora is very disappointed with him and she means to take that out on both angels. When she turns bright orange, being close to her is dangerous, and she tries to suck you in closer to her to light you on fire. She moves much faster, and teleports more often, but still provides bombs for you to hit her with. It's possible to mix it up with her in melee combat, but it is safer to stay at a distance whenever possible. Keep up the steady pressure and eventually Pandora's fires are put out.



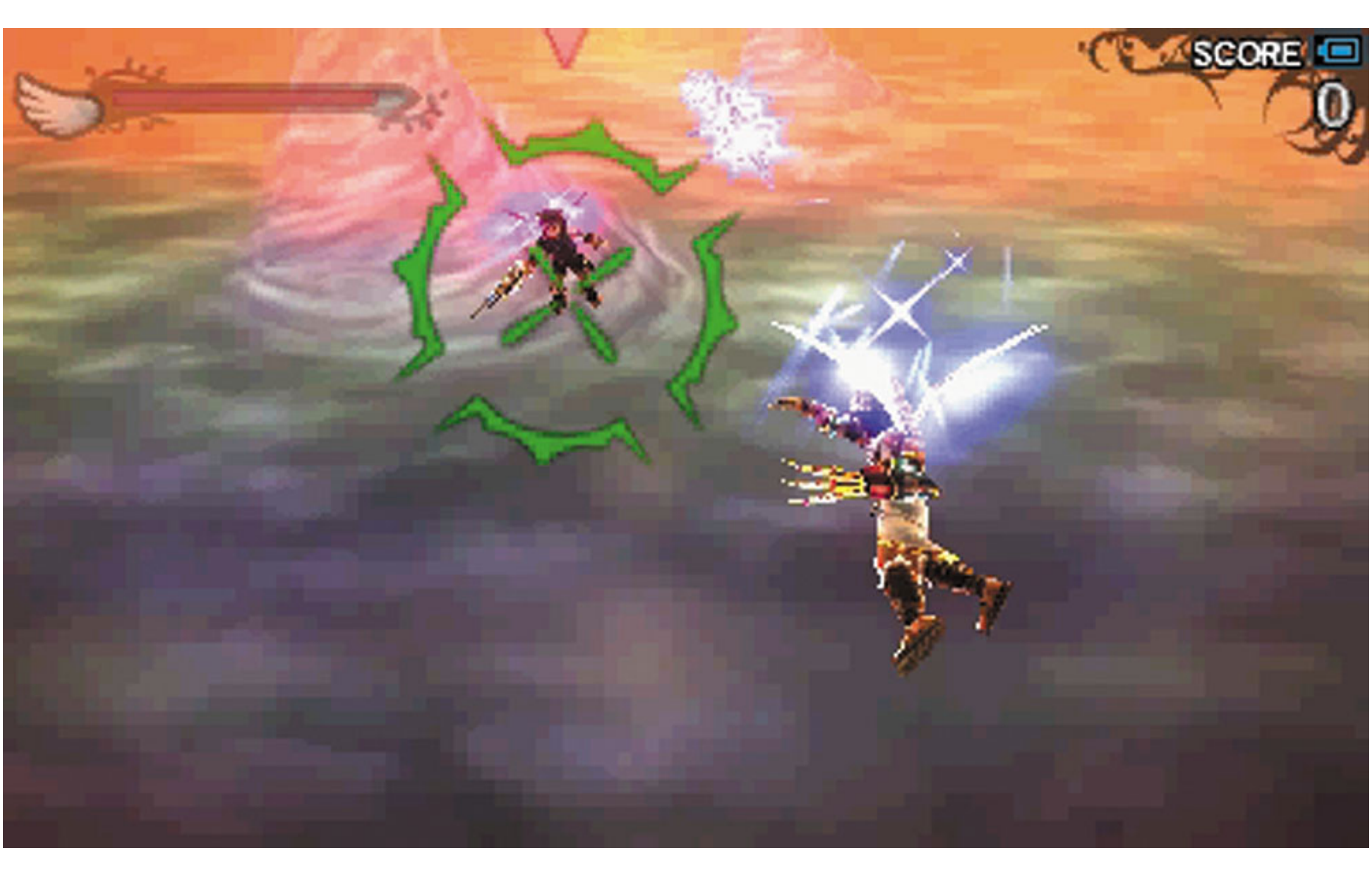
After the battle, Dark Pit takes Pandora's fading powers for himself, and to add insult to injury, he gains the ability to fly freely. The situation is getting out of hand. Dark Pit has all of the skills that the real Pit has, and if he's working for Medusa, the battles are going to get more desperate from here on out.

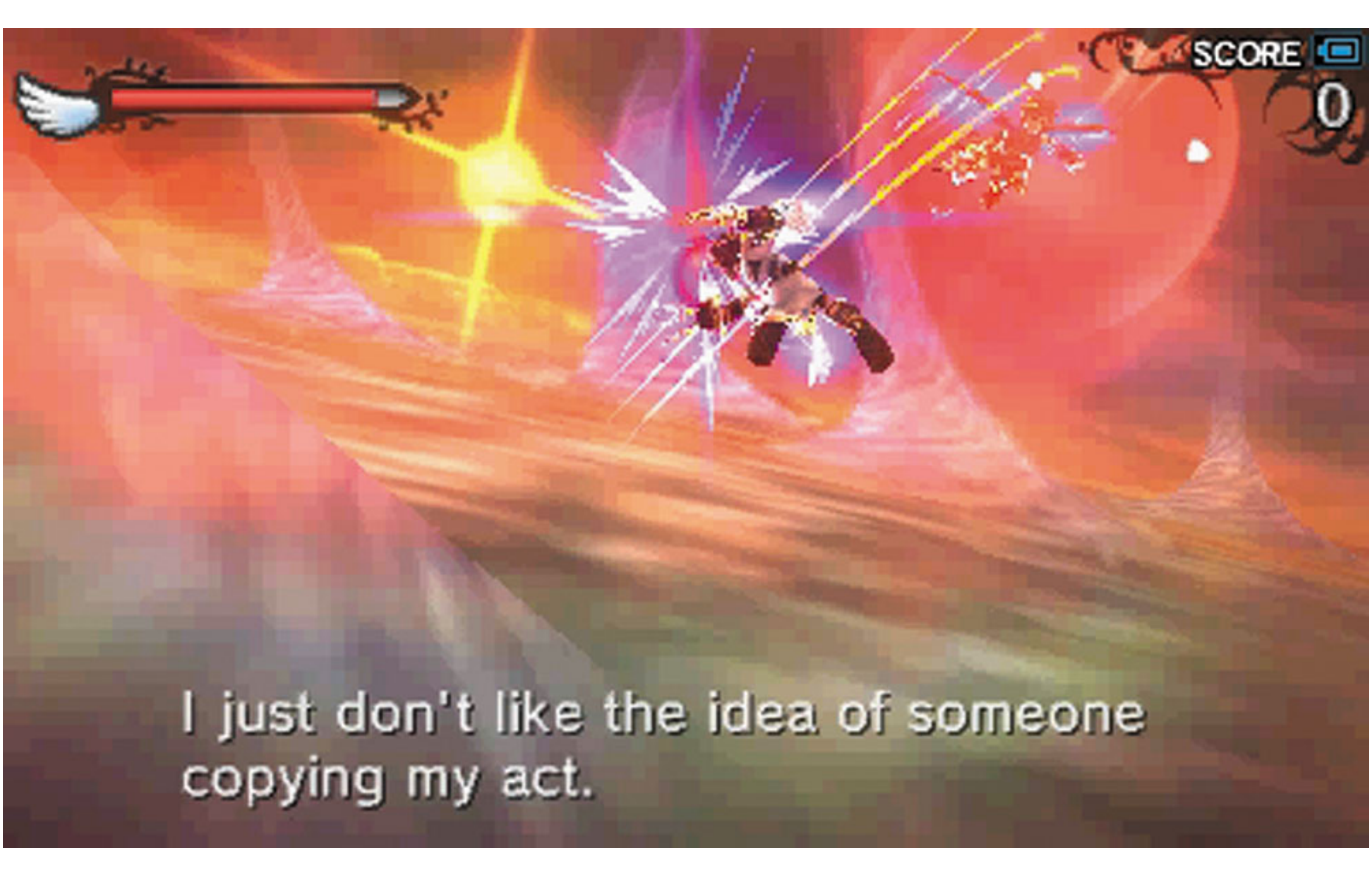


Chapter 6: Dark Pit

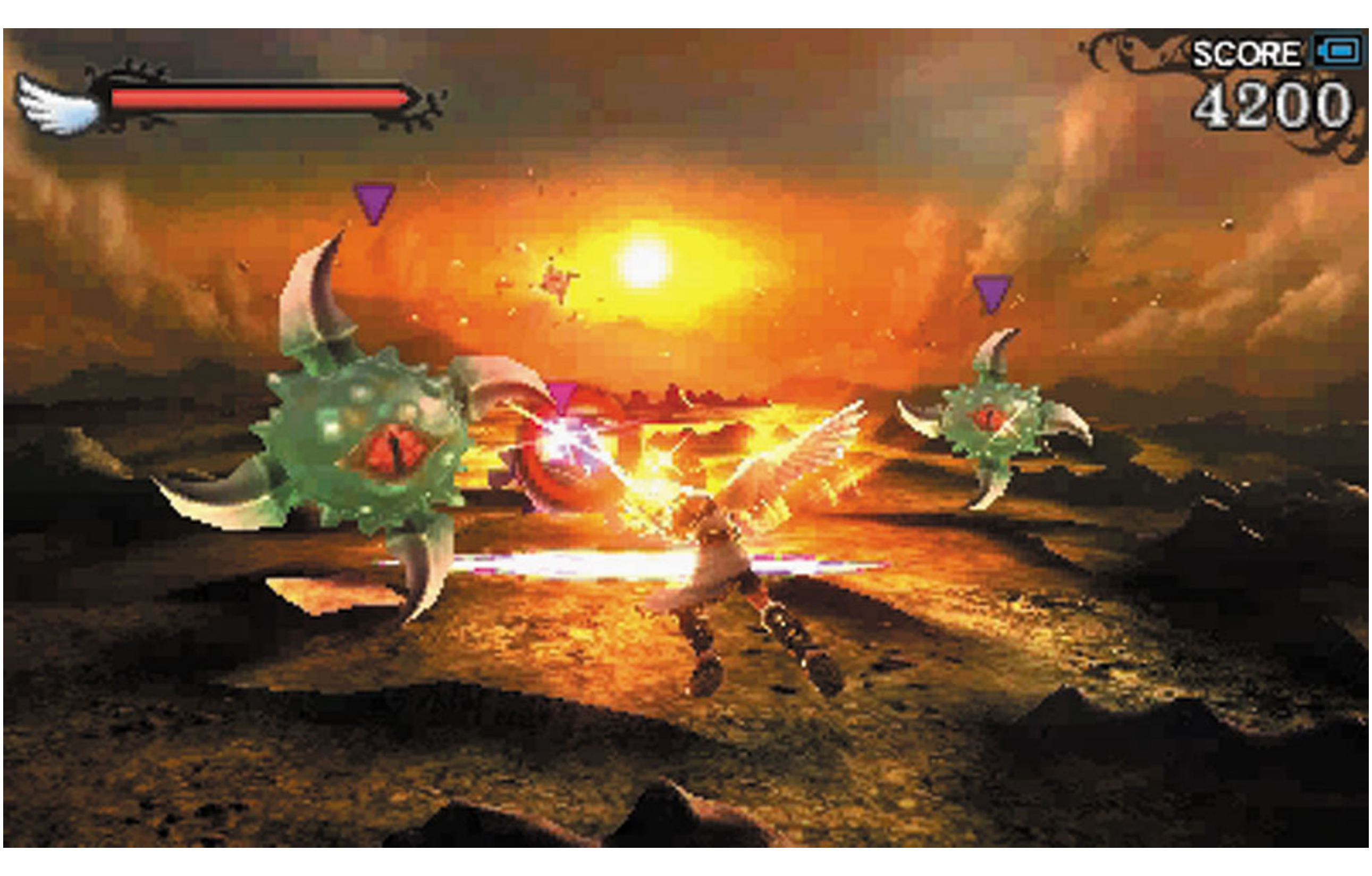
Air Battle

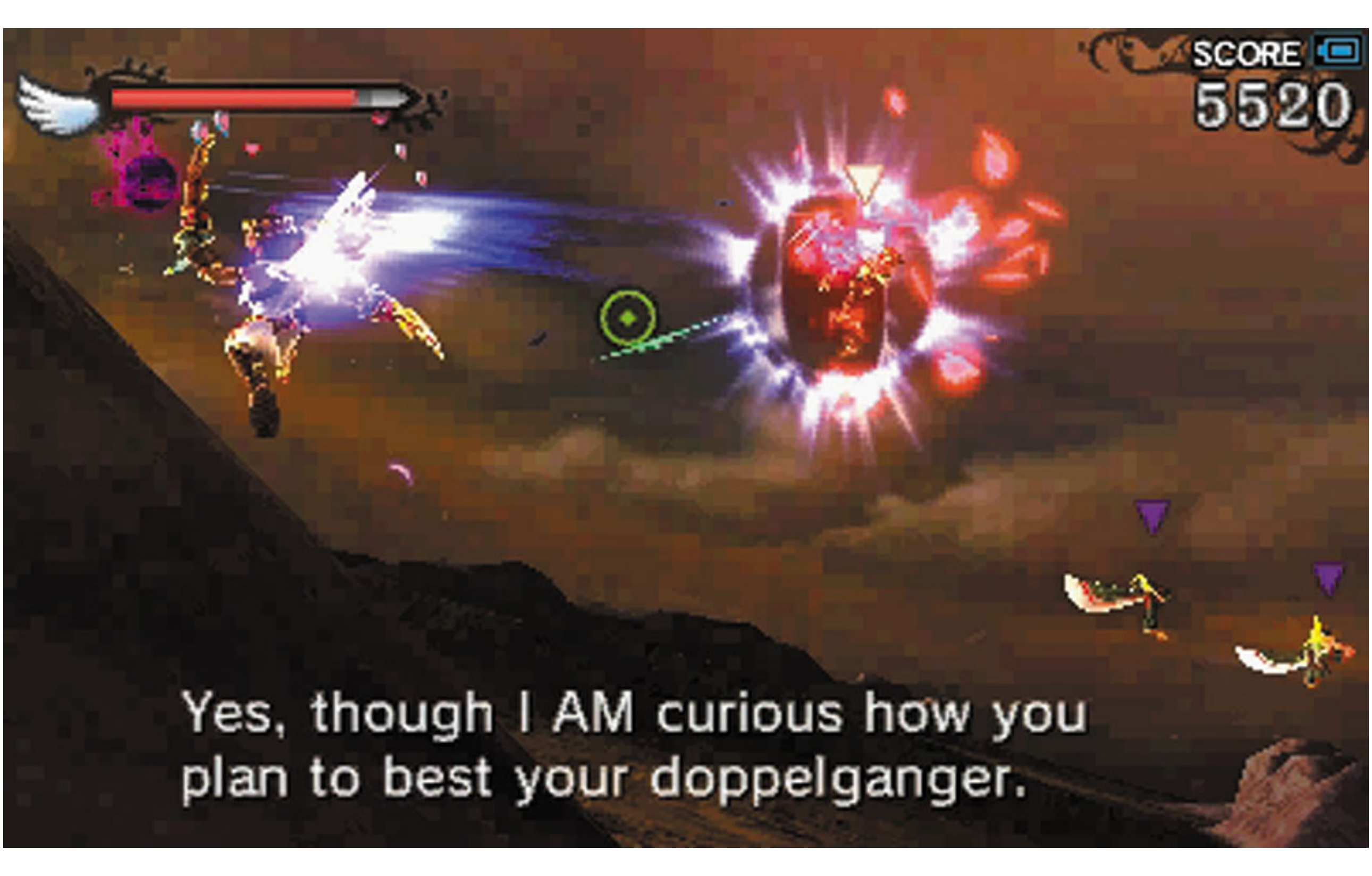
Dark Pit wastes no time, ambushing Pit the moment he steps through Palutena's passageway. After a heated exchange, Dark Pit breaks free, beginning a wild chase through the skies, and eventually through legions of Underworld Army troops.



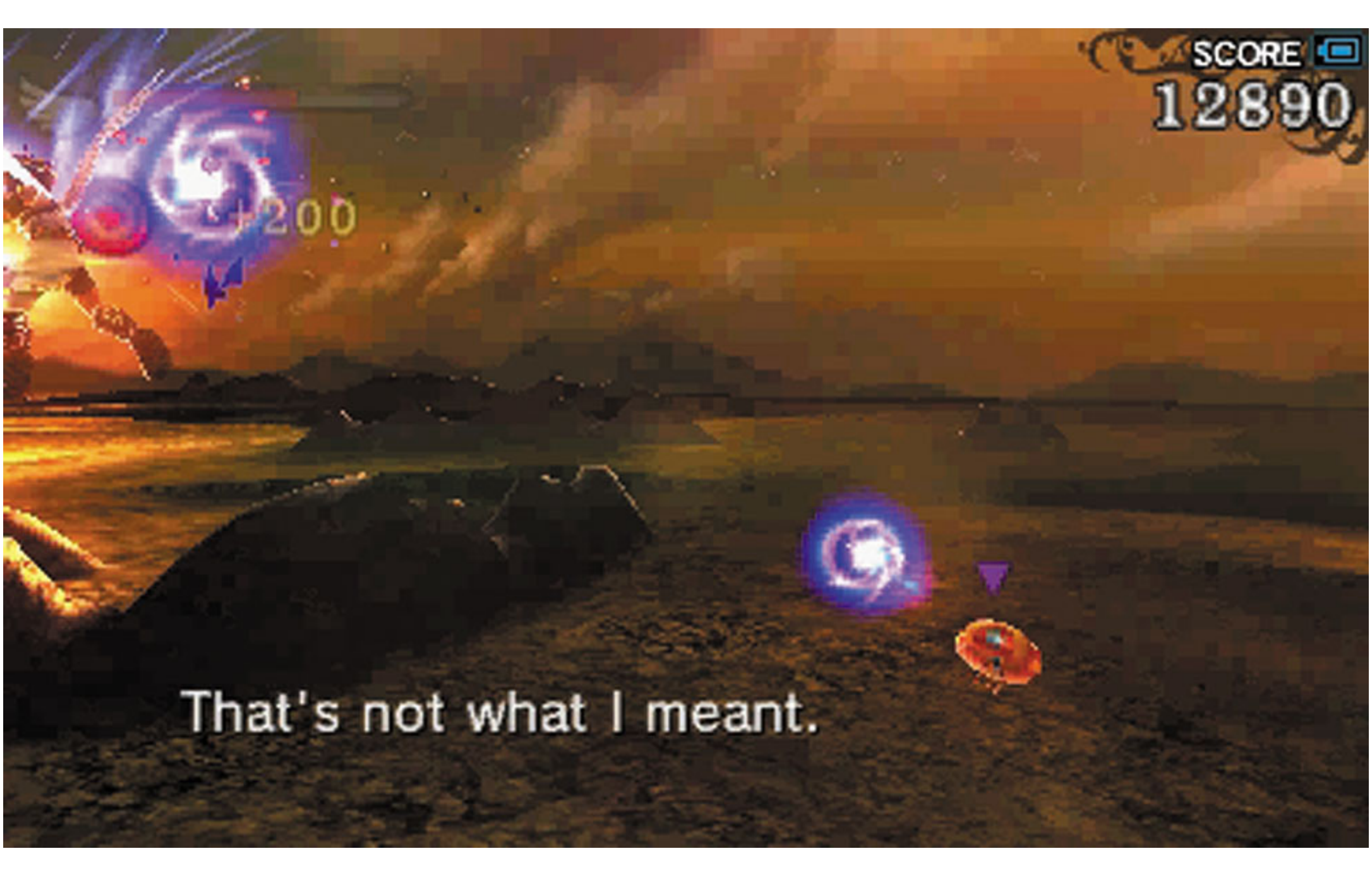

SCORE
0
I just don't like the idea of someone copying my act.

At first, it's a simple duel. Dark Pit is an agile target who is difficult to draw a bead on. He quickly shifts between close-range and long-range combat. Keep the pressure on him as best you can. When he gets close, make sure you're pounding him with melee attacks. When he falls back to snipe at you, dodge his shots and respond with charged blasts. You can even break out your Special Attack if you'd like. You'll know you have done enough damage when he staggers and gives up some hearts.

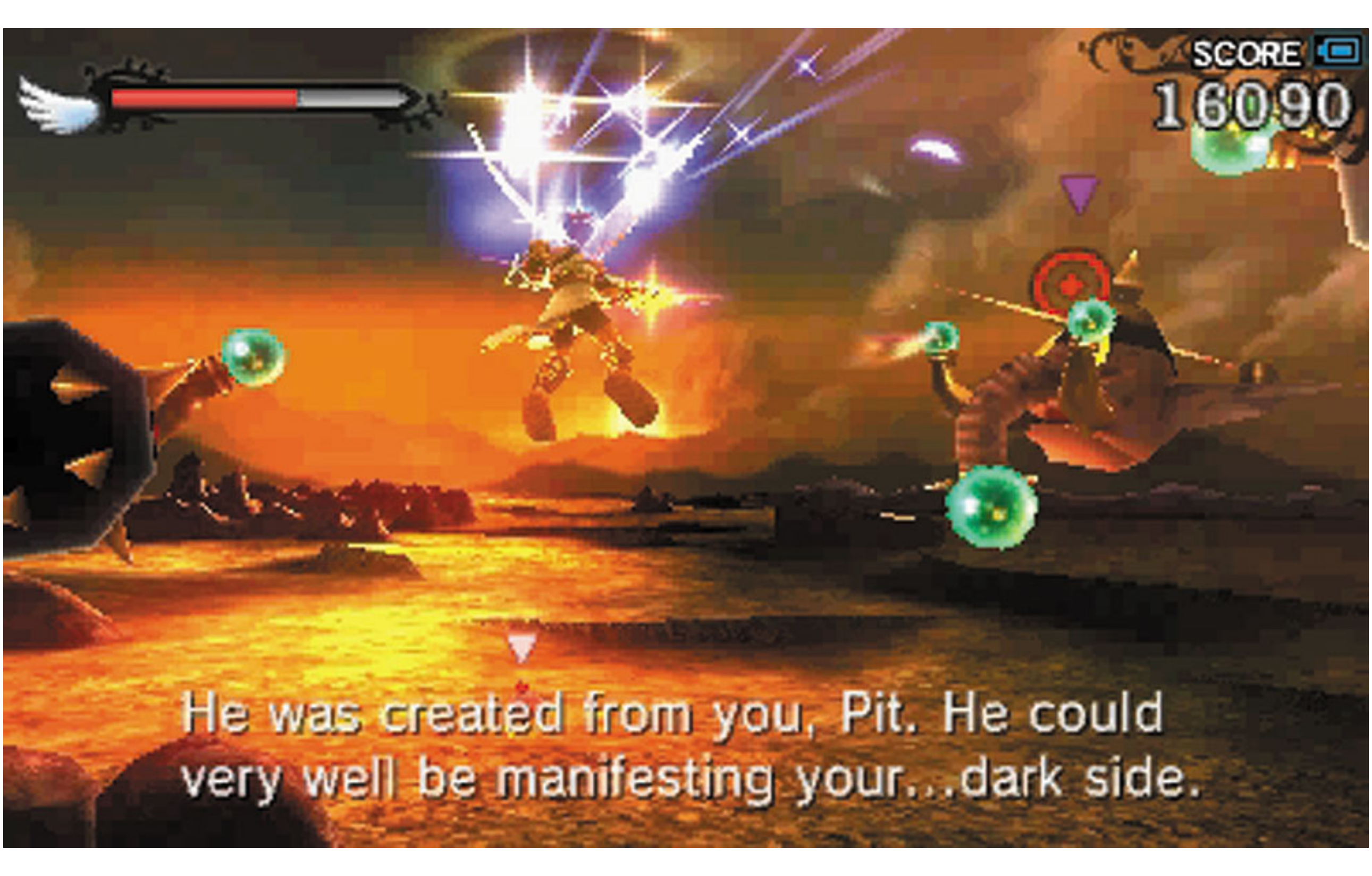



SCORE
5520
Yes, though I AM curious how you plan to best your doppelganger.

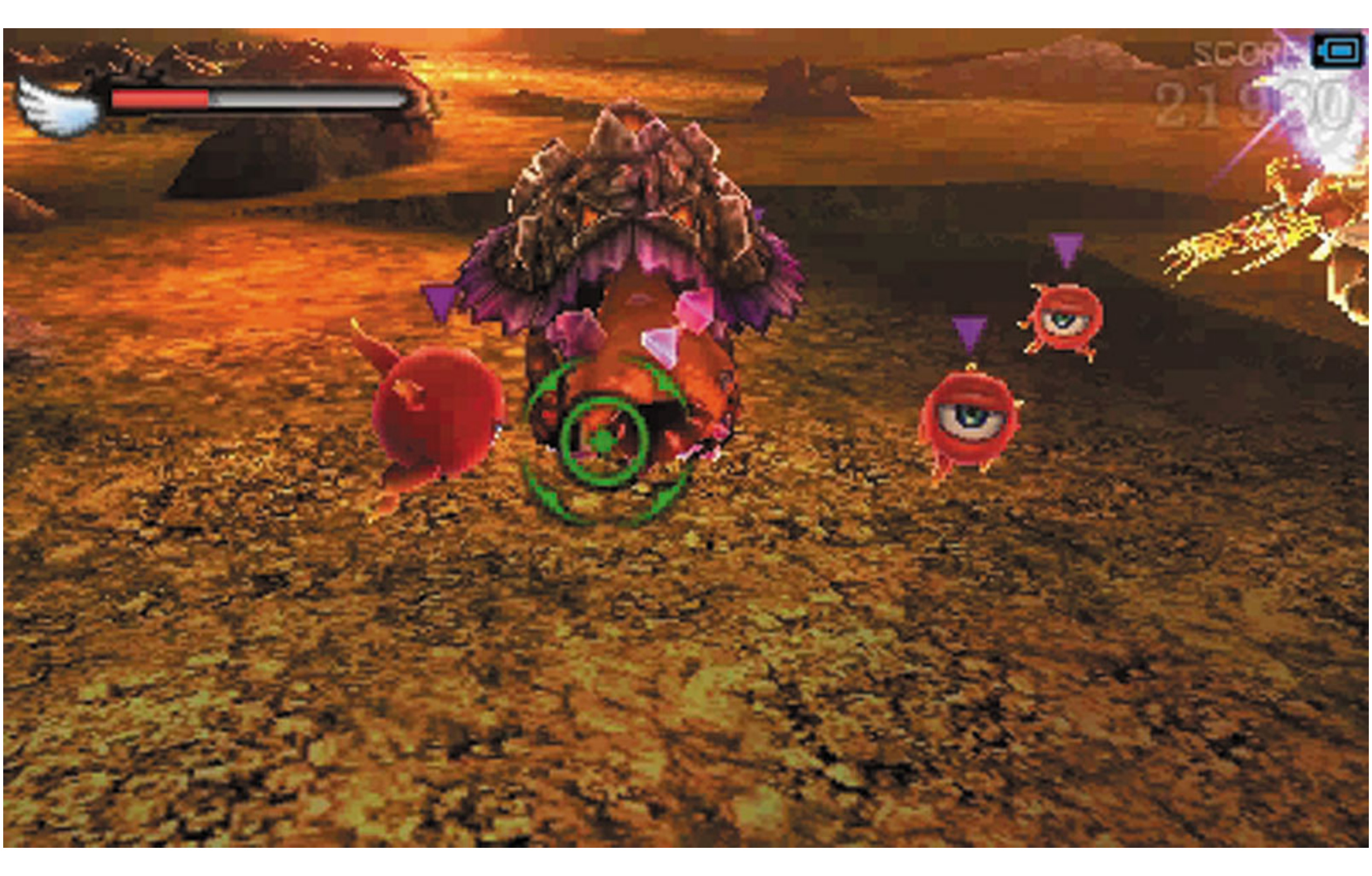
Eventually, Dark Pit has had enough of the battle—for the moment—and he flees below the clouds. Pit doggedly pursues his twin and finds himself suddenly facing down a determined Underworld offensive. Splins and Shrips are among the first to join in the fun. While all of this is going on, Dark Pit will swoop in throughout the entire battle to take a few cheap shots, so always keep an eye on Pit's position and be ready to make emergency dodges if necessary.


SCORE
12890
+200
That's not what I meant.

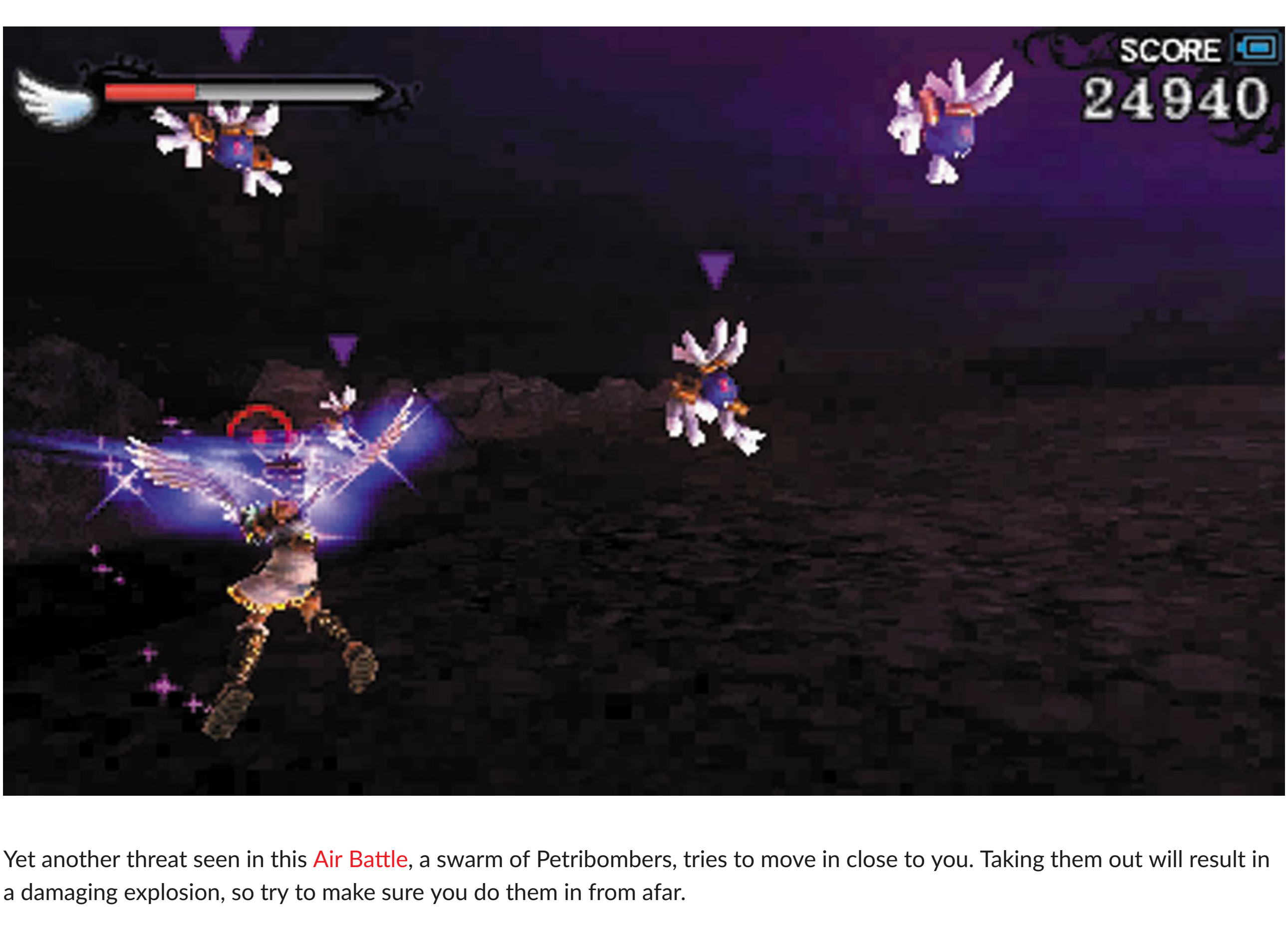
Watch for Paramush to be dropping in while you're busy with larger and faster targets. They're slow enough that you can easily pick them off and keep the skies a bit clearer.


SCORE
16090
He was created from you, Pit. He could very well be manifesting your...dark side.

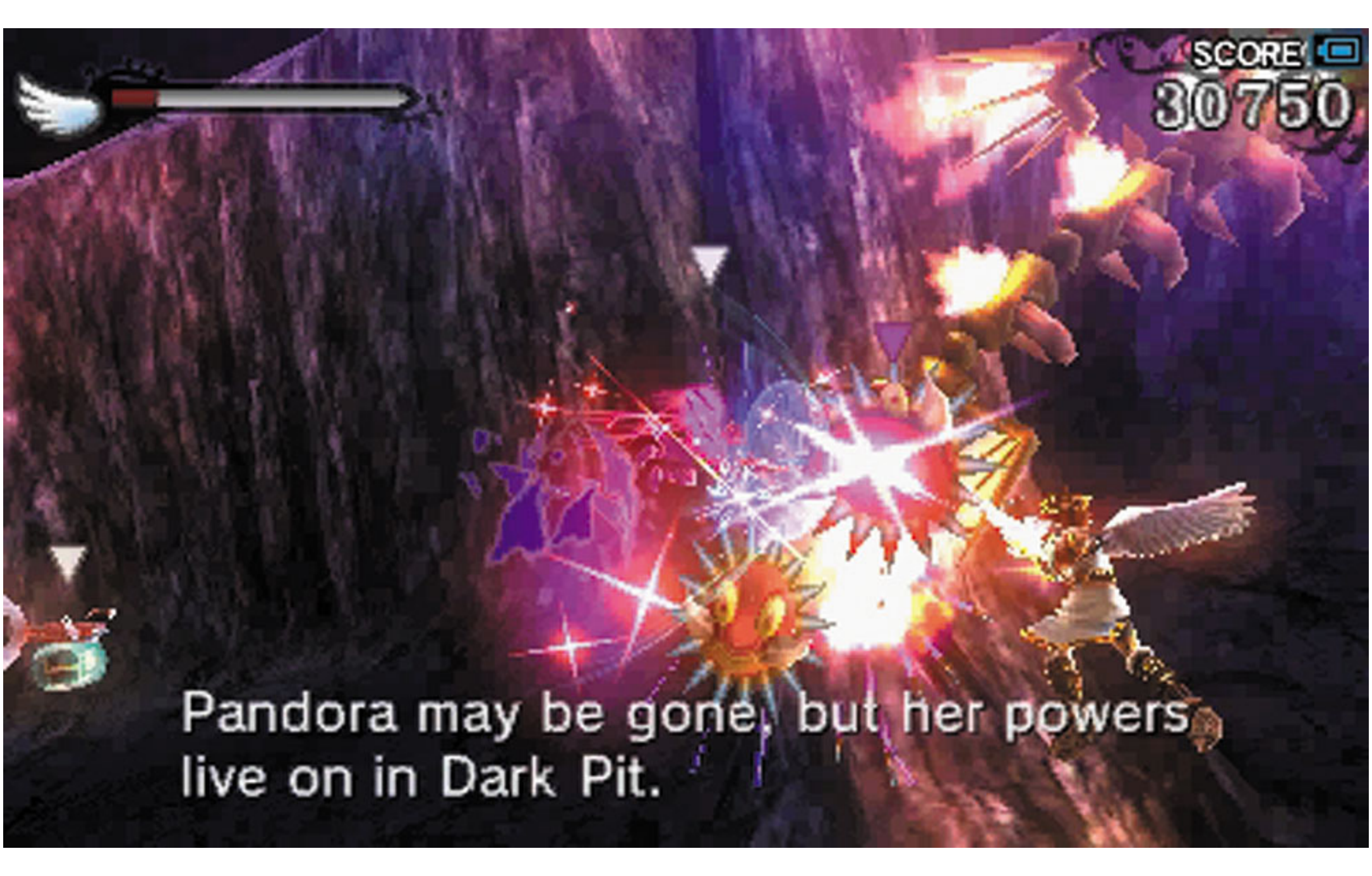
When you see the Snong appear, do whatever it takes to finish it off as quickly as possible, going even so far as to drop a Special Attack on it. Its fists home in on Pit and cause heavy damage when they strike. All it takes is a moment's distraction for the fists to land a solid hit.



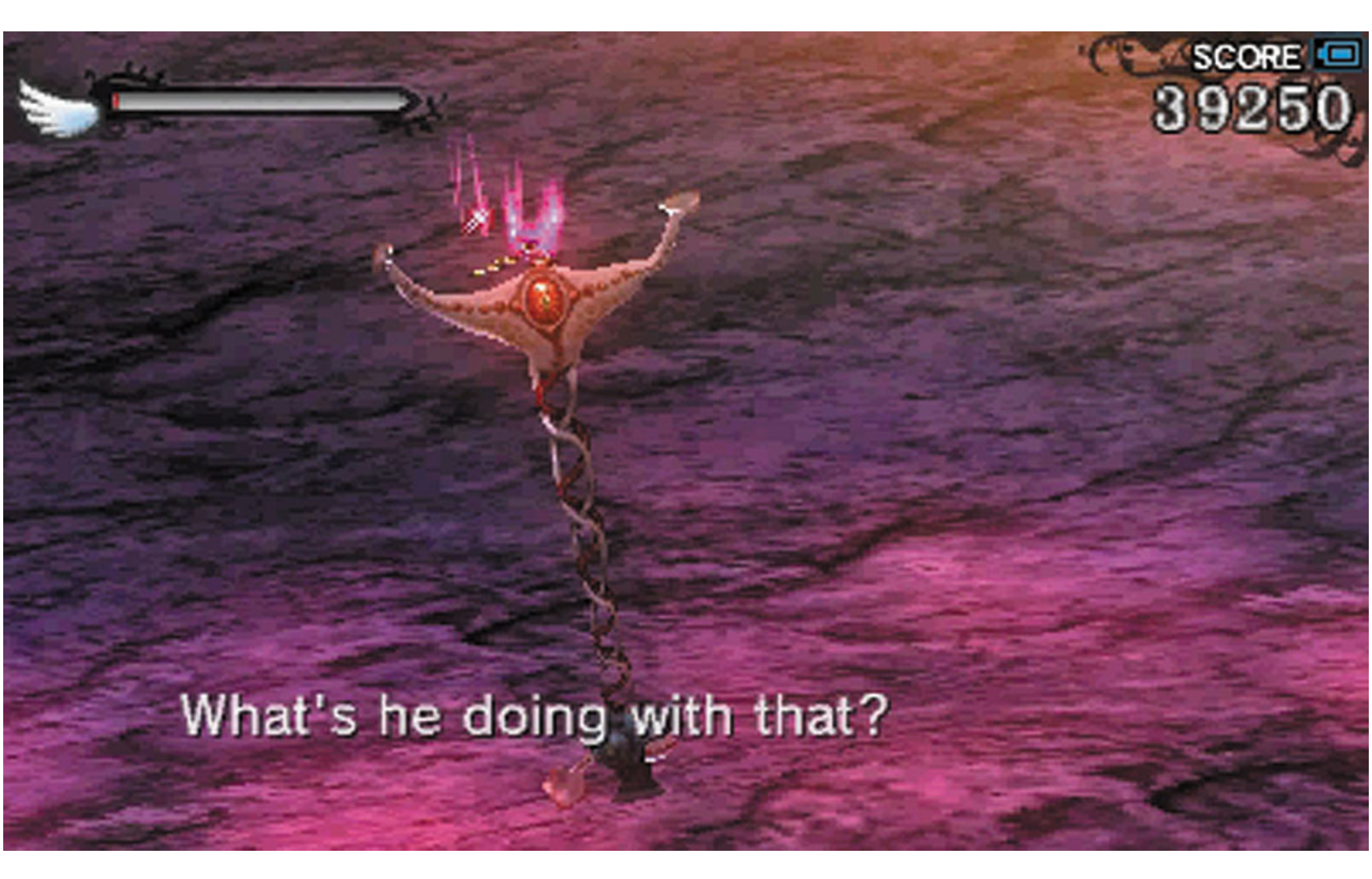
Watch out for the Vakloom as well. Force it to unleash its beam attack by letting it absorb your shots, then continue to fire on its head while it recovers. If you're feeling overwhelmed by other enemies while taking down the Vakloom, a Special Attack can help.

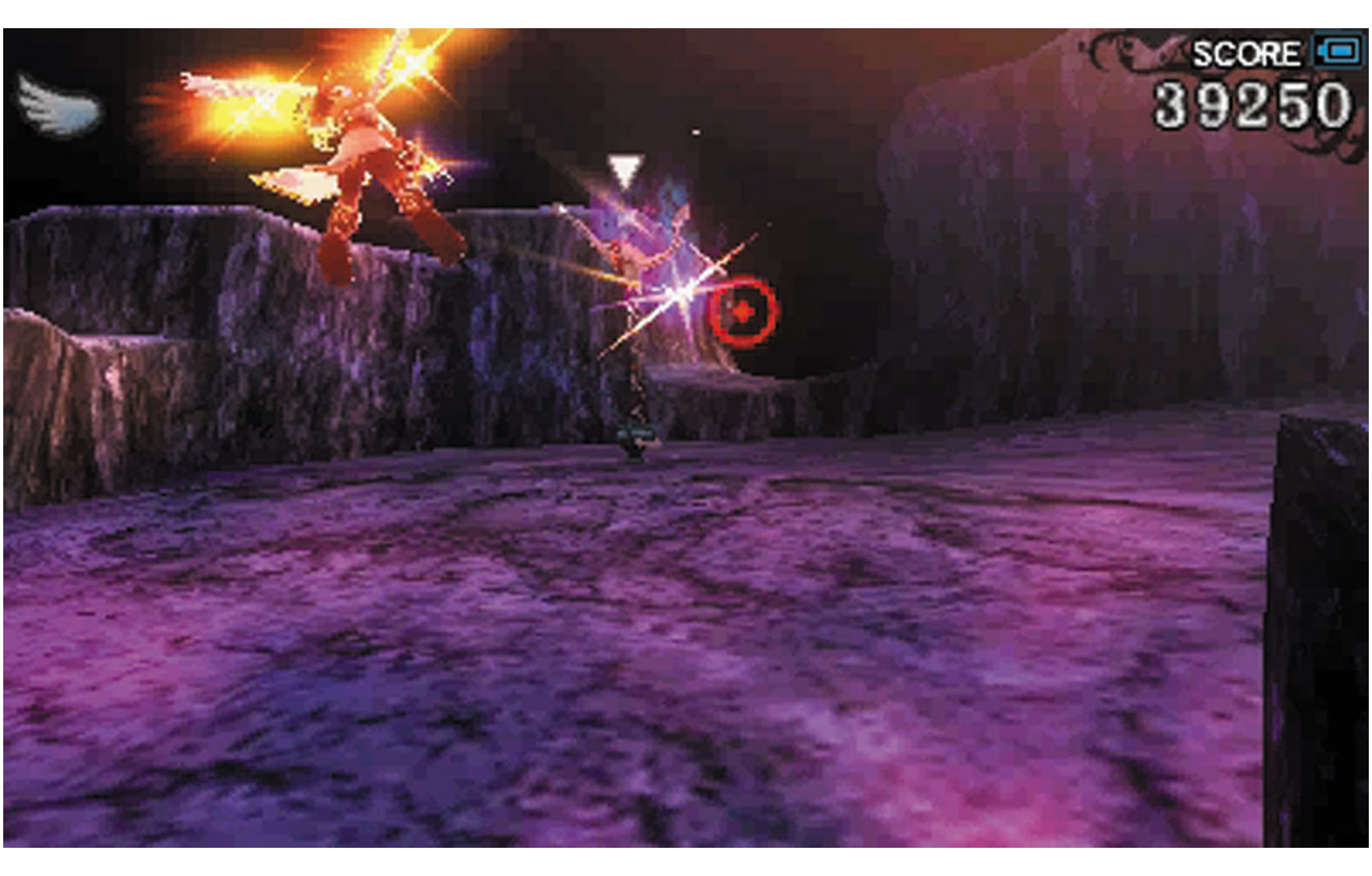

SCORE
24940

Yet another threat seen in this Air Battle, a swarm of Petribombers, tries to move in close to you. Taking them out will result in a damaging explosion, so try to make sure you do them in from afar.

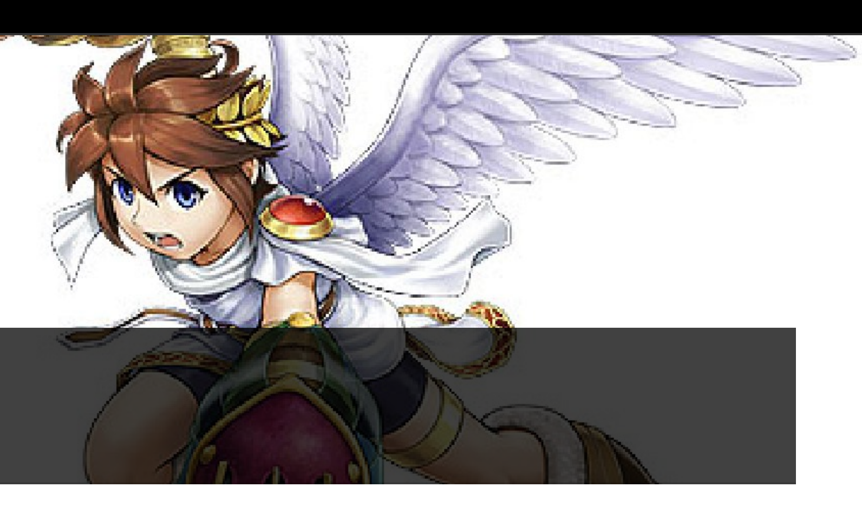

SCORE
30750
Pandora may be gone, but her powers live on in Dark Pit.

You'll come across some recovery orbs as you enter a ravine, and there's a good chance that you're probably hurting for them by now.


SCORE
39250
What's he doing with that?

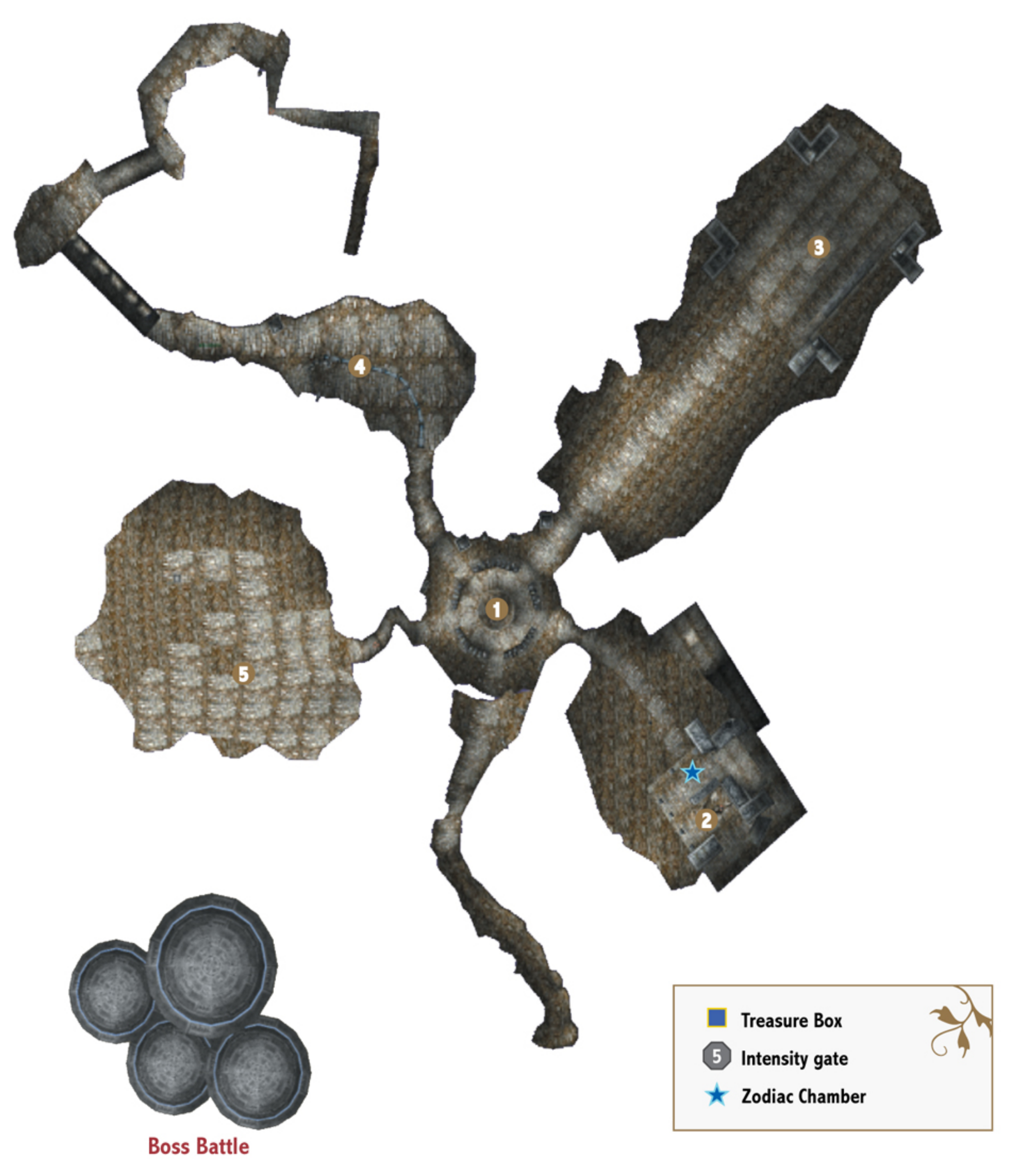

SCORE
39250

Eventually, Dark Pit commandeers a Zurret, and uses it as a sniping platform. Try to keep yourself out of his sight, using any terrain Palutena parks you near to save yourself some grief. Eventually, you move in close enough to take out his makeshift weapon, and Dark Pit will once more flee to safety. A last wave of enemies tries their luck as you pursue him, but once you get past them, you take the fight to the ground.



Chapter 6: Dark Pit

Land Battle



Having chased Dark Pit to this secluded mountaintop, a duel of wits and skill is inevitable. Following Underworld troops, you can find where Dark Pit has holed up and engage him in combat. Take a look at the map below and note how from the central hub, there are four distinct locations to visit. Within those areas, Dark Pit awaits.

Note

This stage can be very short on lower Intensities, with Pit only needing to beat his twin only once or twice somewhere on the mountain before Palutena creates the grind rail that leads to the final battle. There's no way to know in advance where Dark Pit will be, which means you may be coming back to this stage multiple times to try to locate the Zodiac weapon. At Intensity 9, you will have to hunt down Dark Pit four times before the final duel can begin, meaning you'll go to every part of the mountain. It's a chance to collect good loot, but Dark Pit is not an opponent to take lightly.

Tip

After every duel with Dark Pit, look around the area where you fought him to find newly spawned boxes full of items or equipment.

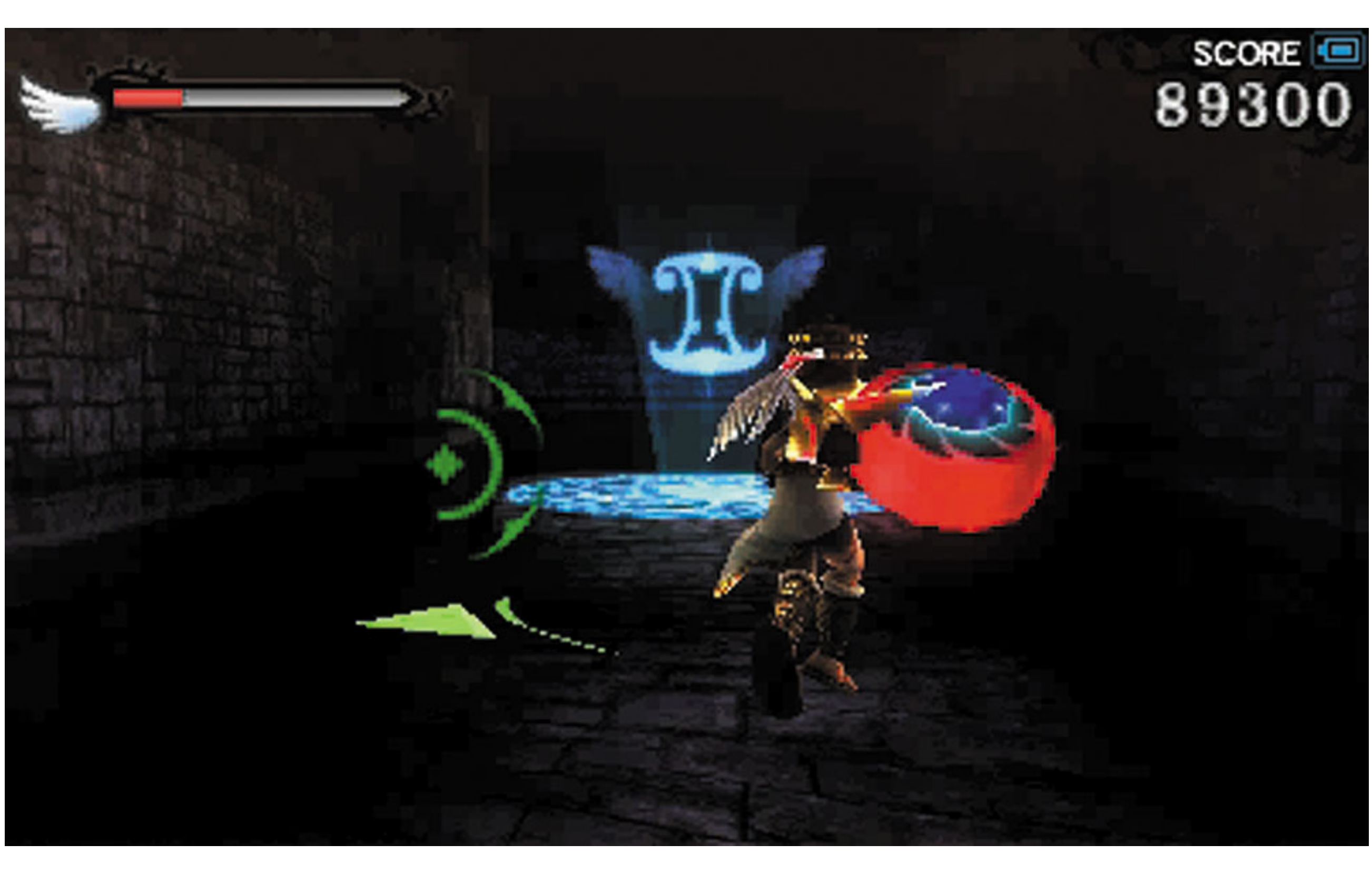
SCORE
43200

SCORE
43840

SCORE
67130

1. This dried-out fountain acts as the central hub for the whole map. From here you can watch to see where Underworld troops are headed, and then follow them to Dark Pit's location. After enough successful battles against Dark Pit, Palutena will tell you to return to this location and will create a grind rail for you to chase the copy down one last time.

SCORE
89300



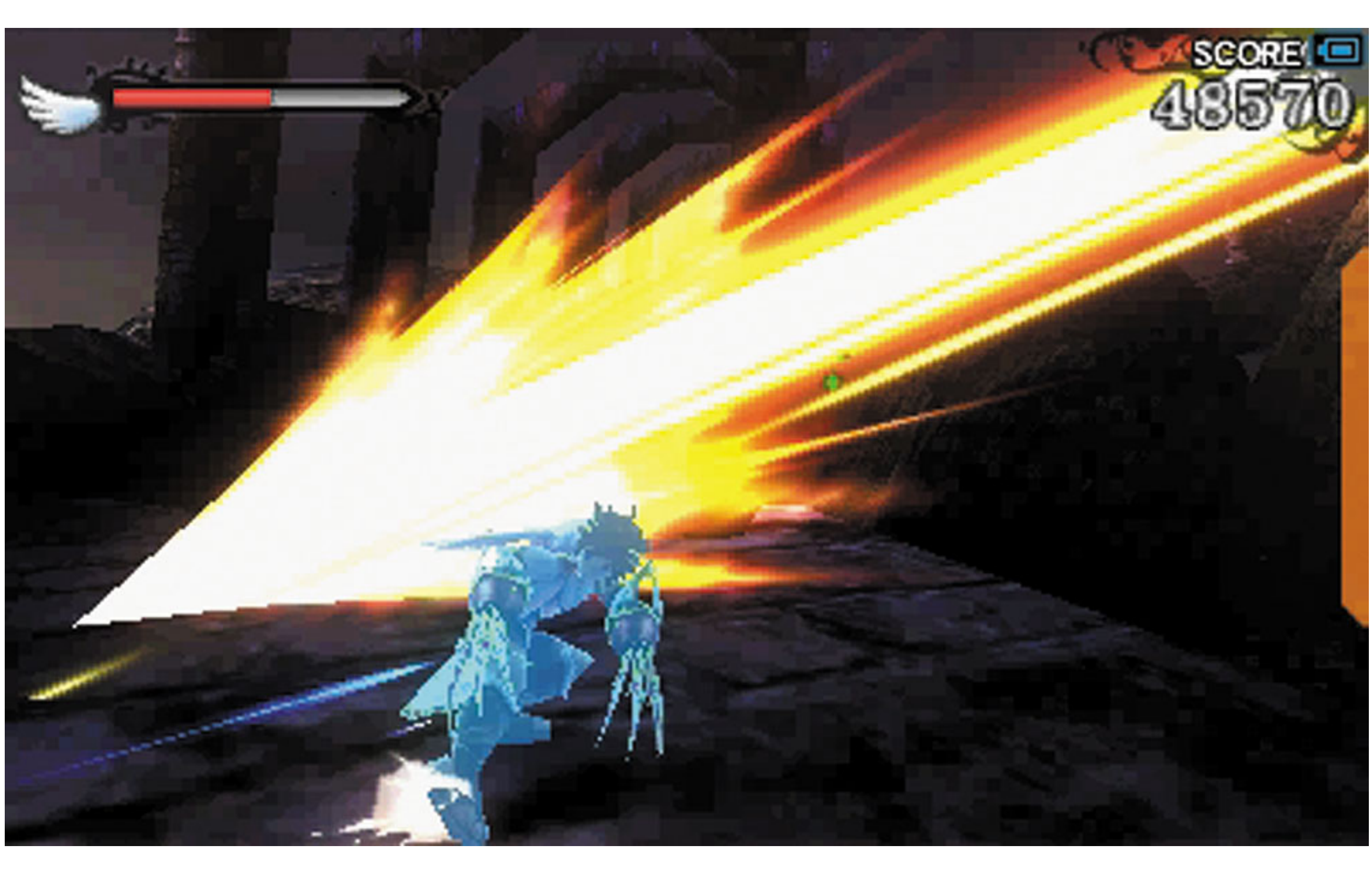
SCORE
59930
Hey there, Pit Stain!

2. The underground chambers of a forgotten temple is one of dueling locations. It's a dark place with many pillars that can be used as cover. This can be a tough battle, if only for the fact that Dark Pit uses a powerful club weapon. Watch out for the massive energy attacks his club can fire. On any difficulty they can strip a huge amount of health in a single hit.

This area is especially important, for after the duel, a hidden passage will open in one of the darkened corners of the room, leading to the Zodiac Chamber. Unfortunately, it opens only if you have defeated Dark Pit in this area.

3. This altar is another of the dueling locations. Dark Pit is armed with a cannon for this battle, making long-ranged combat a tough proposition for you. Try to stick close to him for this fight, but always be ready to dodge at a moment's notice. Even at point-blank range, the cannon is a deadly weapon.

SCORE
46940
I don't know, but he's targeting you with a sniping staff, Pit.



4. This winding mountain path would be the perfect place to set up a long-ranged ambush and that is exactly what Dark Pit does. Standing at the very top of the mountain, armed with a sniping staff weapon, Dark Pit harasses you with constant sniper fire that is both accurate and painful. The whole while, Underworld troops have forgotten their animosity toward the copy and attack Pit during the whole climb.

SCORE
48570

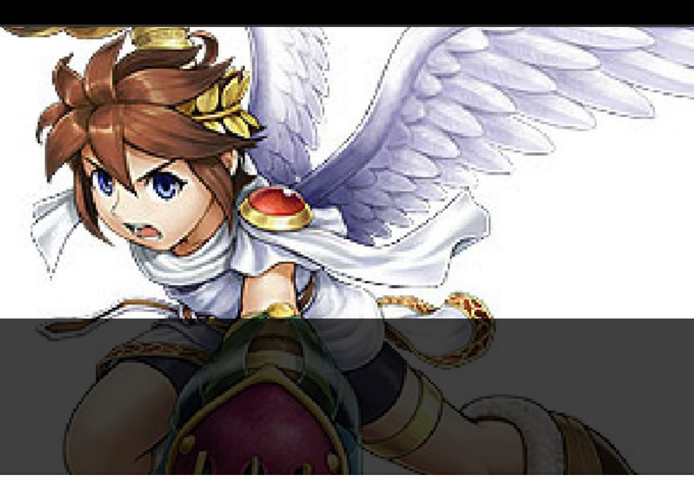
SCORE
50760

Partway up the mountain pass, a Merenguy will force you to target him, meaning your back is turned to Dark Pit. Destroy this monster as quickly as possible before Dark Pit can draw a bead on you. Once you get close to him, pound him until he retreats to another location, then use the jump pad that appears for a quick means down the mountain.

5. This open valley has little in the way of cover, but if Dark Pit has fled here, this will be your chance to climb aboard a Cherubot! This mech sports a rapid-fire cannon and a powerful melee attack, meaning it can make short work of any Underworld goons that try to interfere with the duel. As for Dark Pit himself, while he is at a serious firepower disadvantage to the Cherubot, he is still light on his feet. You can destroy the glowing boxes on the field to unleash a massive explosion that can stun the copy and allow you to get closer for melee, or you can keep raining bullets on him from afar.

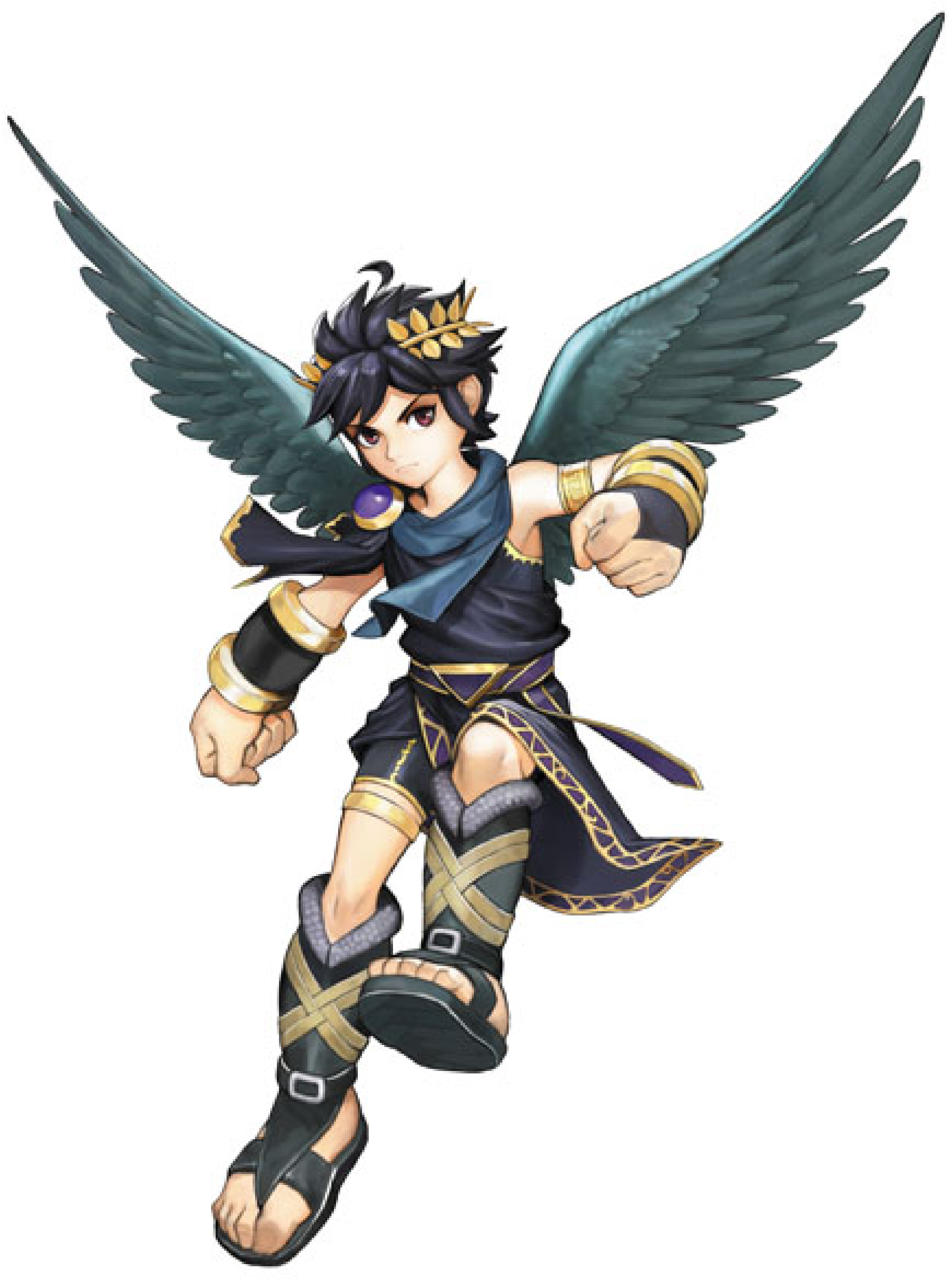
Let's do this!

Once you have beaten him enough times, Palutena will call you back to the central fountain. She has created a grind rail that takes you to the real boss battle.



Chapter 6: Dark Pit

Boss Battle: Dark Pit



Health Range	
Min Health	Max Health
200	1000

After beleaguering Pit throughout this entire chapter, Dark Pit has decided to make his stand atop a series of platforms high above the land.

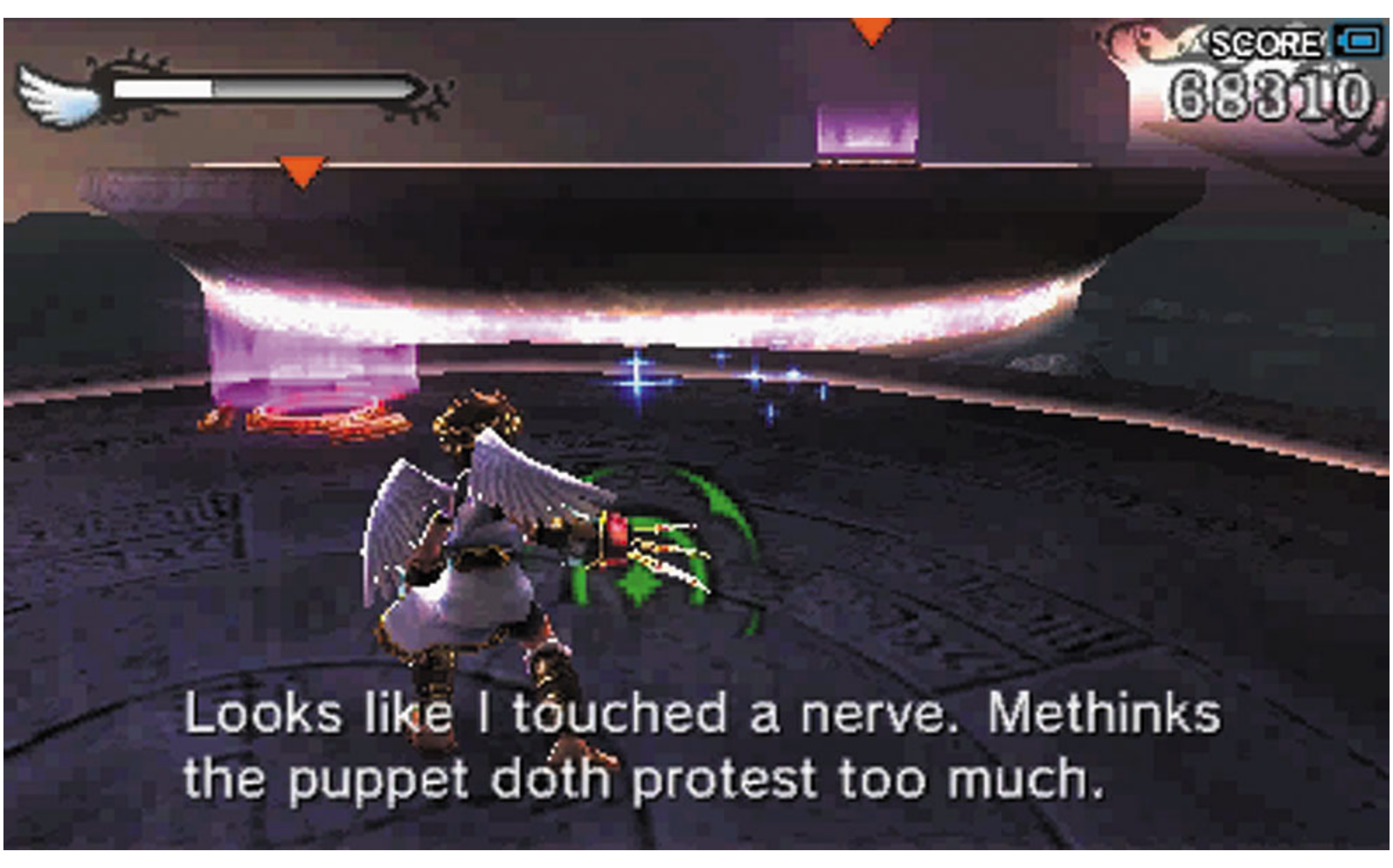
SCORE
68310
Who are you calling a puppet?!

SCORE
68310
I have absolute faith in Lady Palutena!

Pittoo is an adaptable fighter. With his bow, he can fight effectively at any range. If he can see you, he can send barrage after barrage of homing arrows after you. Thanks to his superior powers of flight, Dark Pit can easily fly away from the platforms to relative safety, which can be a real hassle if you've brought a weapon with a meager ability at ranged combat. Take advantage of every moment you can get your hands and shots on him.

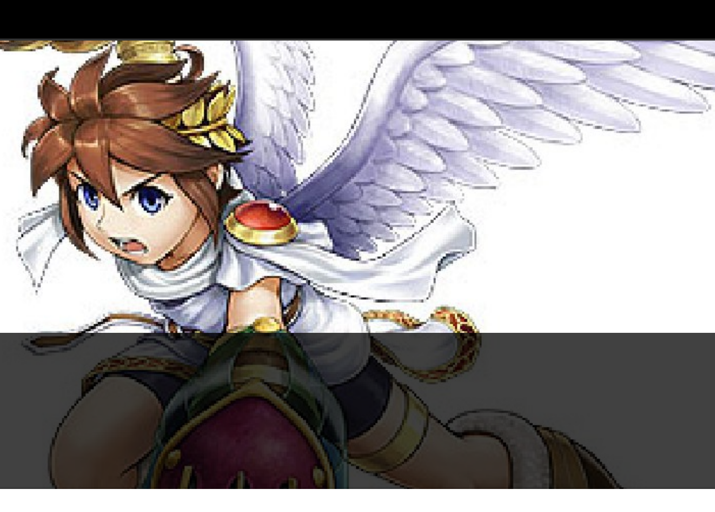
More common on higher Intensities, Dark Pit also has a high-speed charge attack that can send you flying. However, if your aim is steady, it's possible to shoot him out of this attack and force him to retreat back into the sky for arrow barrages.

SCORE
68310
Lady Palutena always guides me the right way. That's why I follow her!


SCORE
68310
Looks like I touched a nerve. Methinks the puppet doth protest too much.

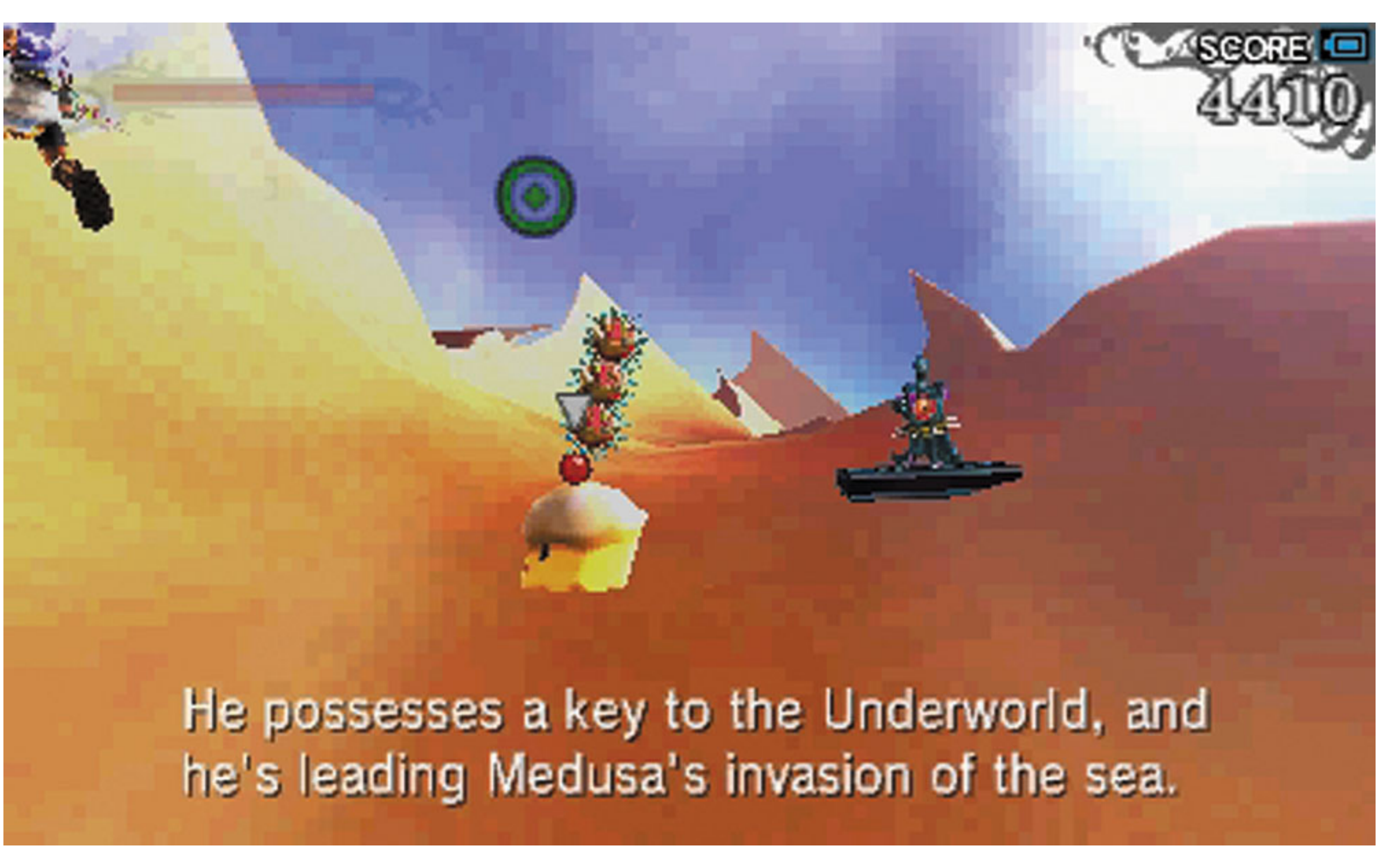
Watch out for when Dark Pit begins charging an attack that targets almost the entire platform you're currently standing on. You'll be able to tell by the pink and purple energy field that begins building up on the platform and from Dark Pit himself. If you don't get to safety fast, you can expect to take some heavy damage. Seek out a new platform; use the available jump pads as necessary.

After taking enough of a thrashing, Dark Pit does his best impression of a Souflee and retreats. Palutena reminds Pit that Medusa is the bigger threat, so for the moment the copy situation will have to wait.



Chapter 7: The Seafloor Palace

Air Battle



He possesses a key to the Underworld, and he's leading Medusa's invasion of the sea.

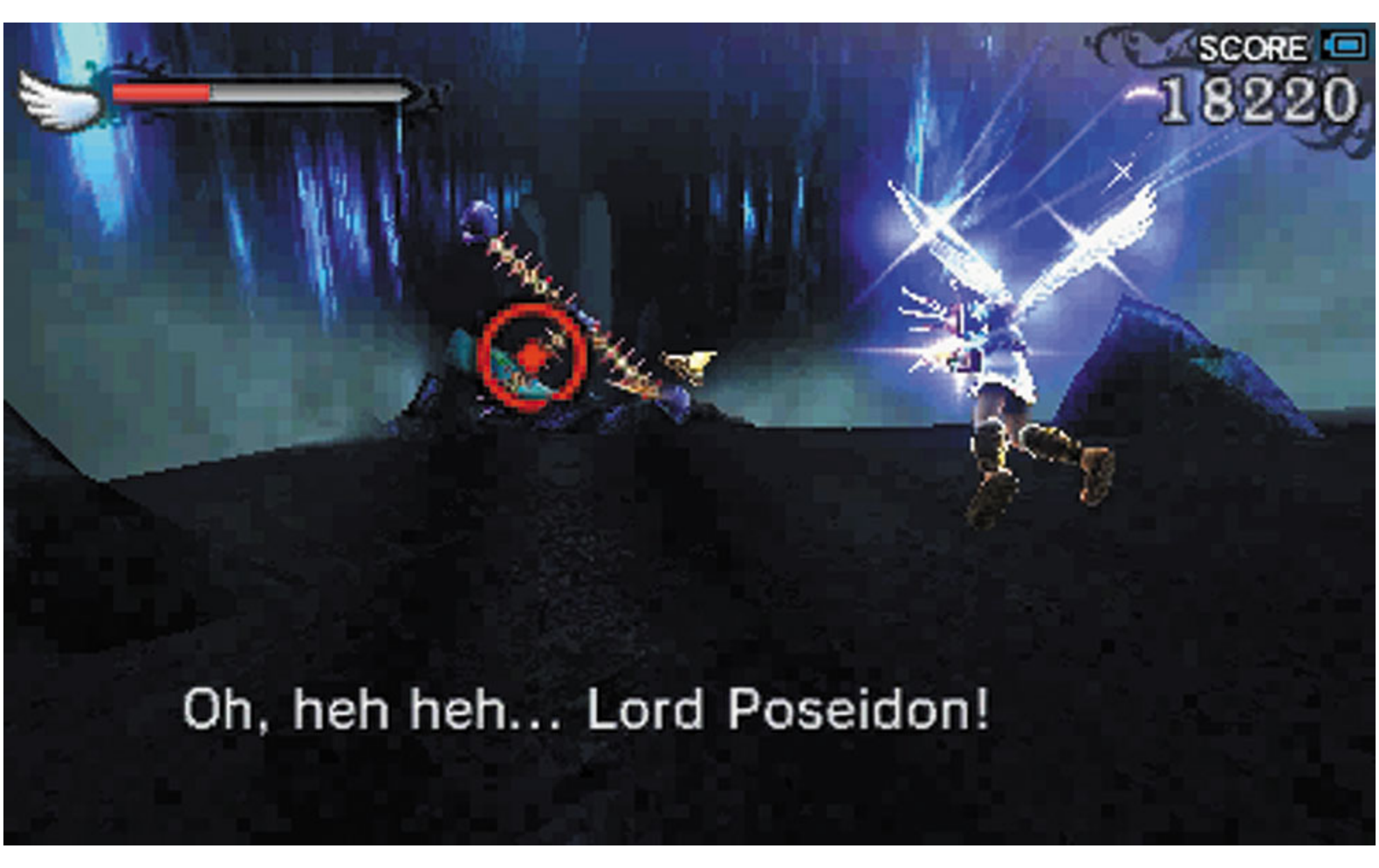
So I'll be fighting his forces in the sea? How am I supposed to do that?

Though the Dark Pit issue is left unresolved, Palutena needs Pit to focus on the Underworld Army once more. Today's target is Tanatos, the God of Death himself. He leads Medusa's invasion of the sea, and so Pit must cross the desert, enter the sea, and take from Tanatos the Underworld Key. Right away, you encounter fierce resistance. Expect pretty much everything you've seen of the Underworld Army thus far.

Caution

On higher intensities, this is one of the hardest Air Battles of the game, and you may find yourself practicing this battle repeatedly. A Level 9 Intensity gate is at the start of the Land Battle of this chapter, but don't feel too bad if you can't make it on your first go.

You've outdone yourself, Lady Palutena!

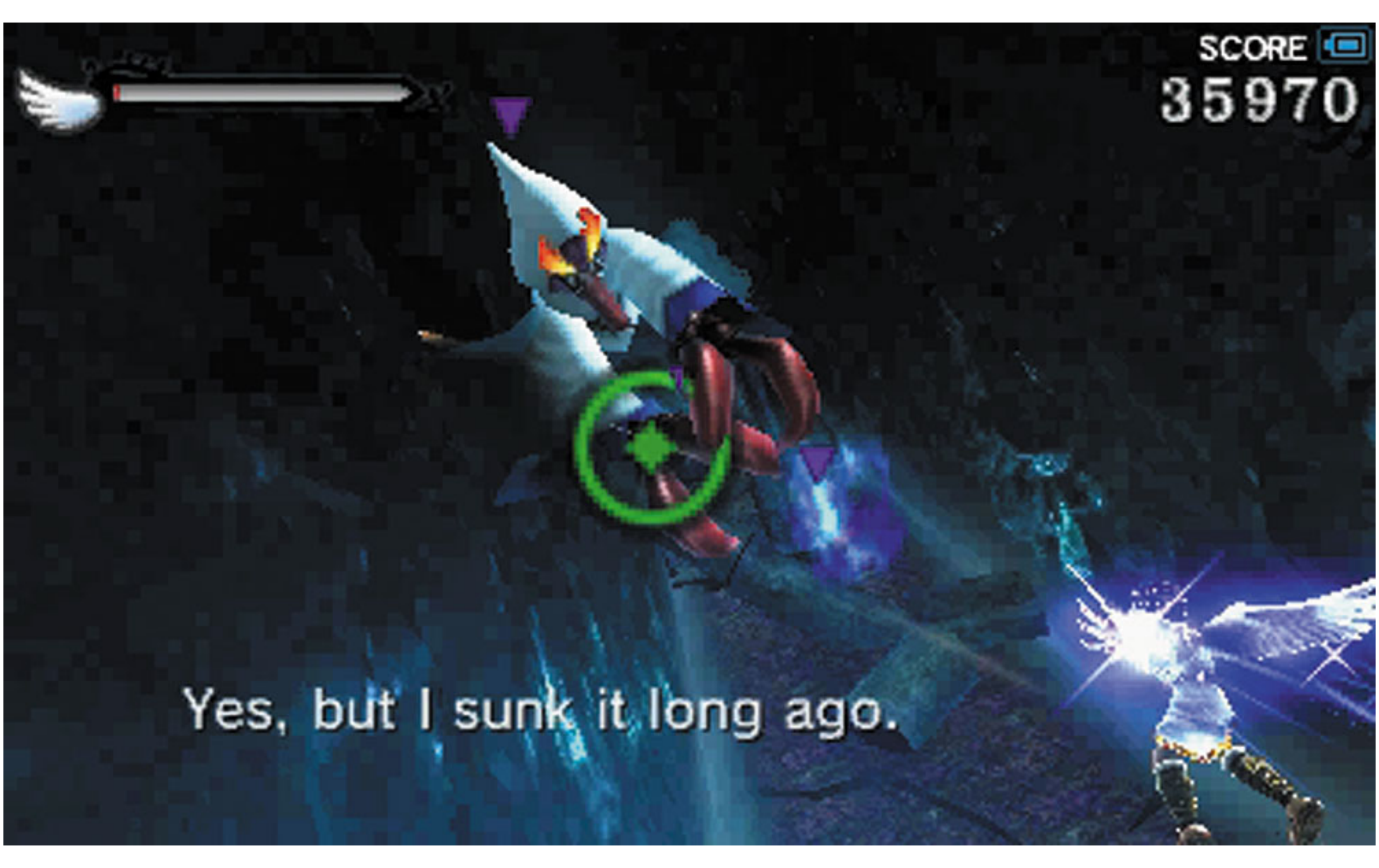


Oh, heh heh... Lord Poseidon!

SCORE
25900

I wouldn't allow anyone else to part my ocean!

When you arrive at the sea, Palutena parts it using her Mystical Powers of Sea-Parting ... which really just involved a call to Poseidon, the god of the sea. This also marks the beginning of one of the hardest sections of the Air Battle. Zurrets, Toxiecaps, Octos, Brawny Claws, and Gyrazers fill the tight passages of the parted seas, and just trying to dodge everything they throw at you can be very difficult. Use your Special Attacks if you're feeling too much pressure. Consider it a reprieve when Palutena says it's time to go deeper, as the enemy numbers thin out considerably.



Yes, but I sunk it long ago.

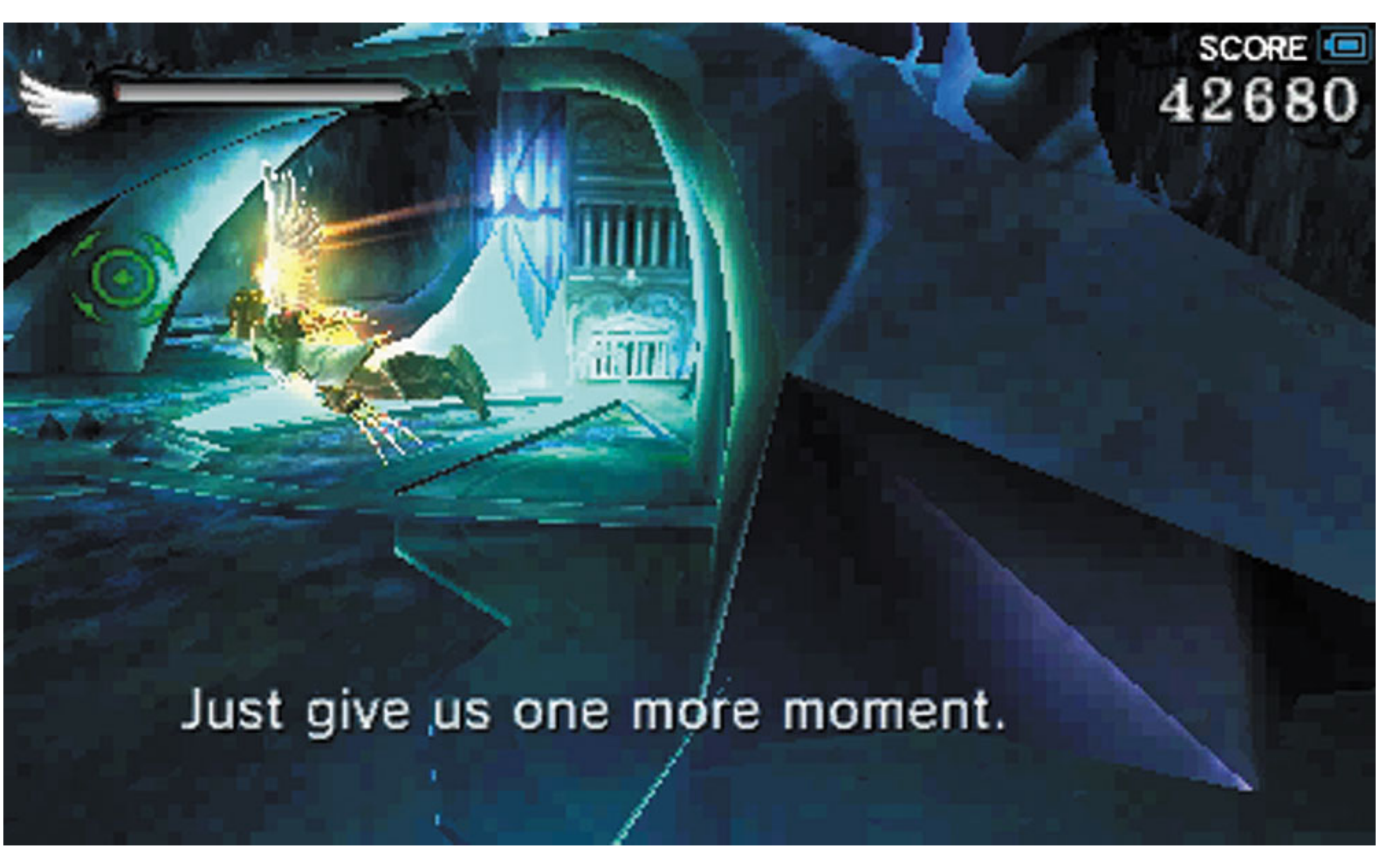
SCORE
36340

Humans consist of equal parts hubris, envy, and deceit.

SCORE
39380

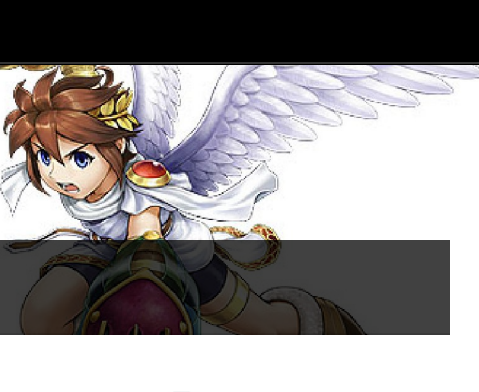
You eventually pass through a cave network that leads to a city that was sunk by Poseidon. If you're low on health here, Recovery Orbs will arrive as you pass through the ruins.

SCORE
39680

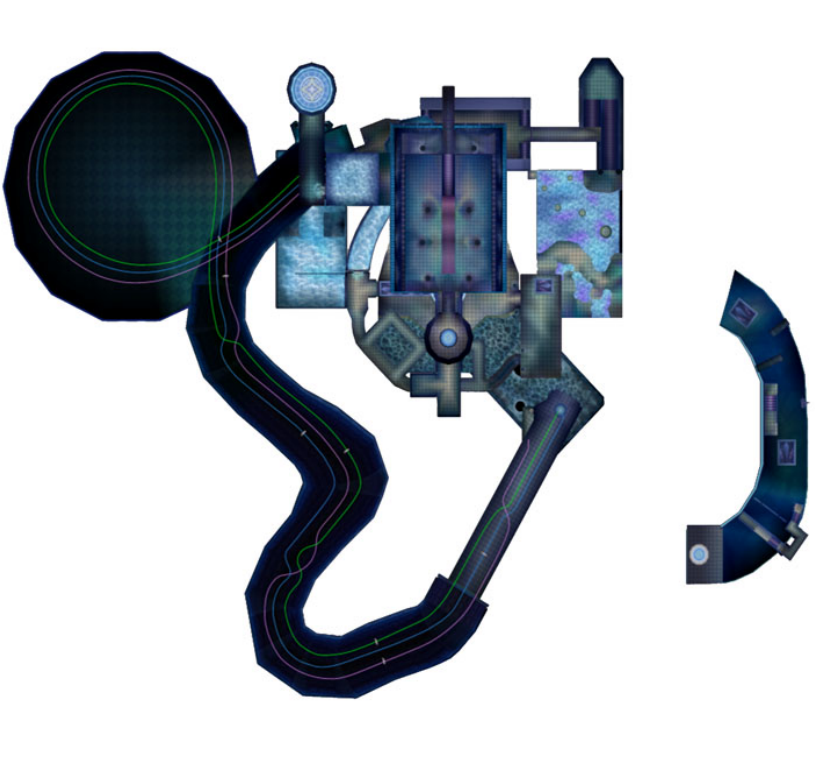


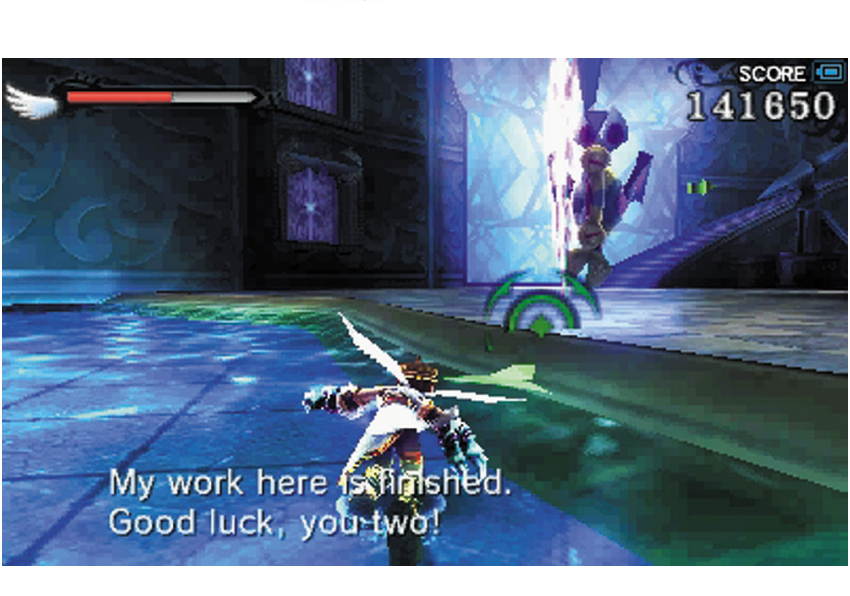
Just give us one more moment.

Watch for a Snong shortly after Palutena announces you've arrived at the ocean floor and prioritize destroying it as quickly as you can. The Seafloor Palace is not very far from where you encounter this monster, so just hold on for as long as you can.

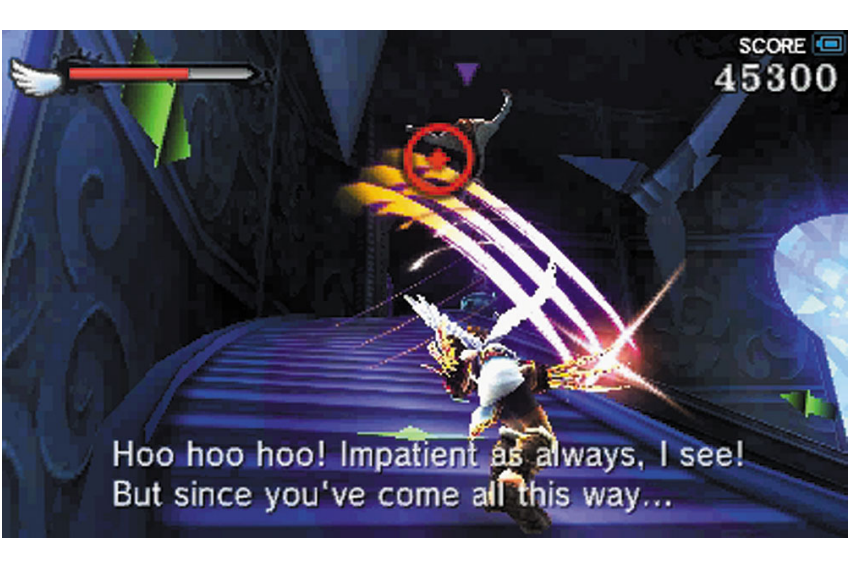


Land Battle

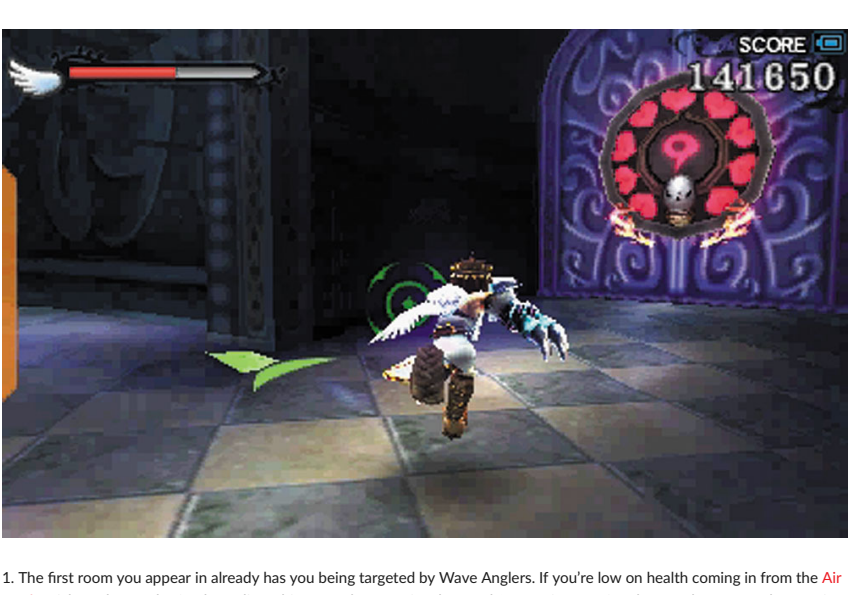




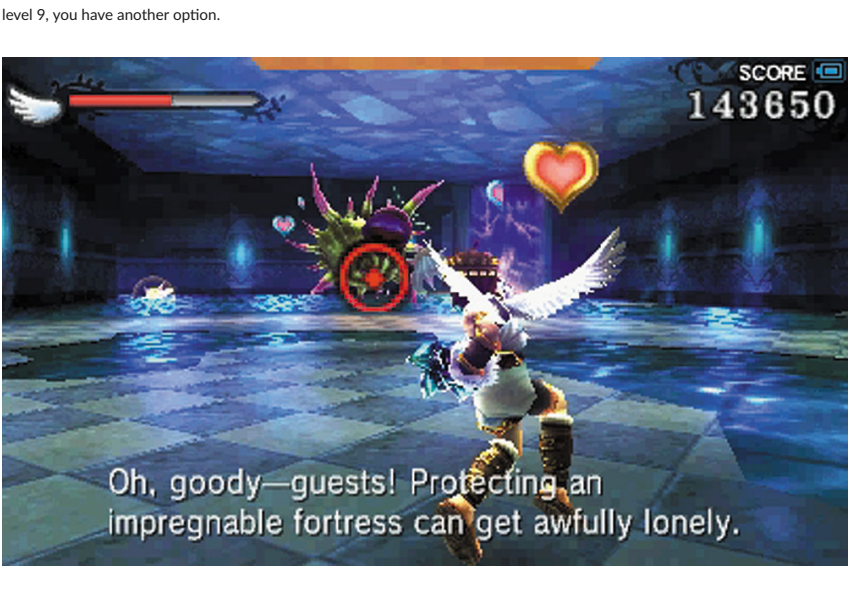
My work here is finished.
Good luck, you two!



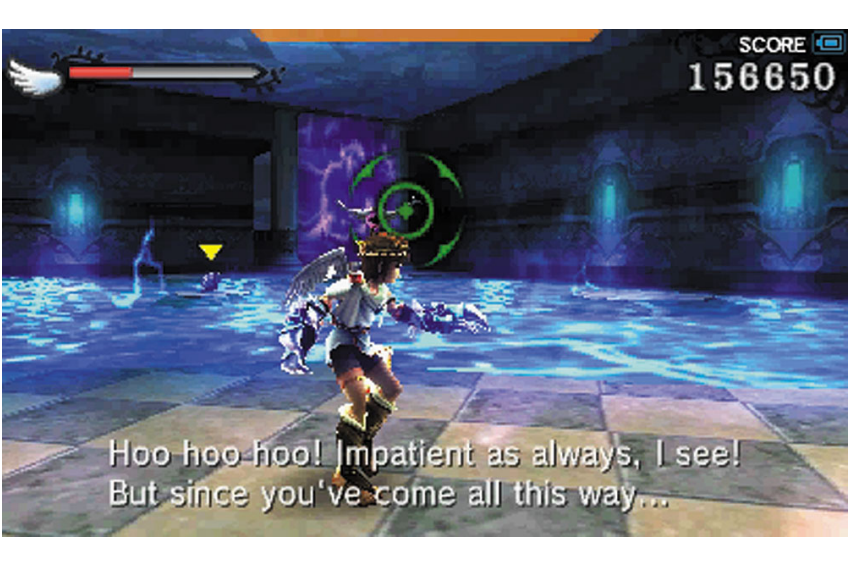
Hoo hoo hoo! Impatient as always, I see!
But since you've come all this way...



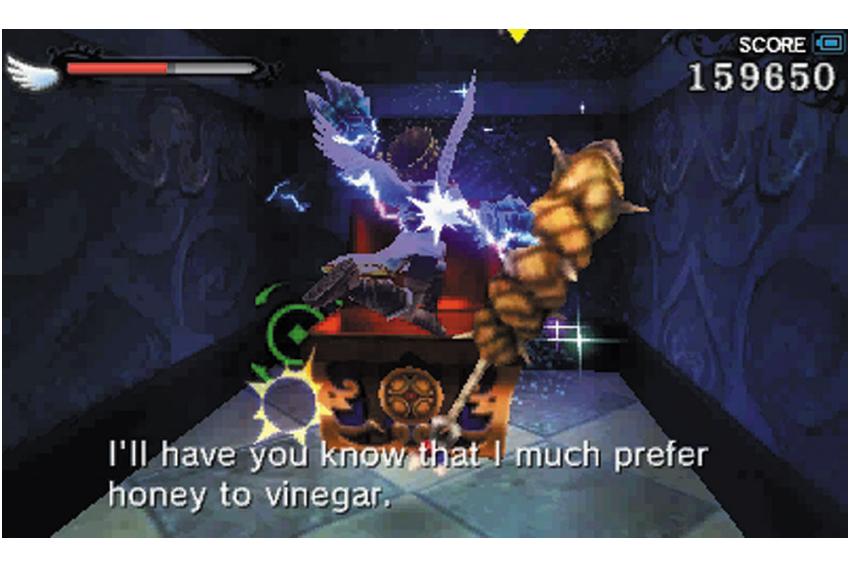
1. The first room you appear in already has you being targeted by Wave Anglers. If you're low on health coming in from the Air Battle, pick up the nearby food supplies. This room also contains the Level 9 Intensity gate for players who managed to survive that particular trial in the Air Battle. Once you clear the room, you can climb the stairs and move on, or if you're at Intensity level 9, you have another option.



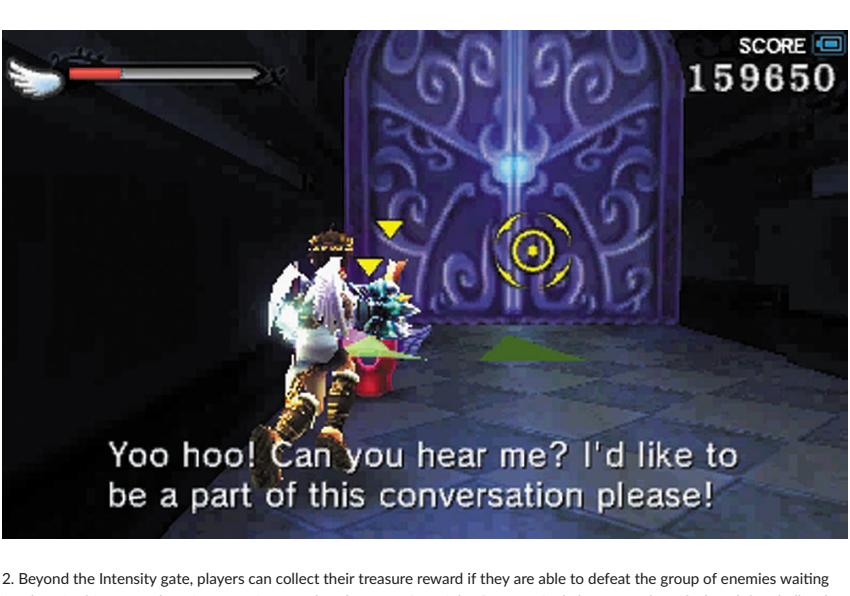
Oh, goody—guests! Protecting an impregnable fortress can get awfully lonely.



Hoo hoo hoo! Impatient as always, I see!
But since you've come all this way...

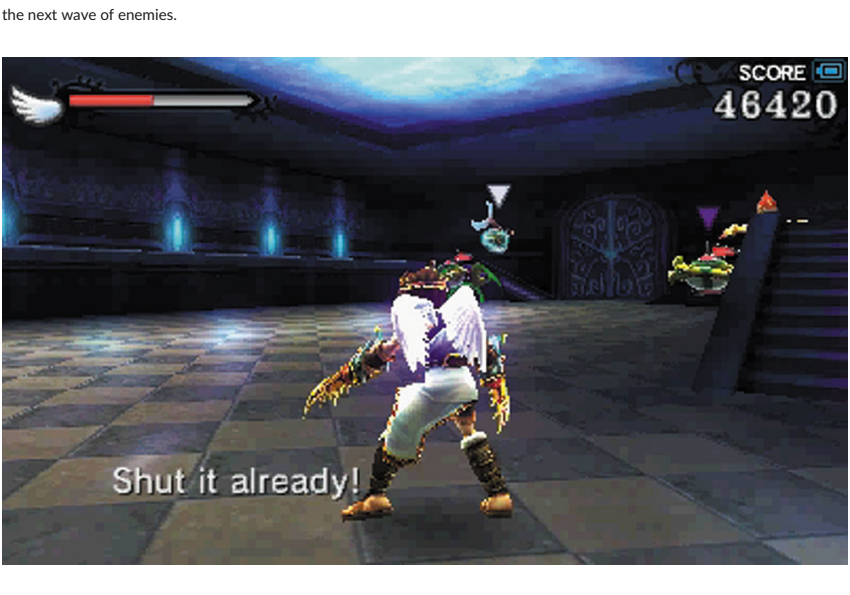


I'll have you know that I much prefer honey to vinegar.

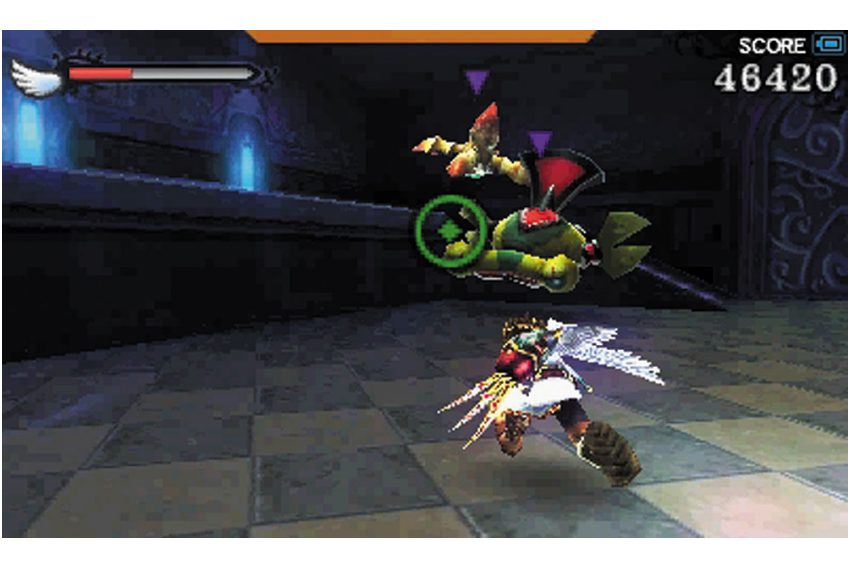


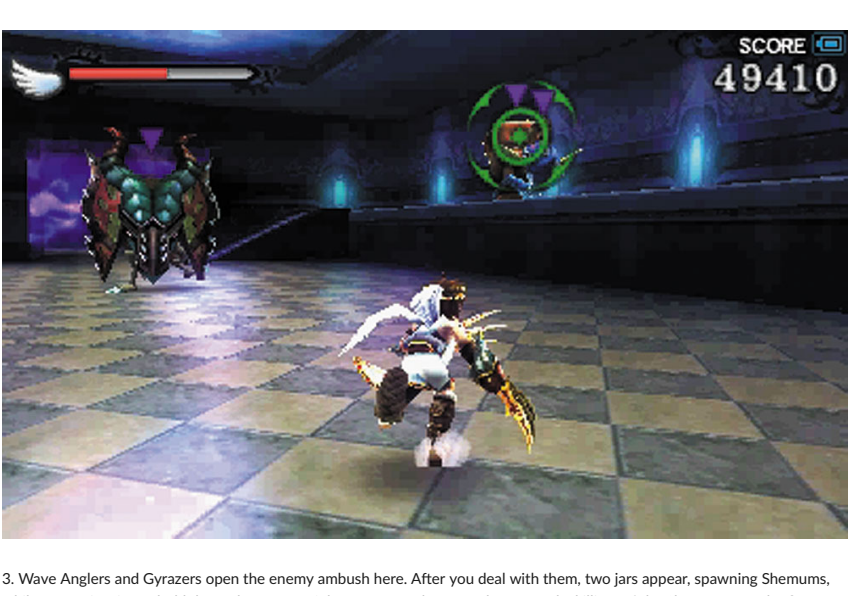
Yoo hoo! Can you hear me? I'd like to be a part of this conversation please!

2. Beyond the Intensity gate, players can collect their treasure reward if they are able to defeat the group of enemies waiting for them in this room. There is one serious catch: A large portion of the floor routinely becomes electrified, and the Shelbo that starts in this room will constantly try to pull you into that danger zone until it is dealt with. Once the Shelbo is out of the picture, the Handoras and Zurrets become less of a challenge to deal with. After looting the room, you can climb another set of stairs to the next floor. You're rewarded with a Drink of the Gods and a Lightning of Judgment. Use that to make short work of the next wave of enemies.

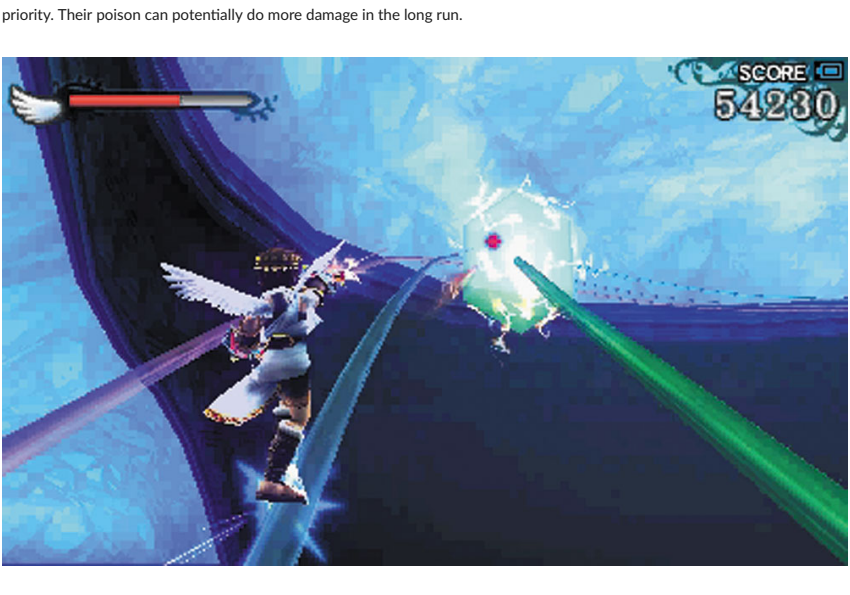


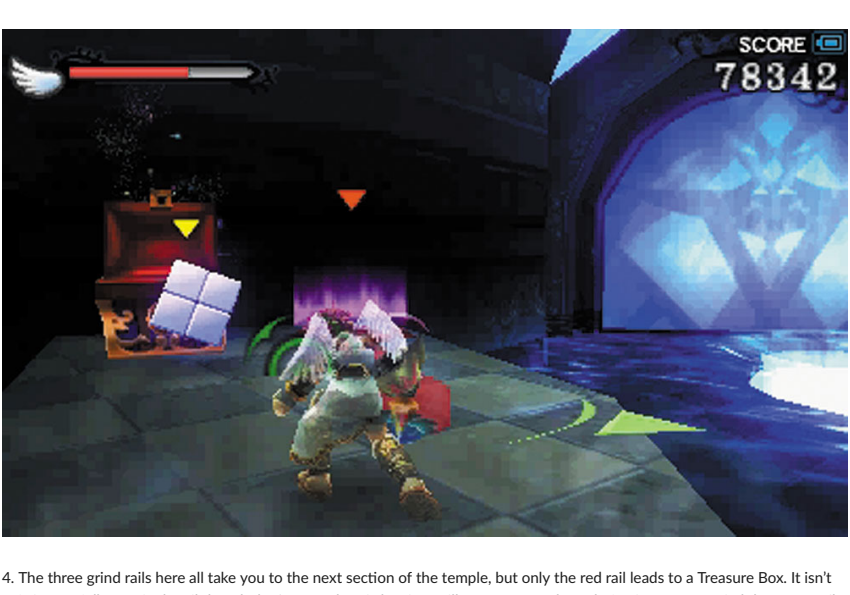
Shut it already!



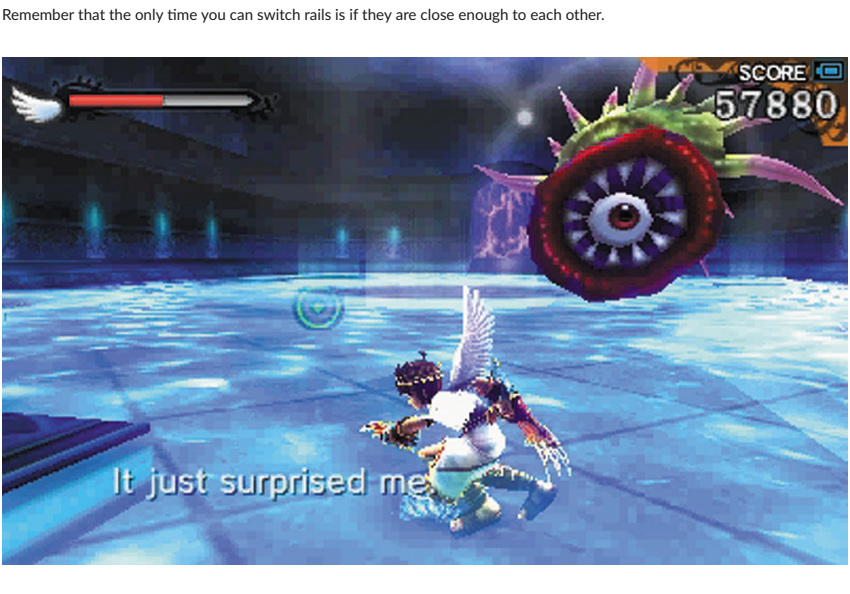


3. Wave Anglers and Gyrazers open the enemy ambush here. After you deal with them, two jars appear, spawning Shemums, while an Armin tries to hold down the center of the room. For the second wave, make killing off the Shemum pots the first priority. Their poison can potentially do more damage in the long run.

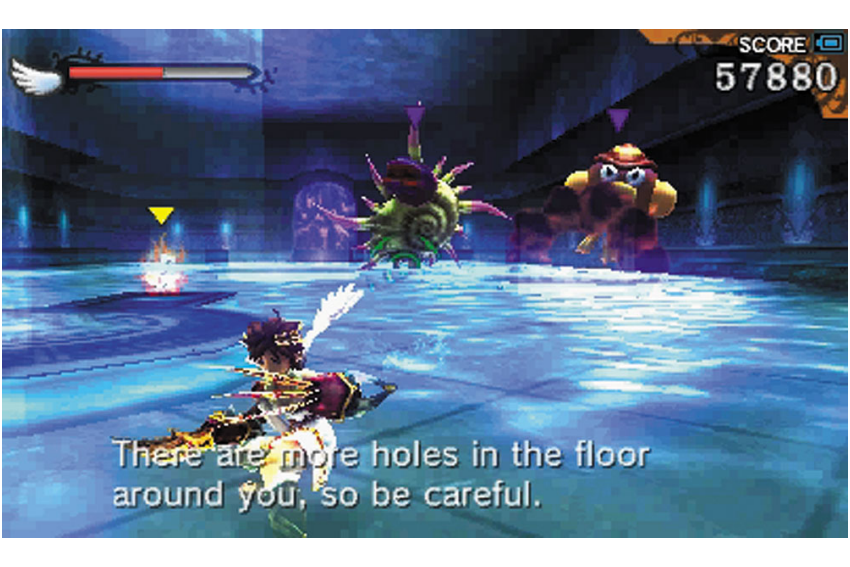




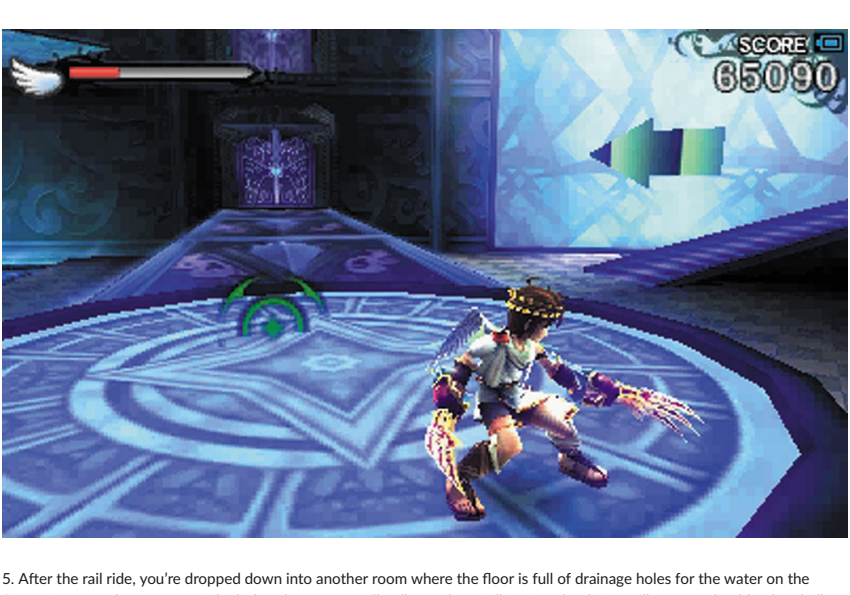
4. The three grind rails here all take you to the next section of the temple, but only the red rail leads to a Treasure Box. It isn't safe just to follow a single rail the whole time, as electric barriers will appear on each track, forcing you to switch between rails. Remember that the only time you can switch rails is if they are close enough to each other.



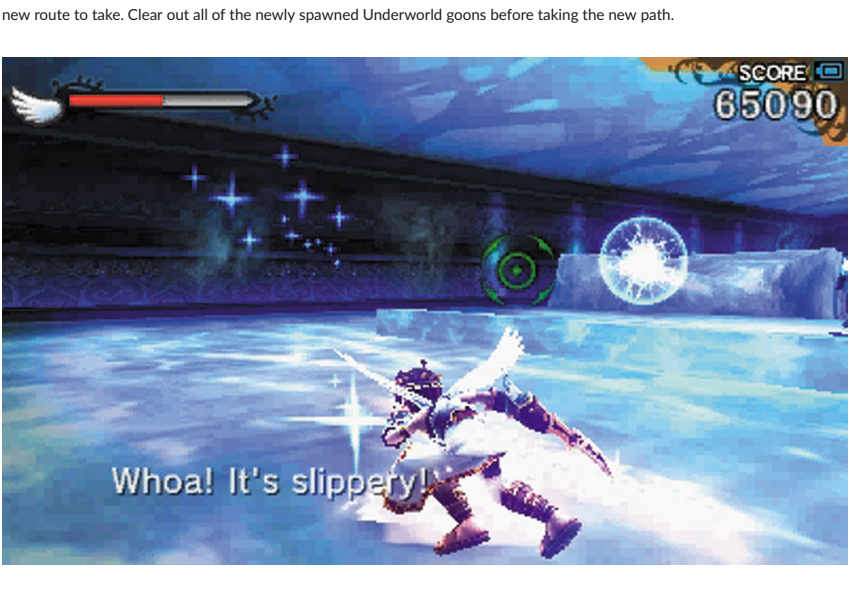
It just surprised me.



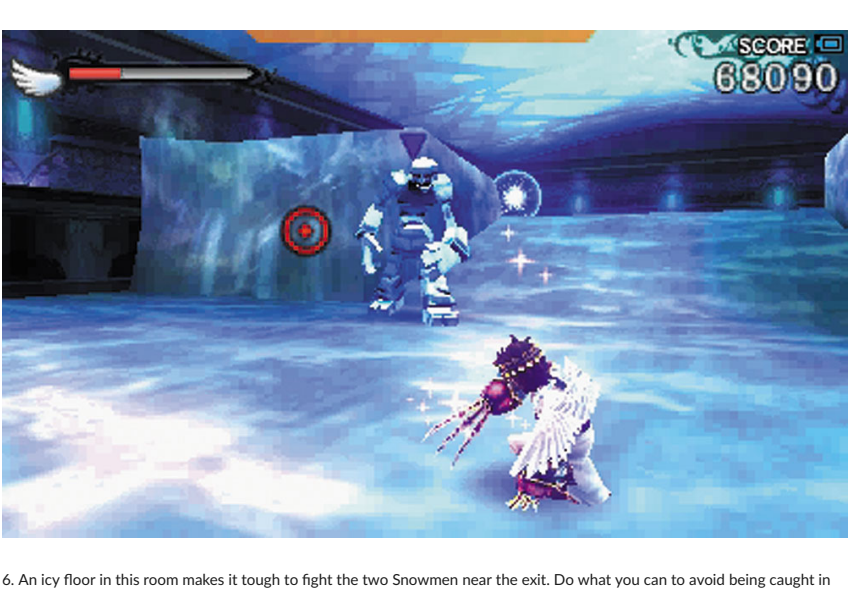
There are more holes in the floor around you, so be careful.



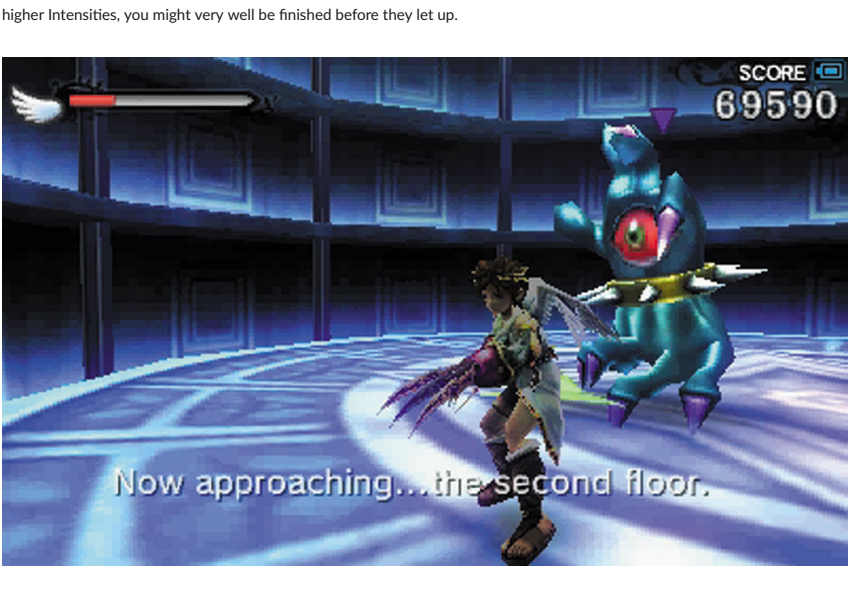
5. After the rail ride, you're dropped down into another room where the floor is full of drainage holes for the water on the floor. If you get close to one of the holes, the current will pull you close; falling into the drains will cost you health. The Shelbo in the room is especially dangerous, as its suction attack can drag you into one of the drains. Octos also use the drains as cover from your attacks. Clearing the room grants access to an elevator that returns you back to the beginning of the temple, with a new route to take. Clear out all of the newly spawned Underworld goons before taking the new path.



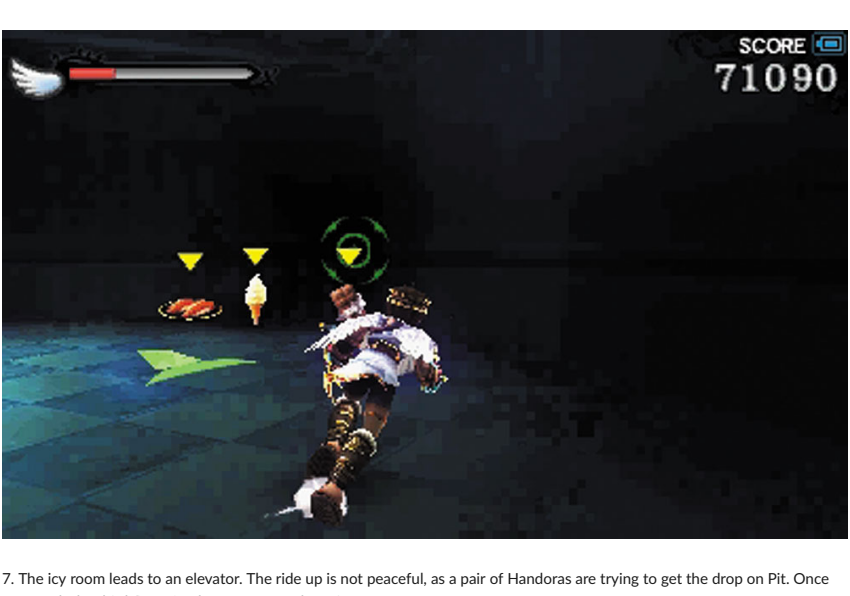
Whoa! It's slippery!



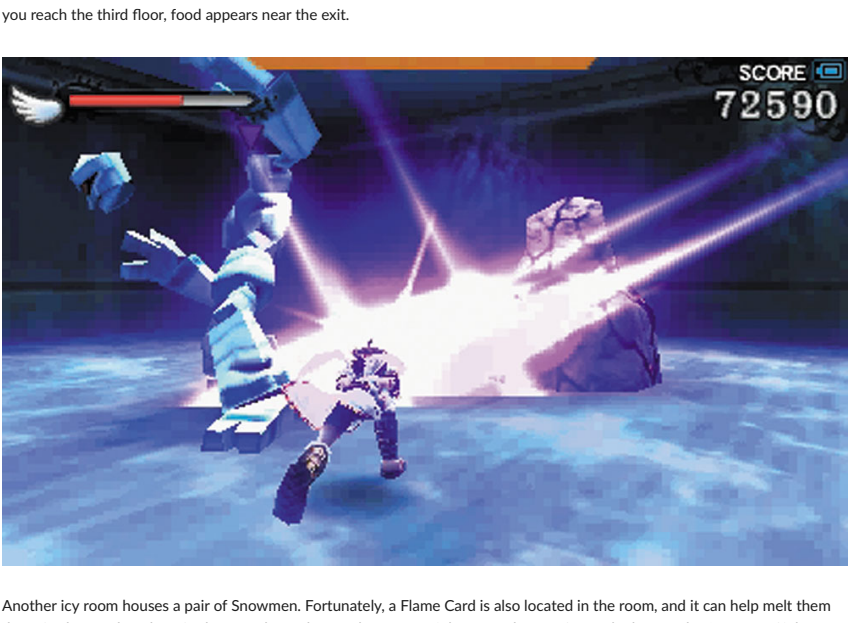
6. An icy floor in this room makes it tough to fight the two Snowmen near the exit. Do what you can to avoid being caught in their ice beams. You're frozen in place, but continue to take damage from the beams until they subside. If both catch you on higher Intensities, you might very well be finished before they let up.



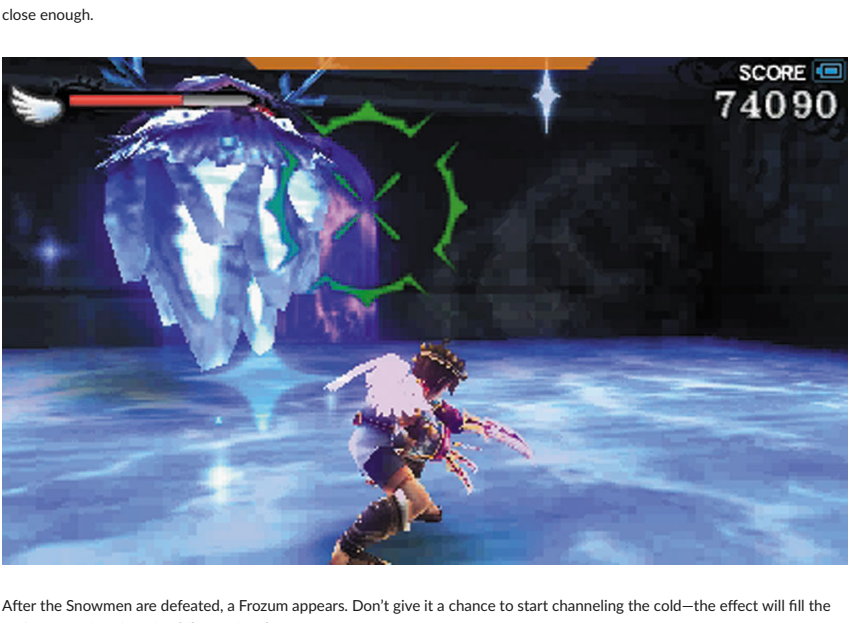
Now approaching... the second floor.



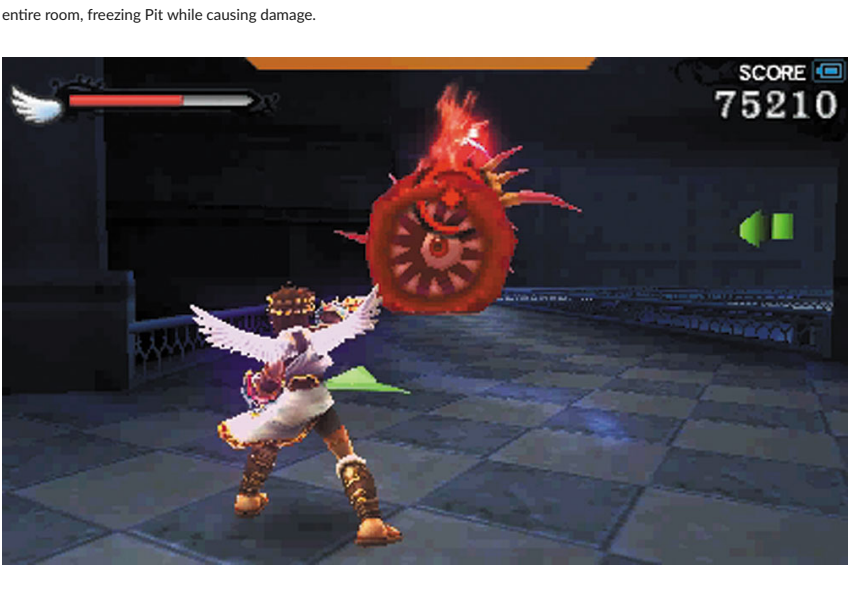
7. The icy room leads to an elevator. The ride up is not peaceful, as a pair of Handoras are trying to get the drop on Pit. Once you reach the third floor, food appears near the exit.

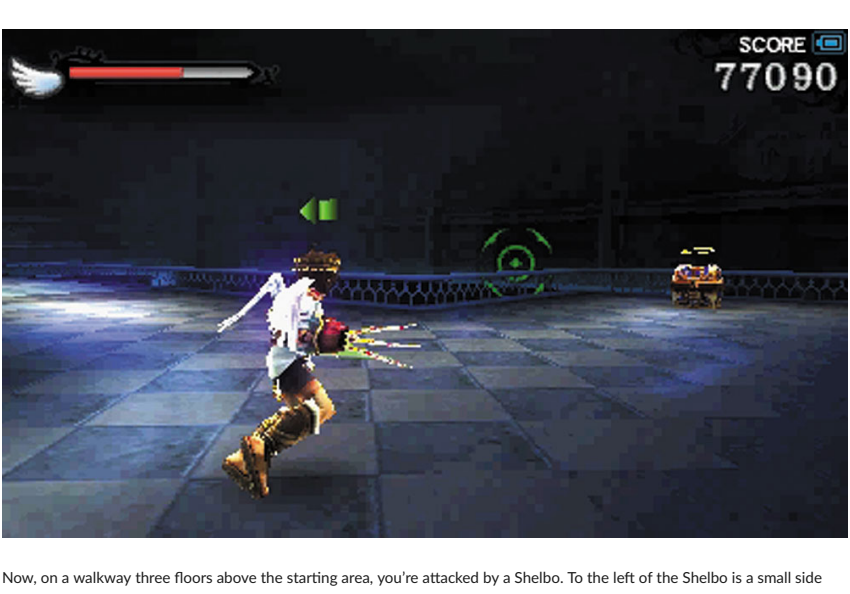


Another icy room houses a pair of Snowmen. Fortunately, a Flame Card is also located in the room, and it can help melt them down in short order. There is also a Rock Bomb near the center of the room that can instantly destroy the Snowmen if they are close enough.

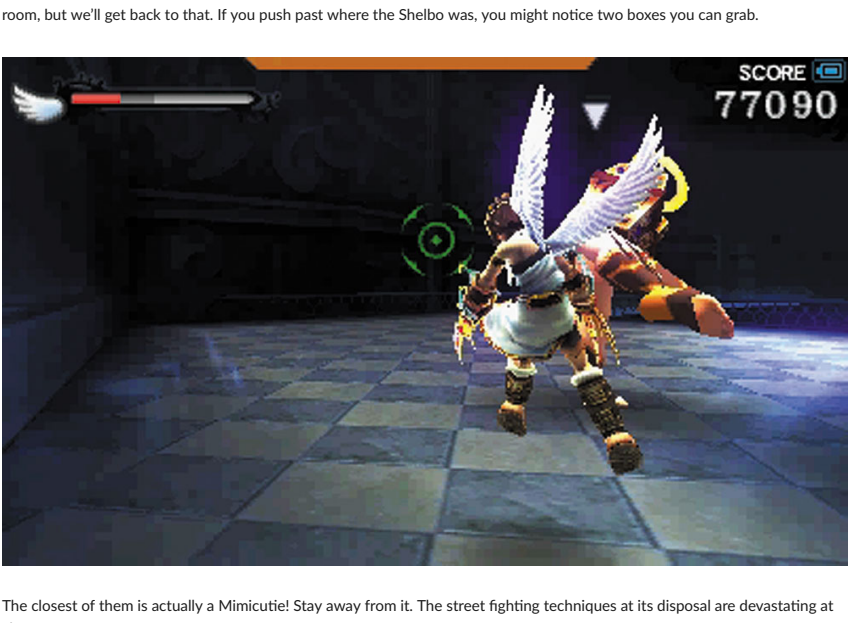


After the Snowmen are defeated, a Frozum appears. Don't give it a chance to start channeling the cold—the effect will fill the entire room, freezing Pit while causing damage.

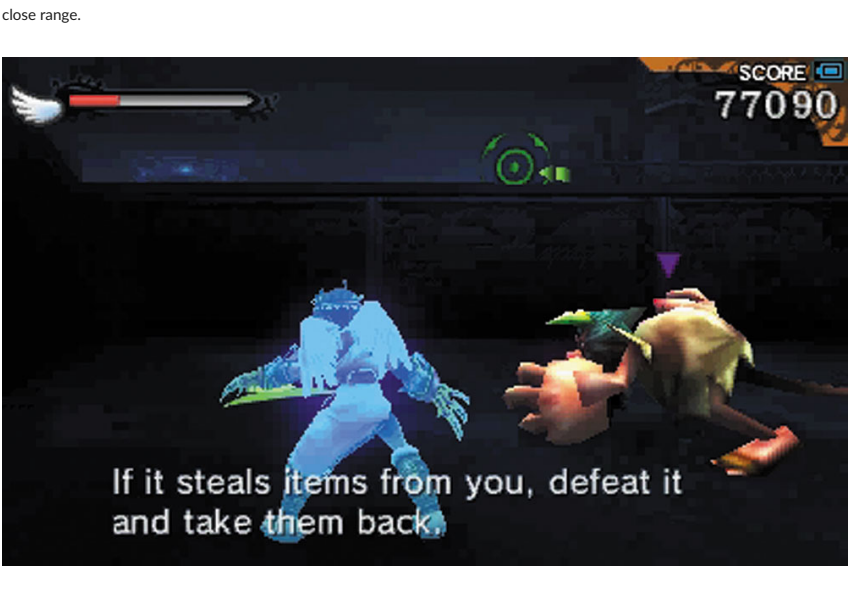




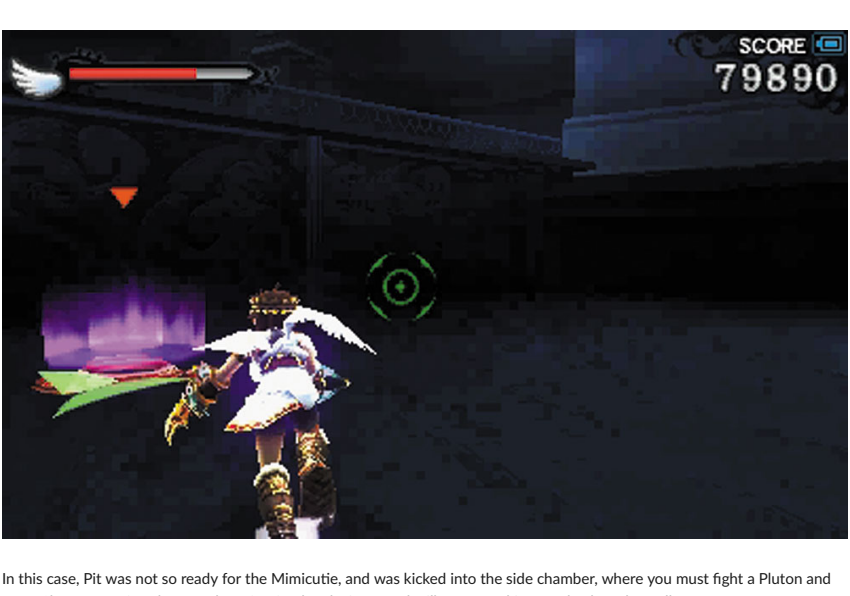
Now, on a walkway three floors above the starting area, you're attacked by a Shelbo. To the left of the Shelbo is a small side room, but we'll get back to that. If you push past where the Shelbo was, you might notice two boxes you can grab.



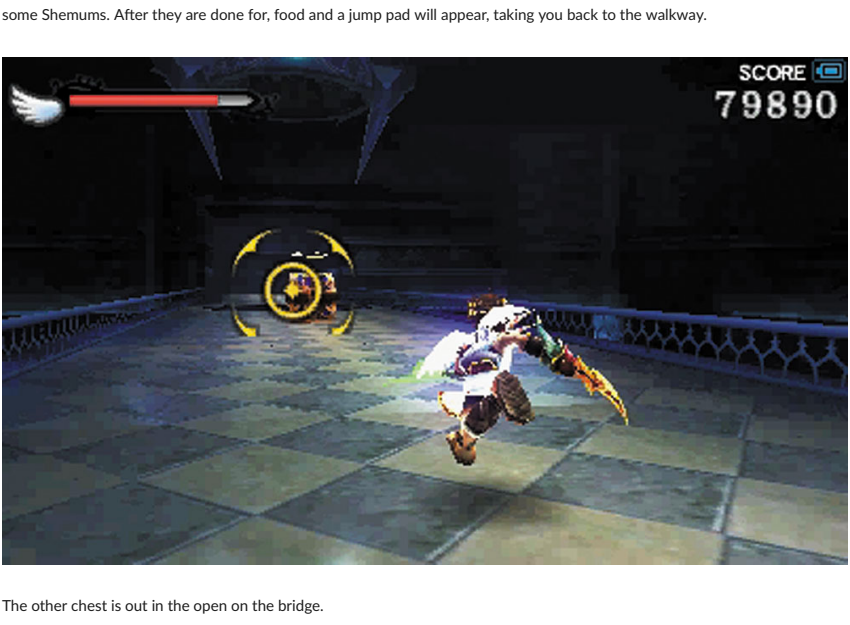
The closest of them is actually a Mimicutie! Stay away from it. The street fighting techniques at its disposal are devastating at close range.



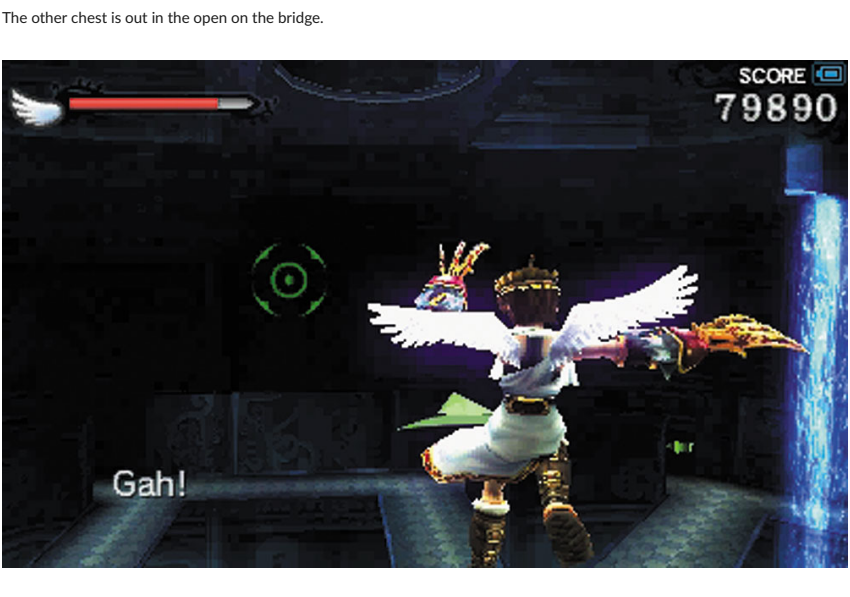
If it steals items from you, defeat it and take them back.



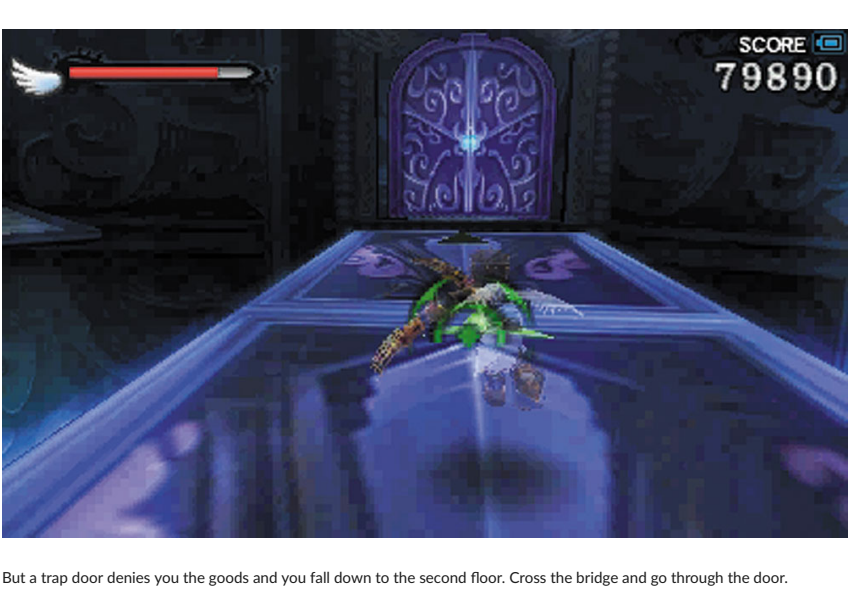
In this case, Pit was not so ready for the Mimicutie, and was kicked into the side chamber, where you must fight a Pluton and some Shemums. After they are done for, food and a jump pad will appear, taking you back to the walkway.



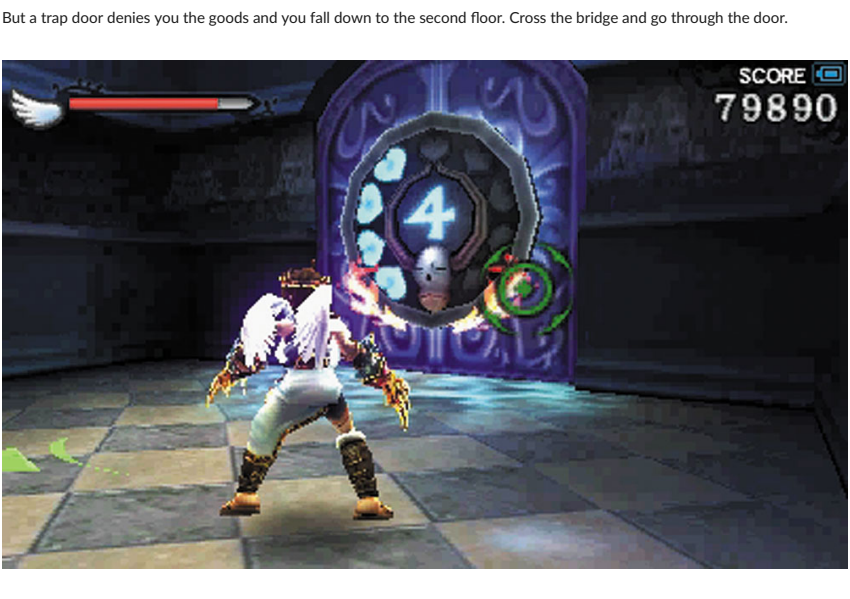
The other chest is out in the open on the bridge.

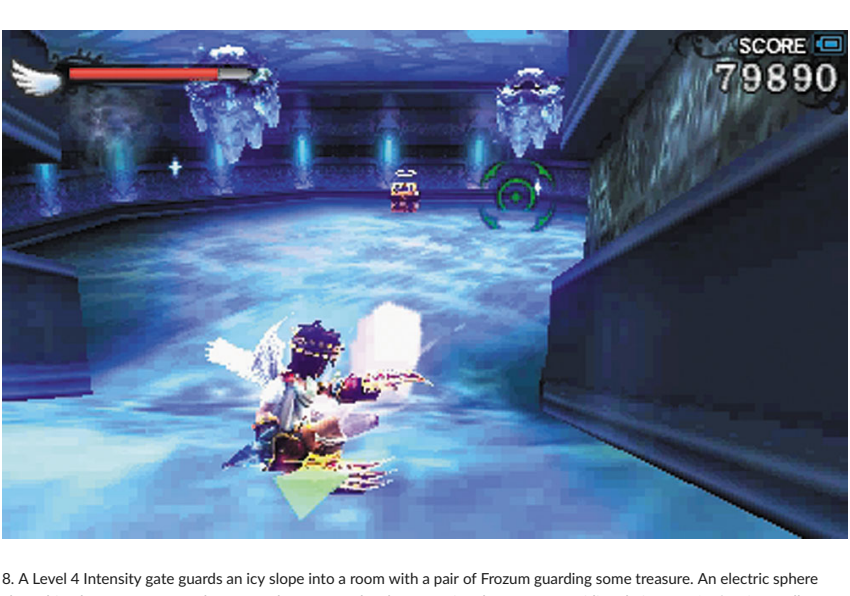


Gah!

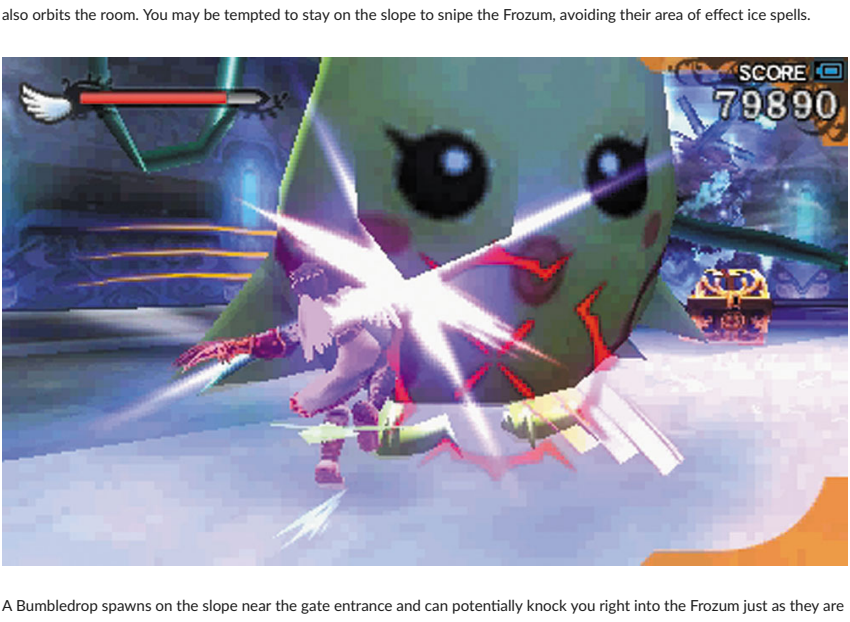


But a trap door denies you the goods and you fall down to the second floor. Cross the bridge and go through the door.

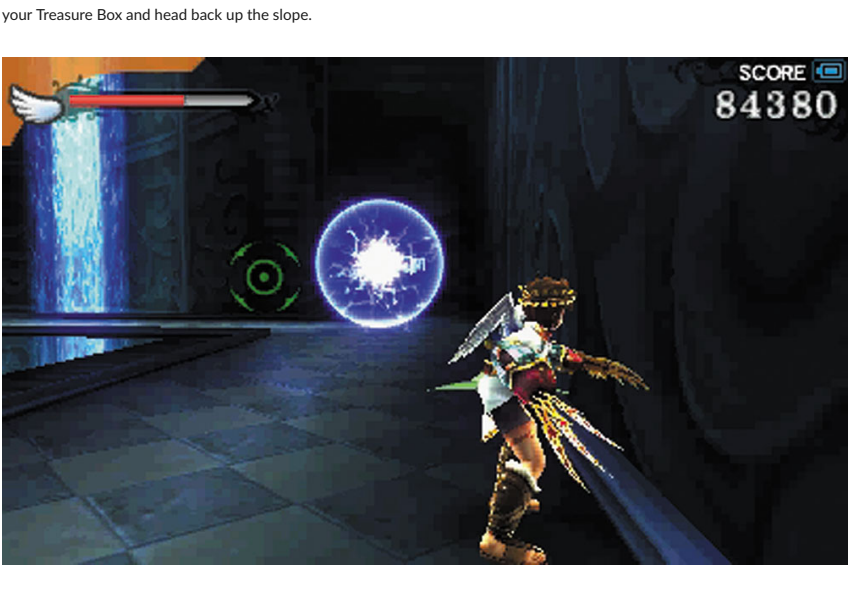


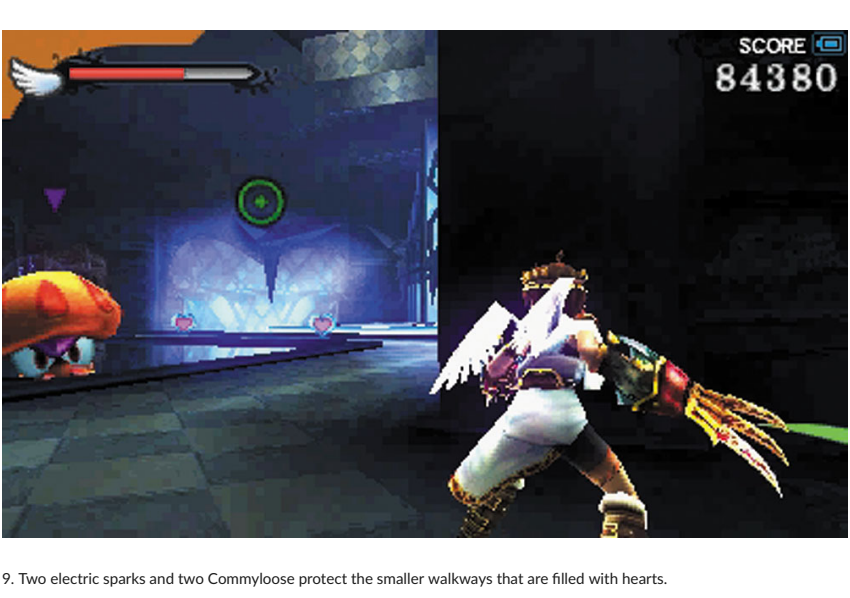


8. A Level 4 Intensity gate guards an icy slope into a room with a pair of Frozum guarding some treasure. An electric sphere also orbits the room. You may be tempted to stay on the slope to snipe the Frozum, avoiding their area of effect ice spells.

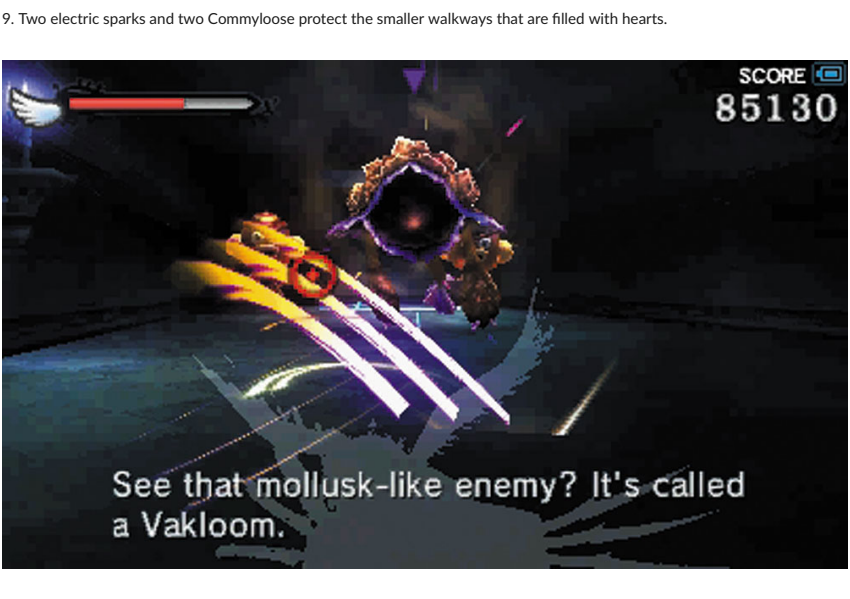


A Bumbledrop spawns on the slope near the gate entrance and can potentially knock you right into the Frozum just as they are casting their spells. Ignore the Bumbledrop until you've taken out the Frozum first! After all the enemies are cleared out, collect your Treasure Box and head back up the slope.

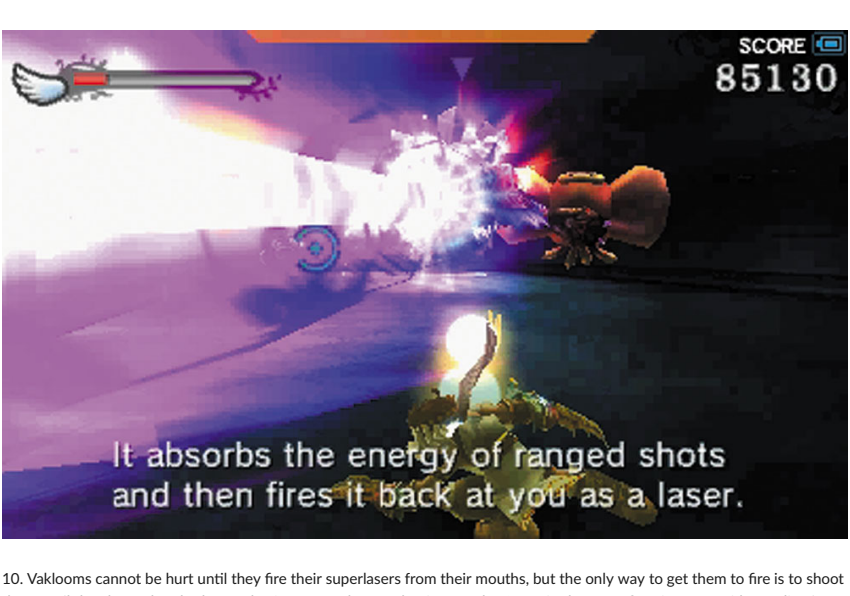




9. Two electric sparks and two Commyloose protect the smaller walkways that are filled with hearts.

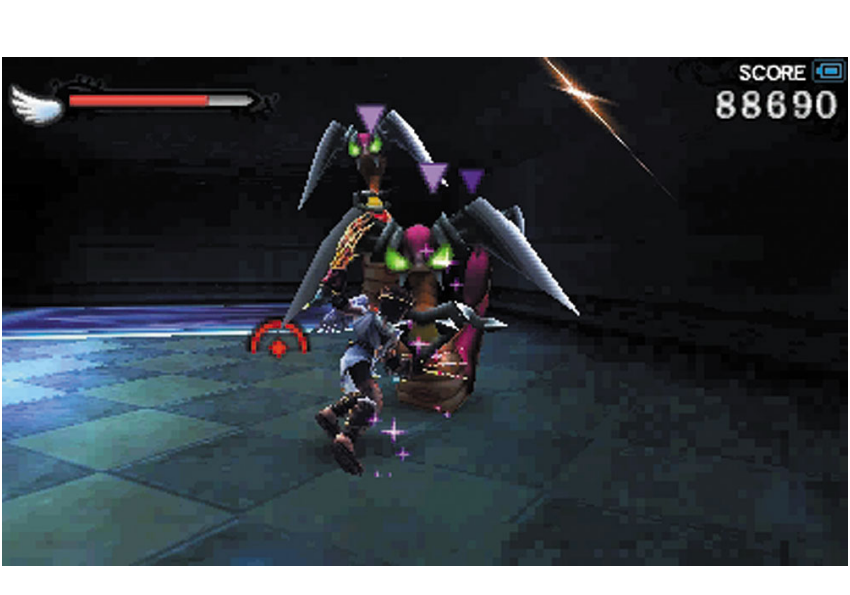


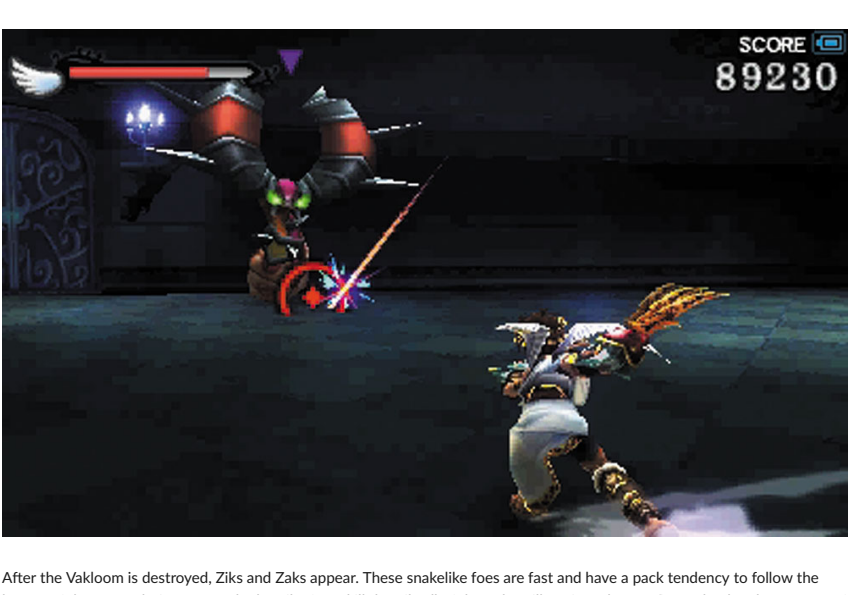
See that mollusk-like enemy? It's called a Vakloom.



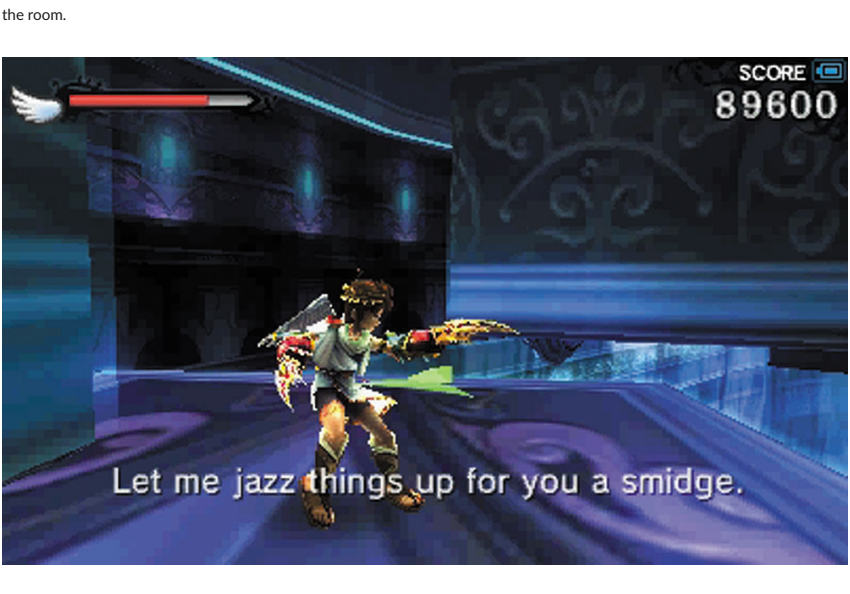
It absorbs the energy of ranged shots and then fires it back at you as a laser.

10. Vaklooms cannot be hurt until they fire their superlasers from their mouths, but the only way to get them to fire is to shoot them until they have absorbed enough of your attacks. Try clearing out the Octos in the room first, just to avoid complications.

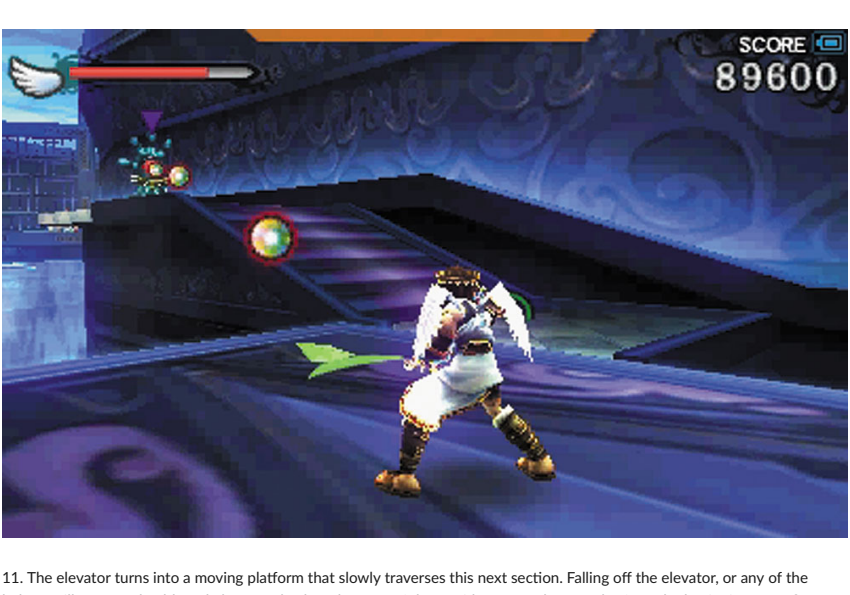




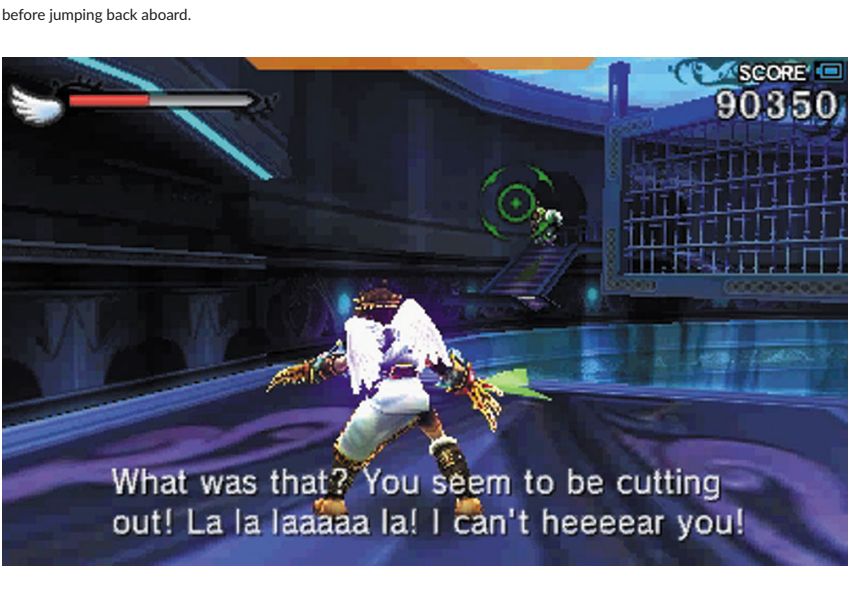
After the Vakloom is destroyed, Ziks and Zaks appear. These snakelike foes are fast and have a pack tendency to follow the largest of the group during an attack, the Zik. If you kill the Zik, all of the Zaks will panic and try to flee. Take the elevator out of the room.



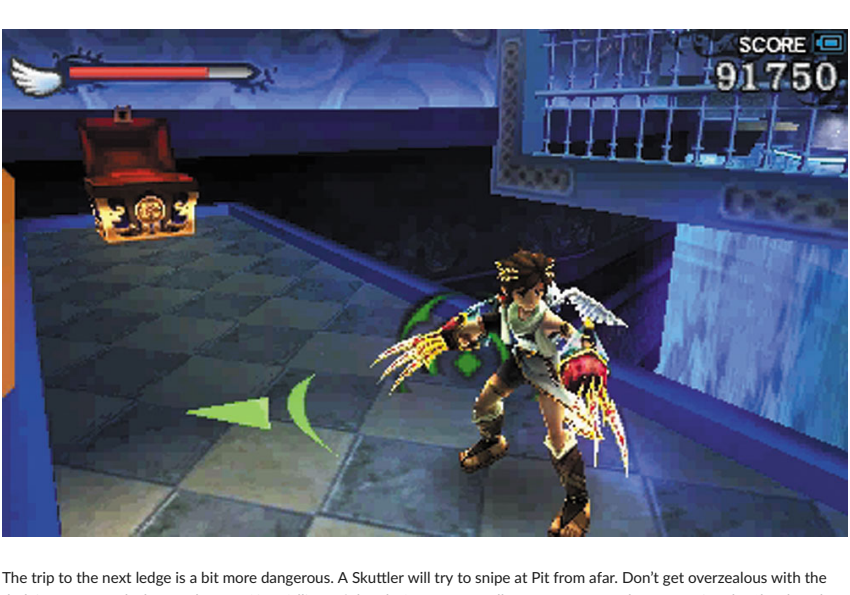
Let me jazz things up for you a smidge.



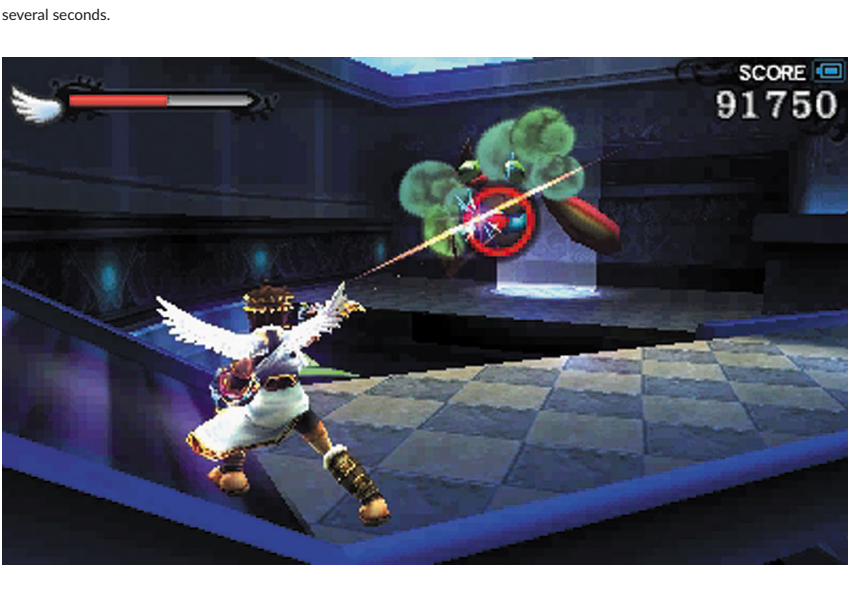
11. The elevator turns into a moving platform that slowly traverses this next section. Falling off the elevator, or any of the ledges, will cost you health and place you back at the start of the corridor to run the gauntlet from the beginning. Your first major obstacle is a gust of cold air. To avoid it, climb onto the ledge across from the air vent and wait for the platform to pass it before jumping back aboard.

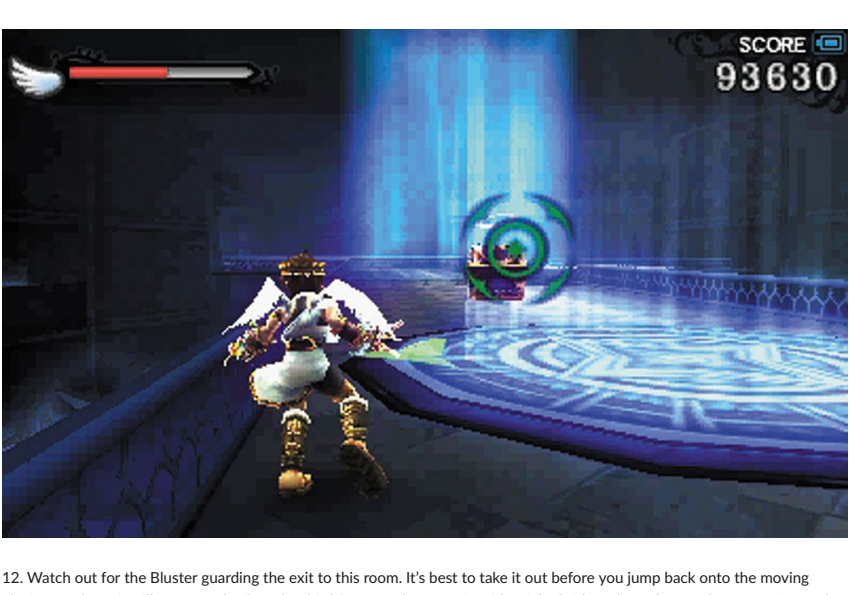


What was that? You seem to be cutting out! La la laaaaa la! I can't heeeear you!

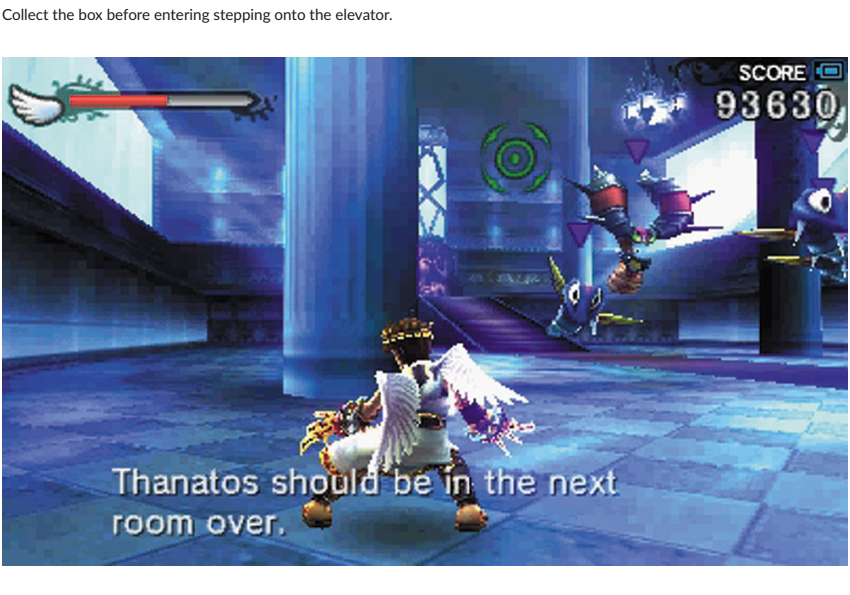


The trip to the next ledge is a bit more dangerous. A Skuttler will try to snipe at Pit from afar. Don't get overzealous with the dodging, you stand a better chance of just falling off the platform. Use smaller movements, and countersnipe the Skuttler when you're in range. Climb onto the ledge and take the Treasure Box. If you miss your original platform, another one will arrive in several seconds.

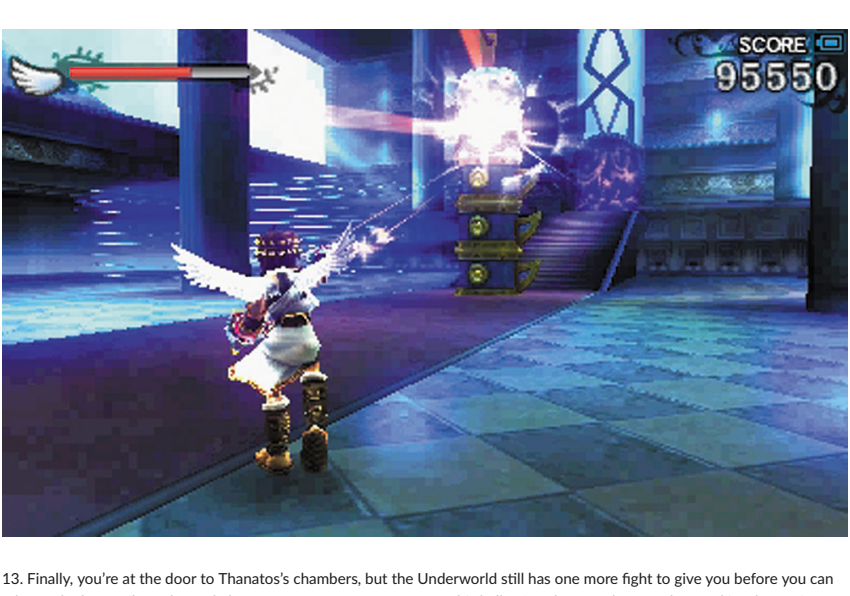




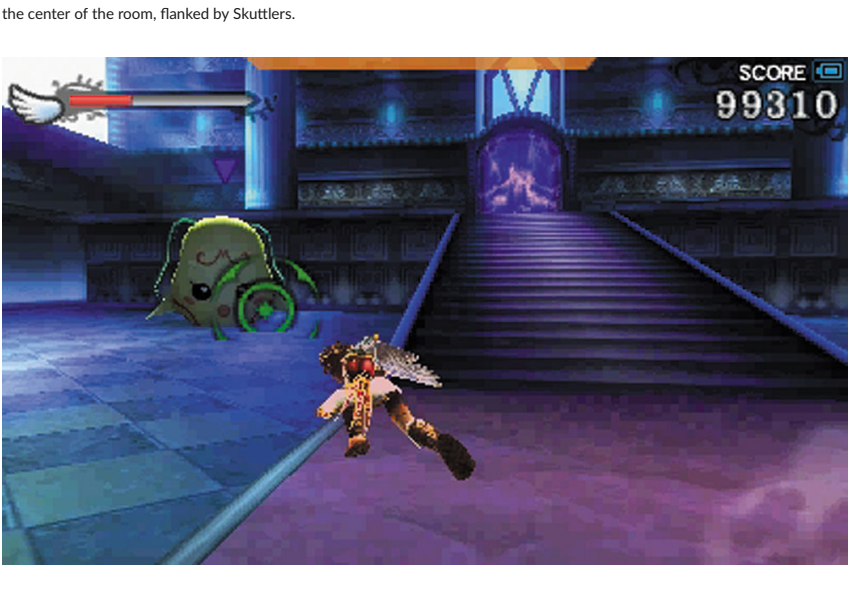
12. Watch out for the Bluster guarding the exit to this room. It's best to take it out before you jump back onto the moving platforms. The exit will warp you back to the third floor, on the opposite side of the bridge where the trapdoor was triggered. Collect the box before entering stepping onto the elevator.

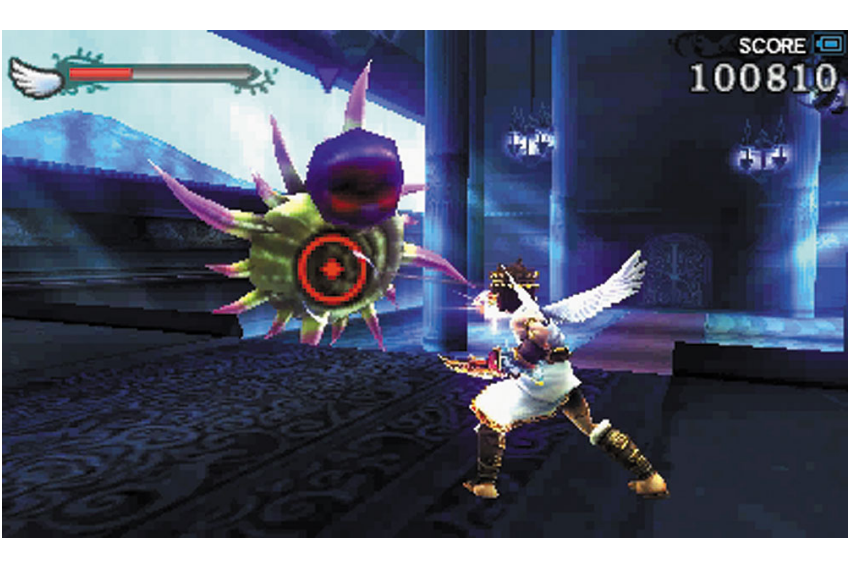


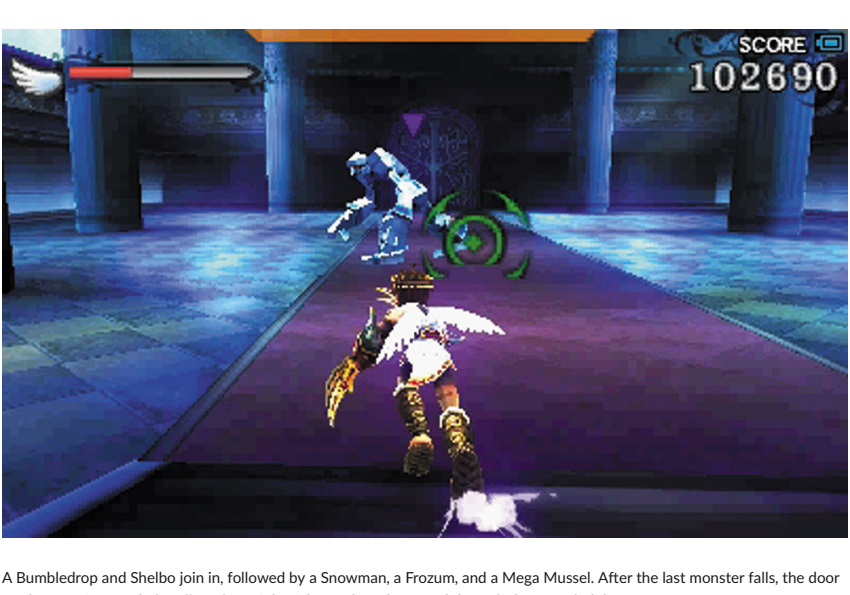
Thanatos should be in the next room over.



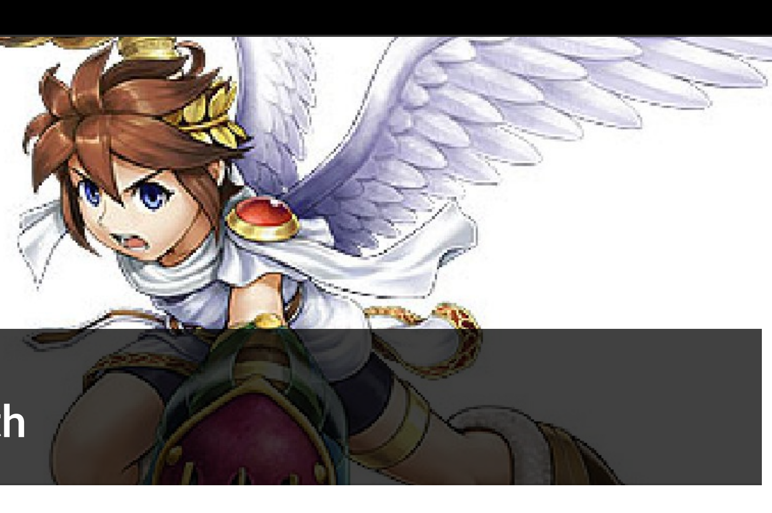
13. Finally, you're at the door to Thanatos's chambers, but the Underworld still has one more fight to give you before you can take on the boss. Ziks, Zaks, and Shemums swarm you as you enter this hall. After they are destroyed, a Stackjaw bursts into the center of the room, flanked by Skuttlers.





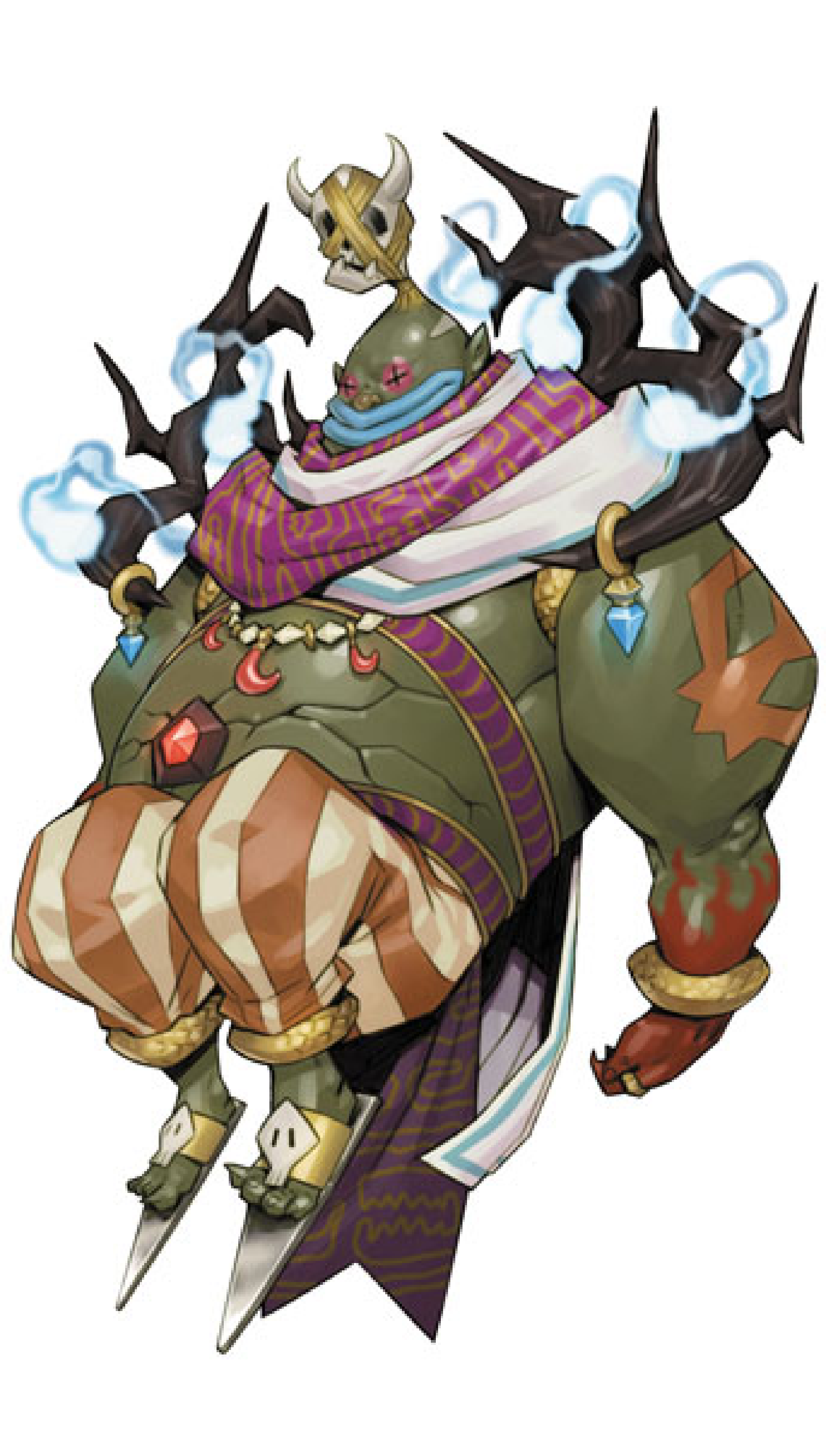


A Bumbledrop and Shelbo join in, followed by a Snowman, a Frozum, and a Mega Mussel. After the last monster falls, the door to Thanatos is unsealed. Collect the Drink of the Gods and proceed through the unsealed door.



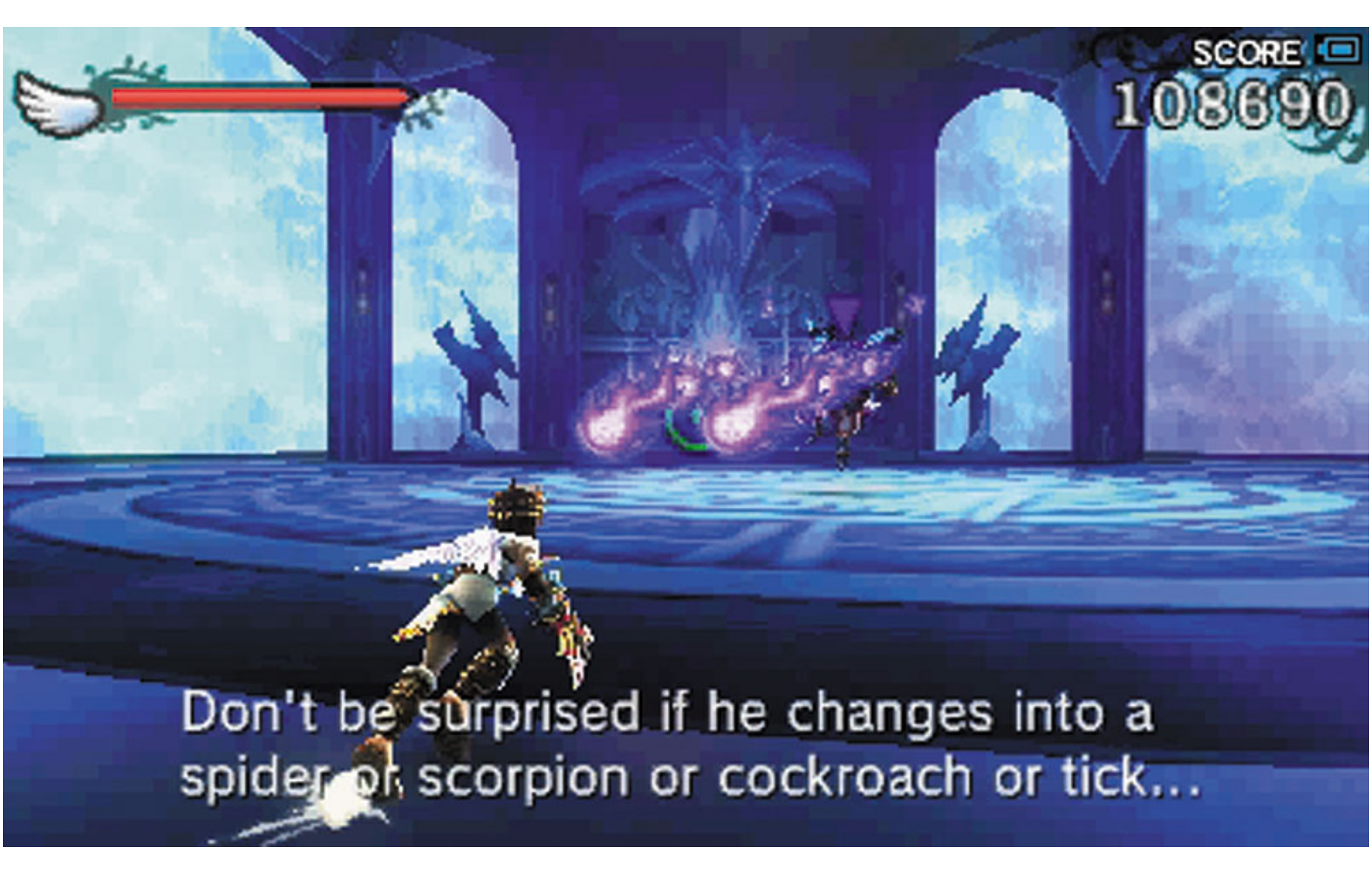
Chapter 7: The Seafloor Palace

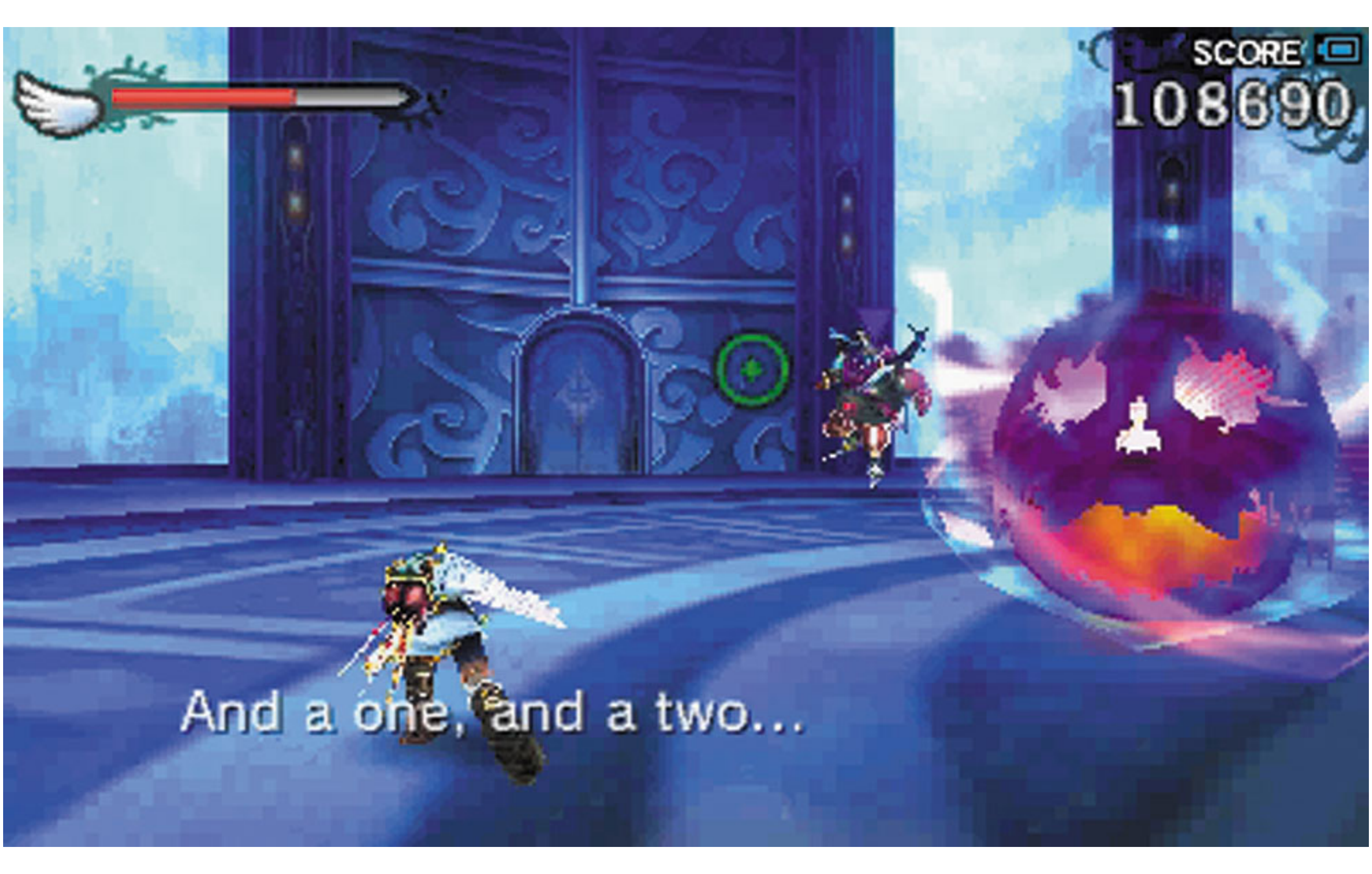
Boss Battle: Thanatos, God of Death



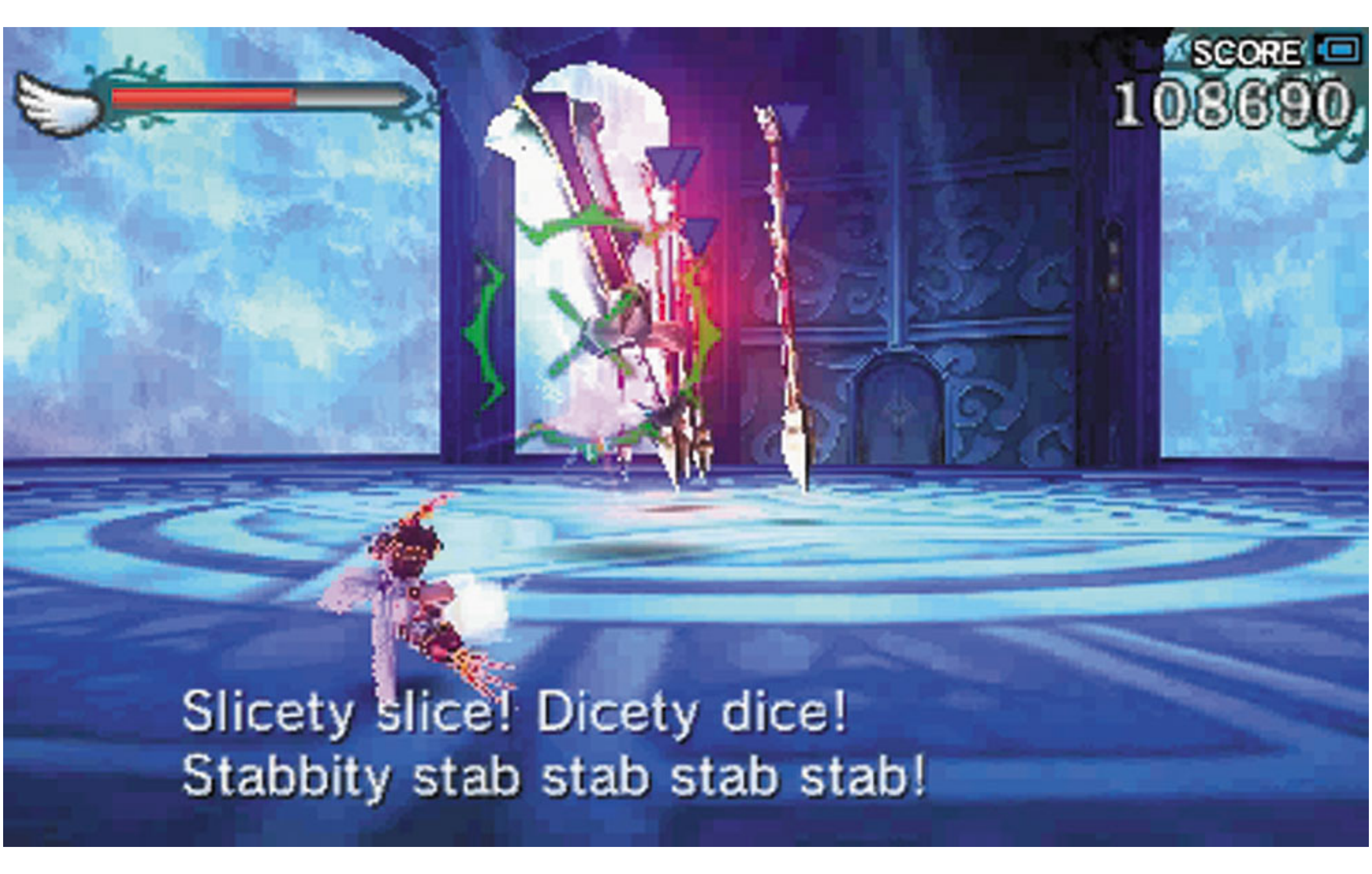
Health Range	
Min Health	Max Health
150	600

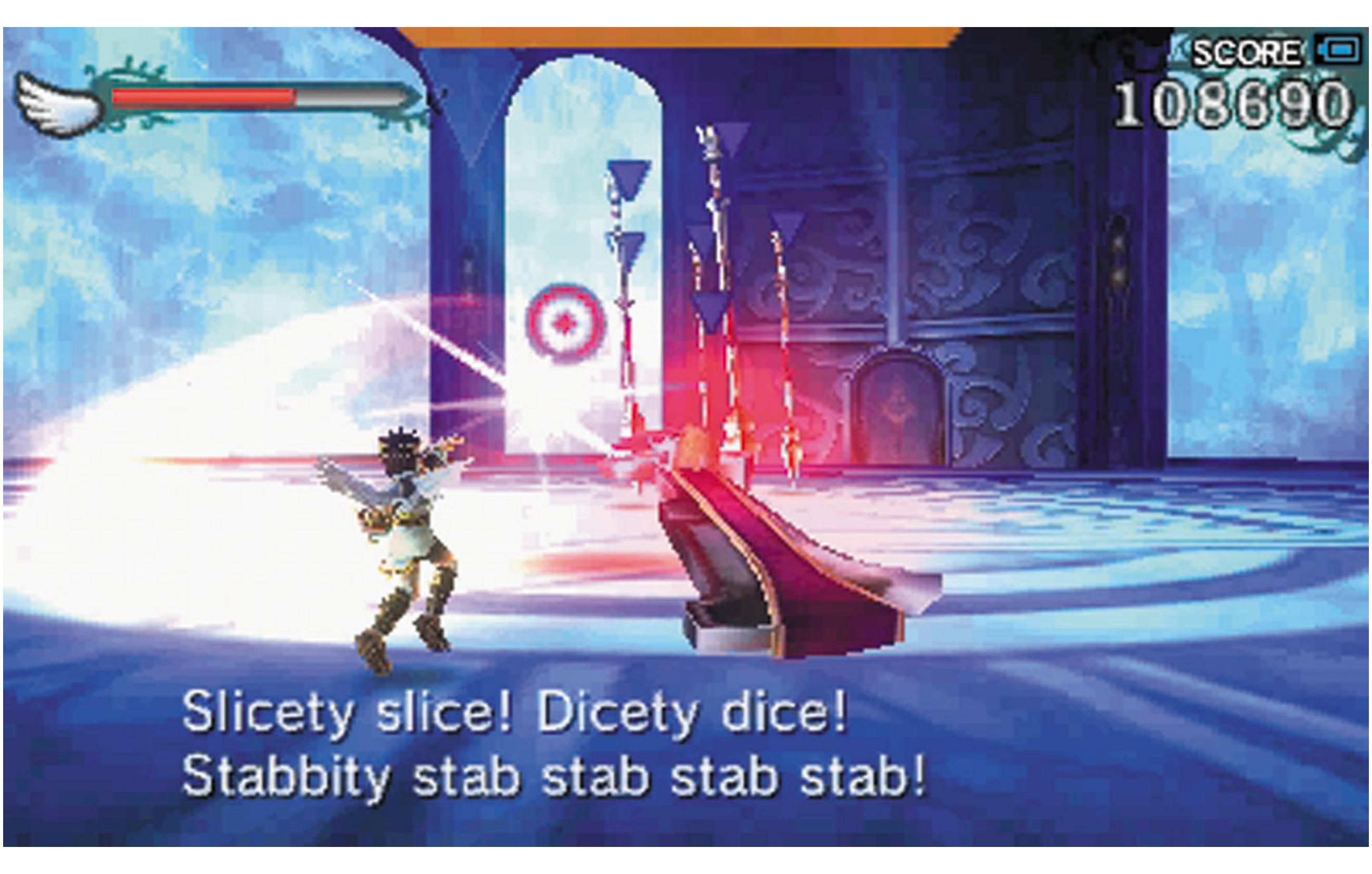
The addition of an "h" in his name isn't the only improvement the death god has received. Thanatos is a wily opponent, able to shift between multiple forms freely depending on the situation ... or his mood. Each form has its own attacks, strengths, and weaknesses.


SCORE
108690
Don't be surprised if he changes into a spider or scorpion or cockroach or tick...

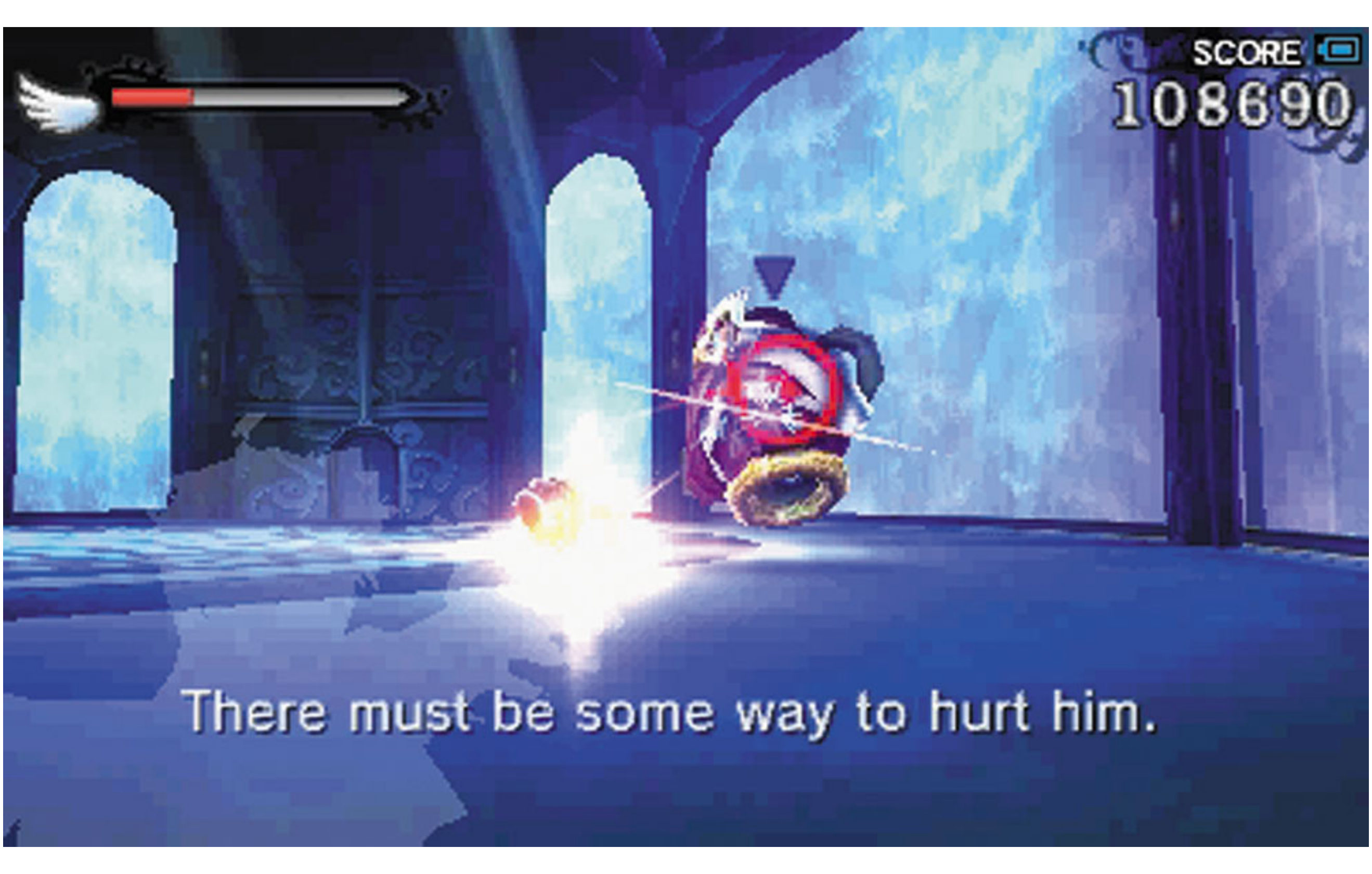

SCORE
108690
And a one, and a two...

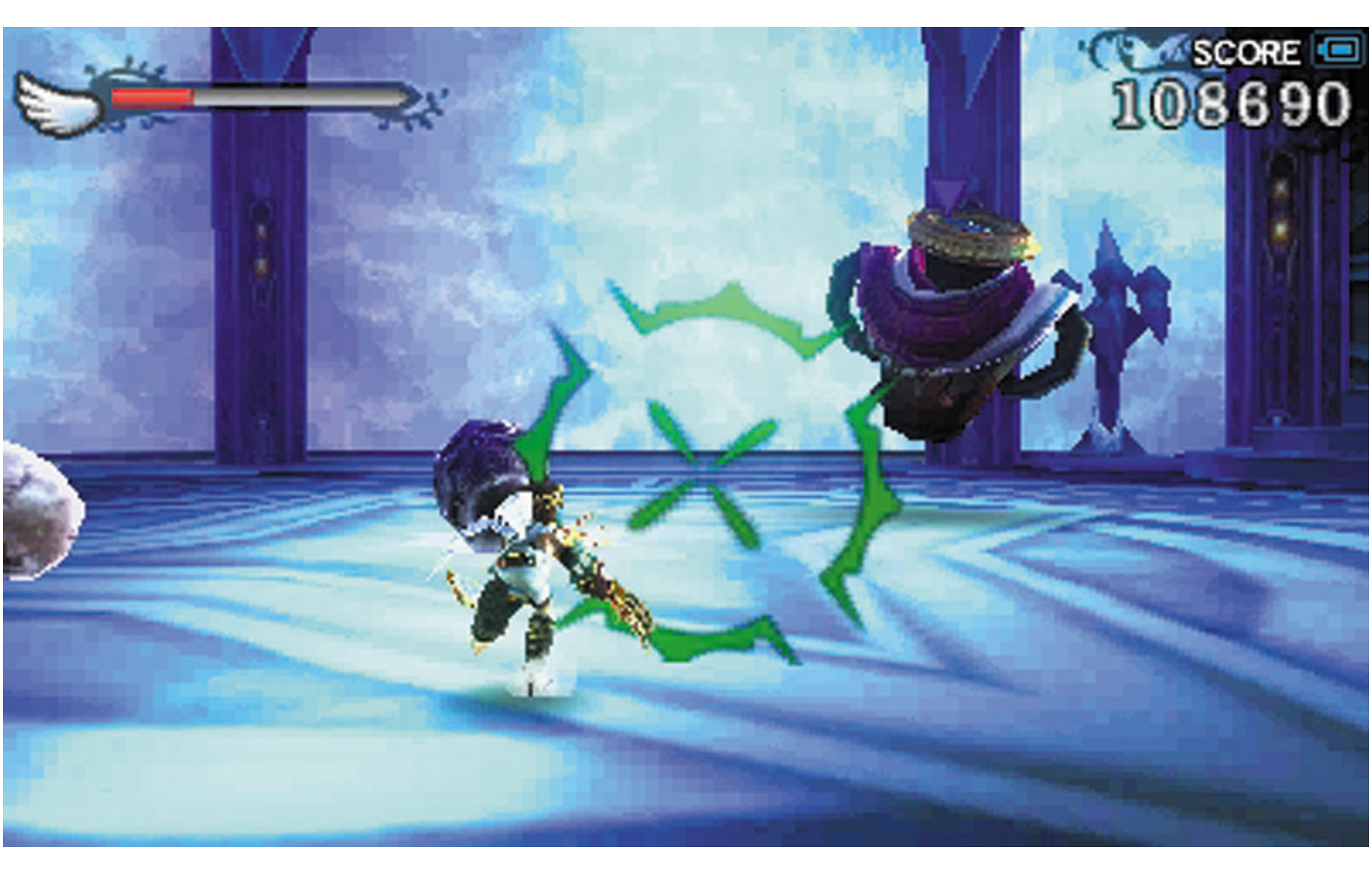
In his basic form, Thanatos casts ranged magic attacks at Pit. The faster barrages don't home in, but the larger shot he fires does. It travels slowly enough that you can outrun it, but it can pursue you for quite some time. In this form, hammer Thanatos with your best ranged attacks, but if your weapon is good in melee combat, Thanatos's standard form is not as threatening as his others.


SCORE
108690
Slicety slice! Dicety dice!
Stabbity stab stab stab stab!


SCORE
108690
Slicety slice! Dicety dice!
Stabbity stab stab stab stab!

Thanatos can turn himself into a sword surrounded by floating spears. He is only vulnerable at the hilt of the weapon, and while you can sit from afar and shoot, there's a better method: Wait until the spears stick themselves into the ground while trying to stab Pit, then draw Thanatos close to you. Dodge his ensuing swings. If he clips one of the spears, he damages himself, and can even be stunned, allowing you a few free hits.


SCORE
108690
There must be some way to hurt him.


SCORE
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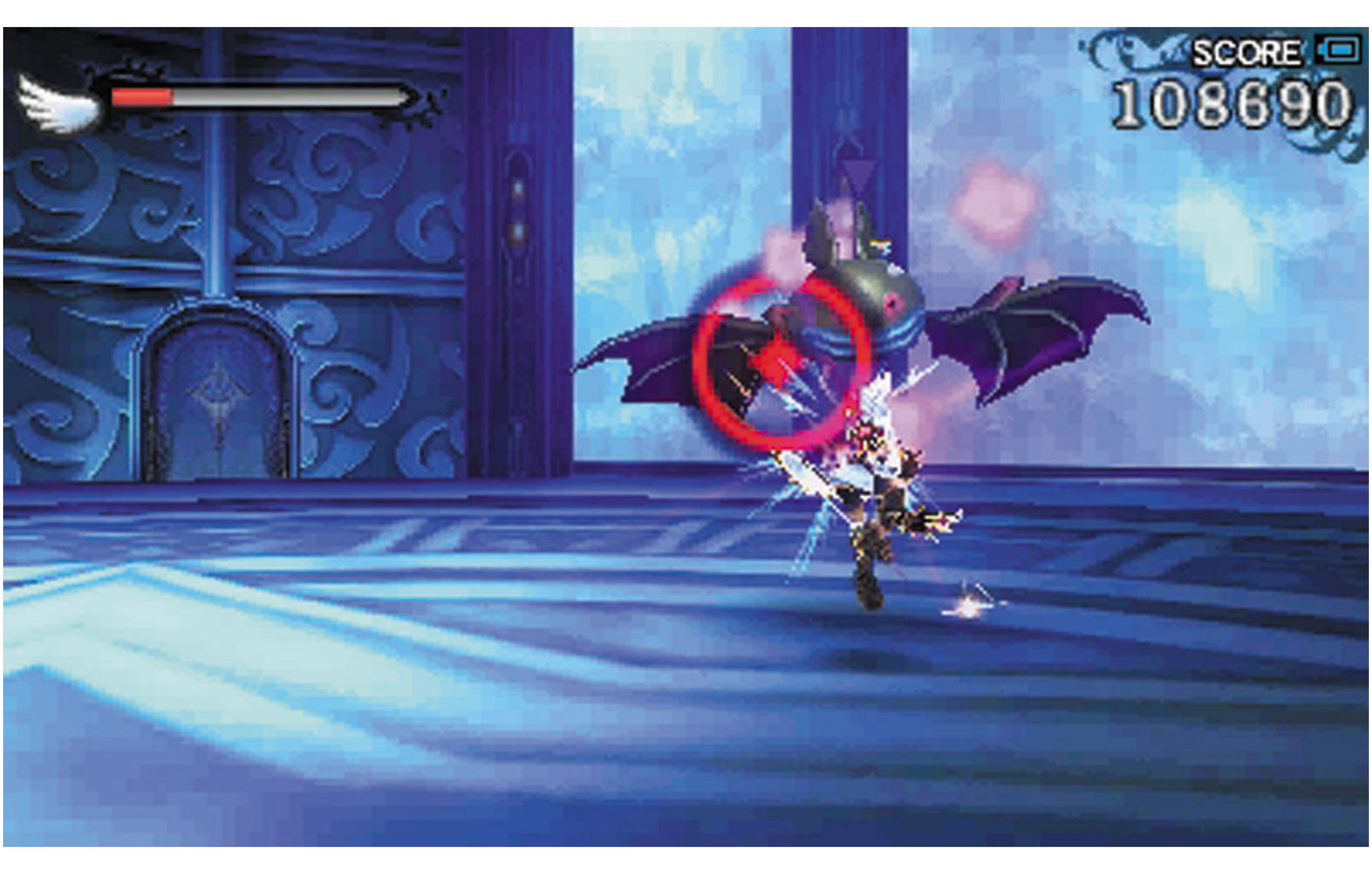
The urn form of Thanatos increases his defenses significantly. While it is possible to wear him down with regular attacks, it takes a long time. The skulls he constantly pours out of his body can be knocked back at him for more damage. Beware the red skulls, as those explode if you hit them.


SCORE
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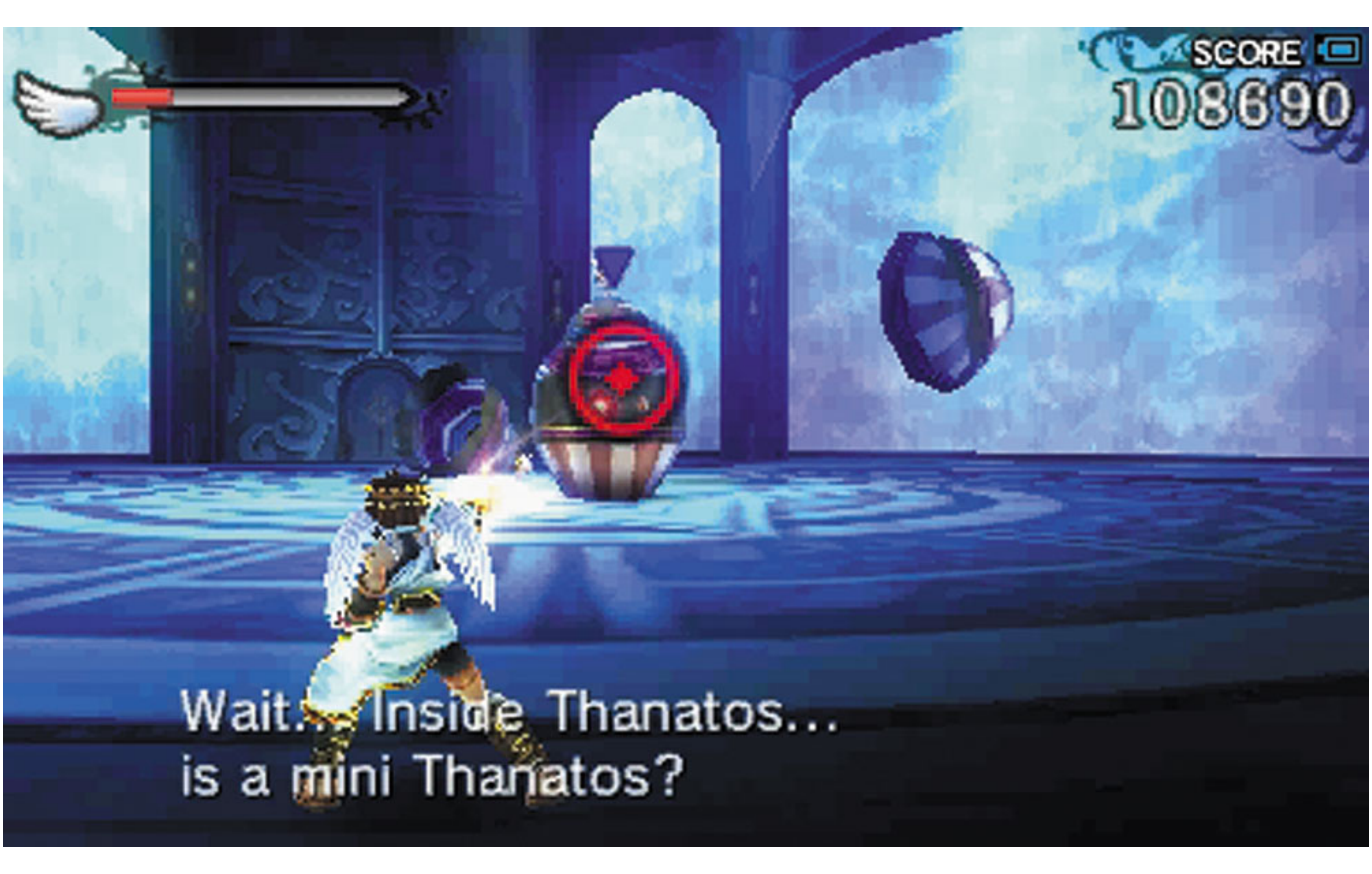
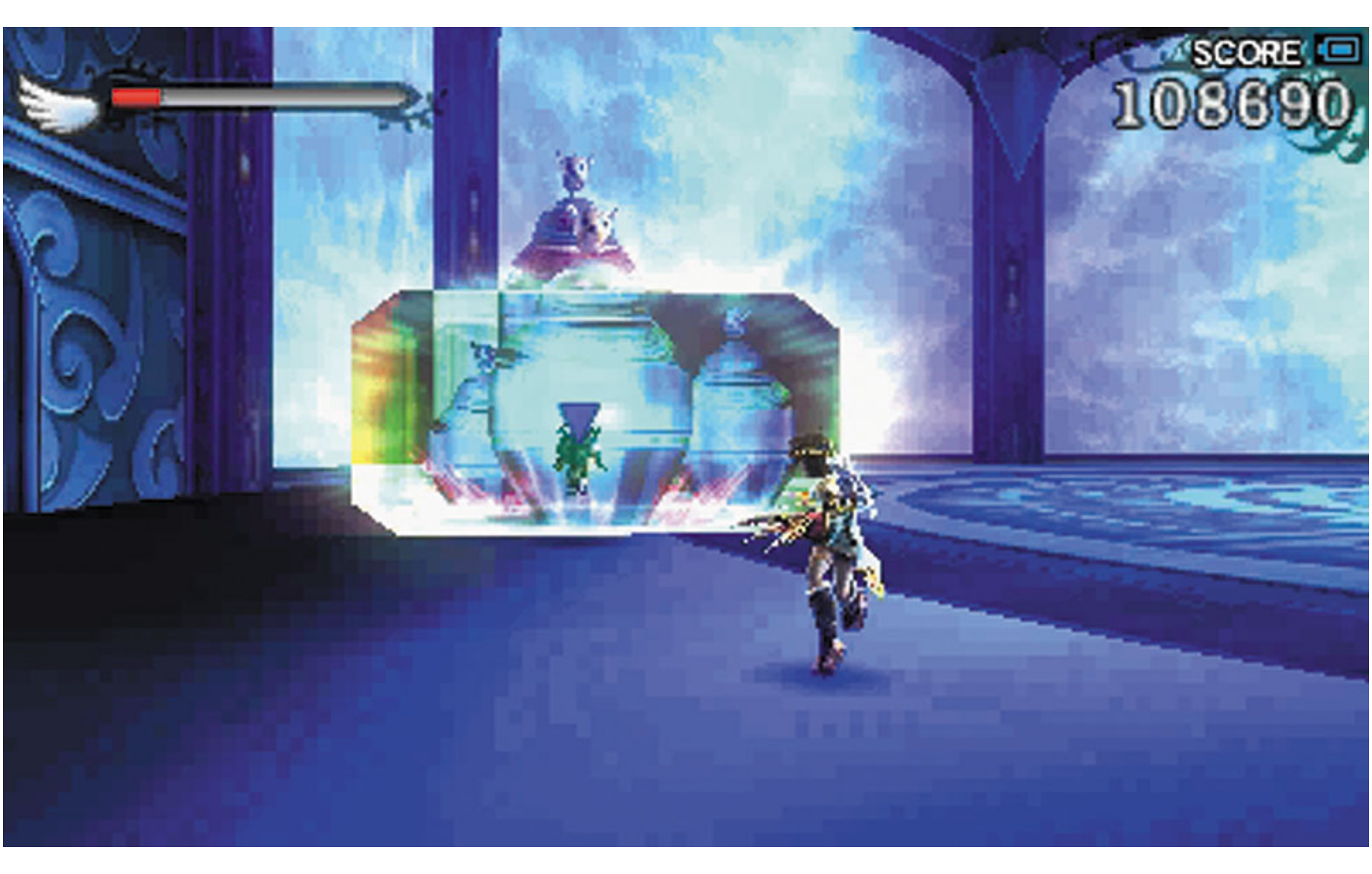
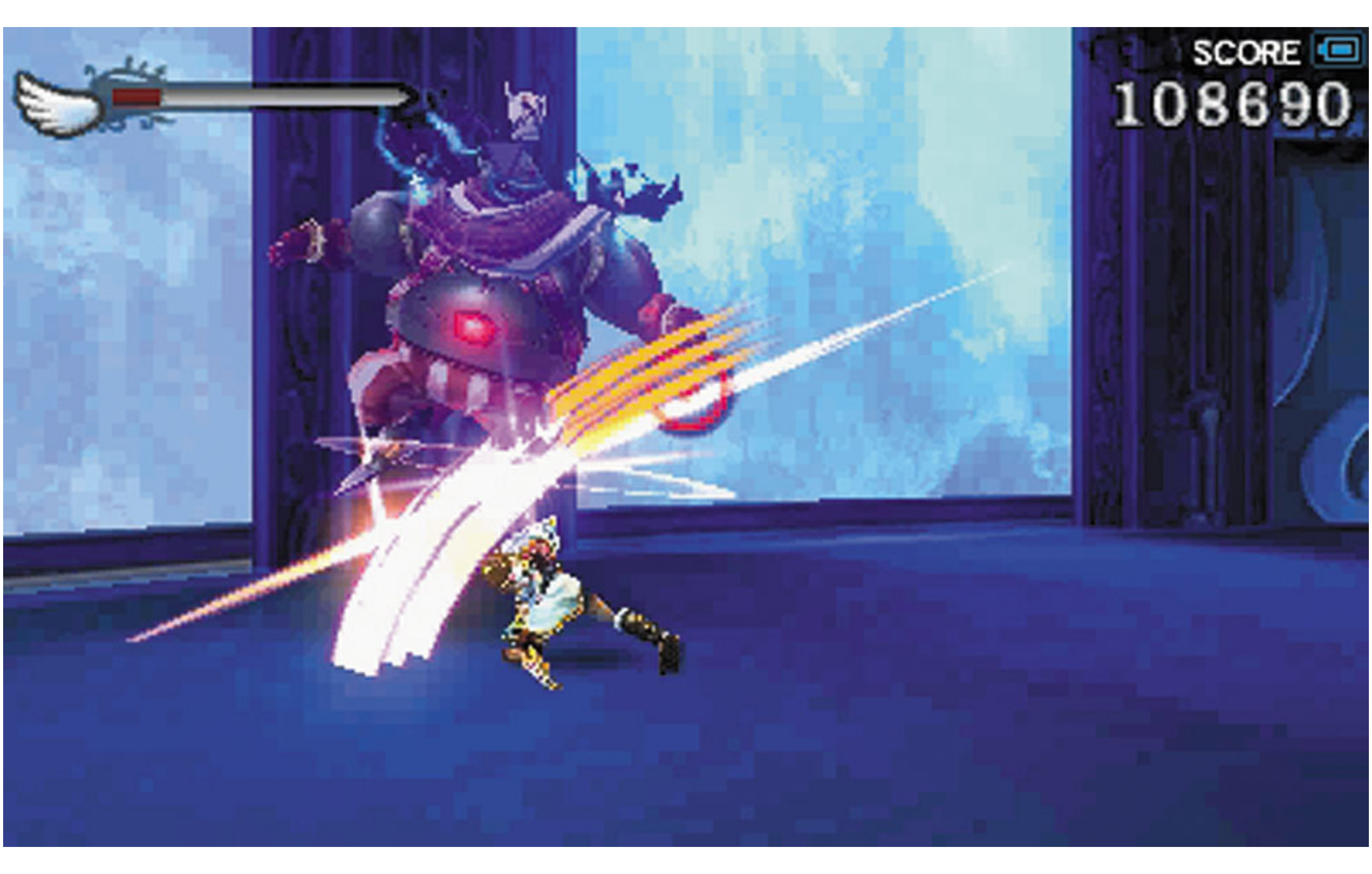
In his bat form, Thanatos can shift into a swarm of bats that can be quite harmful on the offensive and also serves as a means of teleporting to evade your attacks. If you're lucky enough to get close to him before he shifts, he can be beaten out of his bat form rather quickly.


SCORE
108690
Wait... Inside Thanatos...
is a mini Thanatos?


SCORE
108690

His doll form is quite harmless from a distance and defeating it is like a simple puzzle. Each time you hit the correct doll (marked by an orange light on its back), it splits into another pair of dolls. Keep locating and shooting the correct doll until a mini-Thanatos reveals himself, then give it a good smack. As long as you stay at a safe distance, you should be able to get through this encounter unscathed.

One form you may not have a chance to see at lower Intensities is his foot form. Transforming into a gigantic foot, Thanatos will chase you around the room, trying to step on you. Don't be anywhere near it when it lands. It's strong enough to knock Pit over with each step.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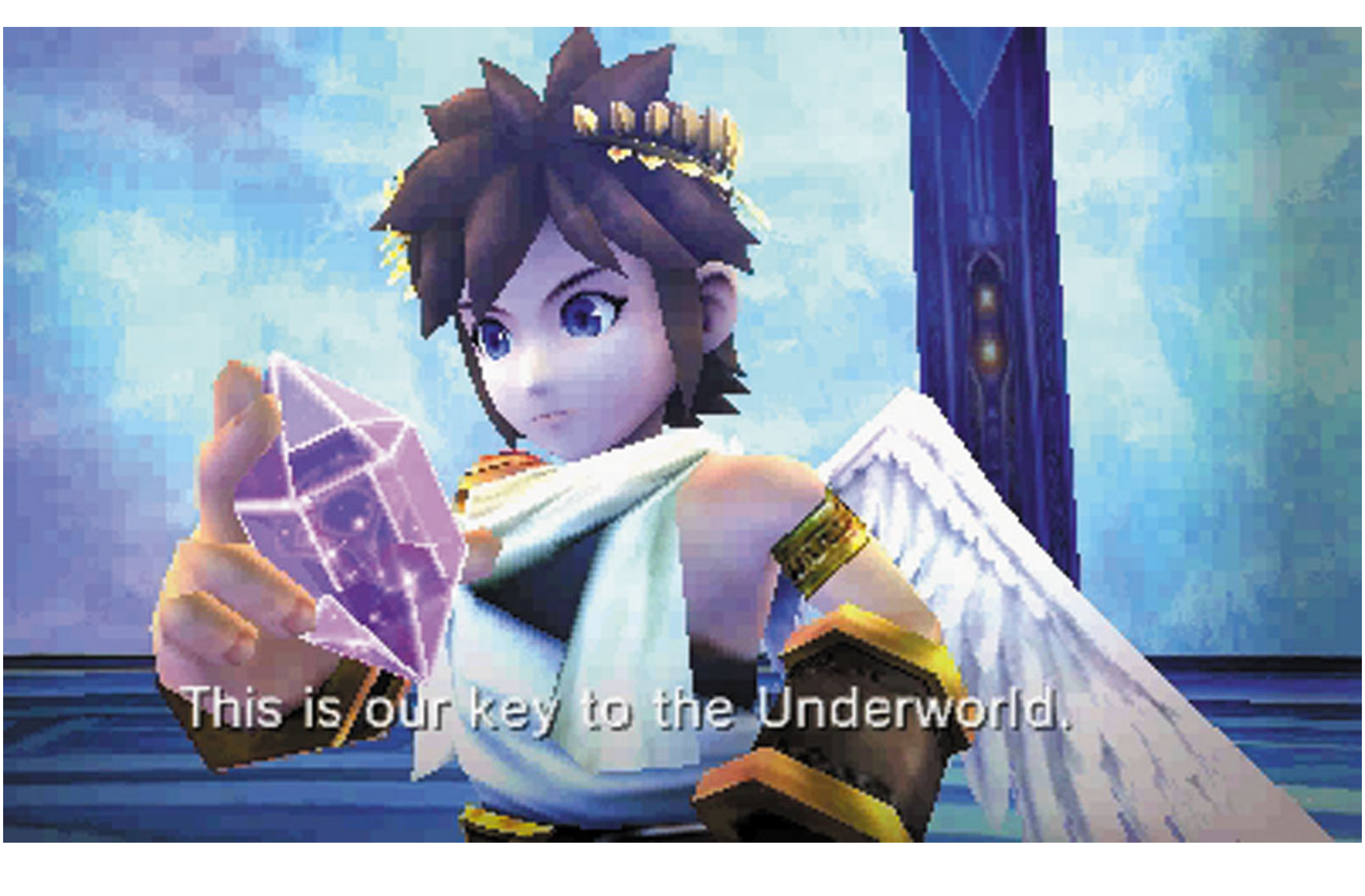
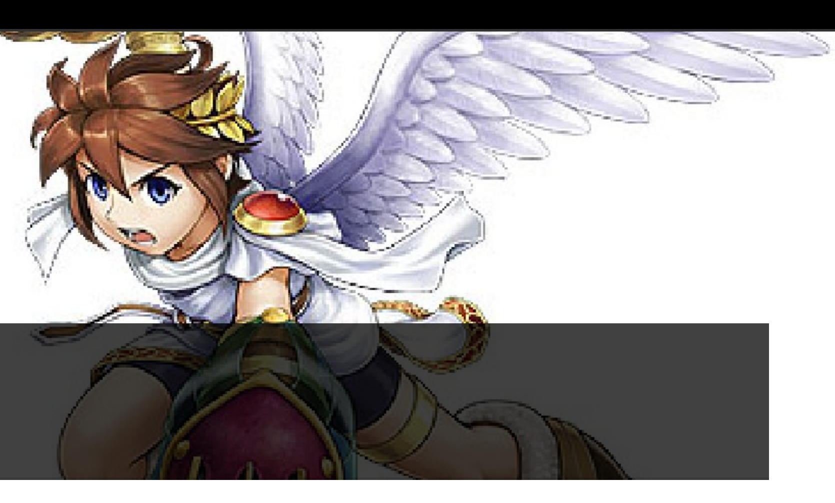

This is our key to the Underworld.

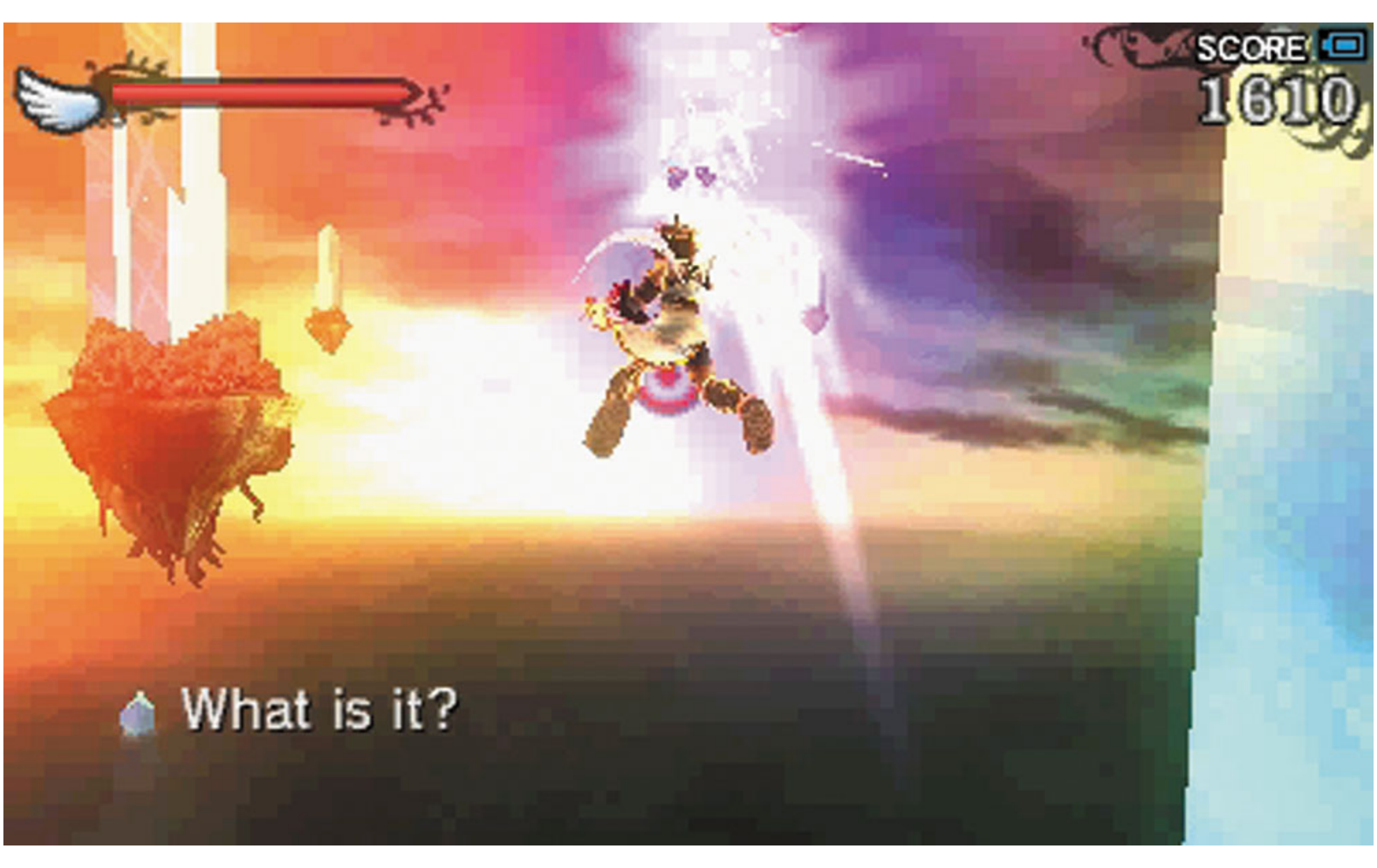
Eventually, Thanatos will return to his original form. He will be more aggressive with his spell blasts, but at this point, he's on the ropes. After Thanatos is defeated, he leaves behind his Underworld Key. The final battle with Medusa is close at hand!



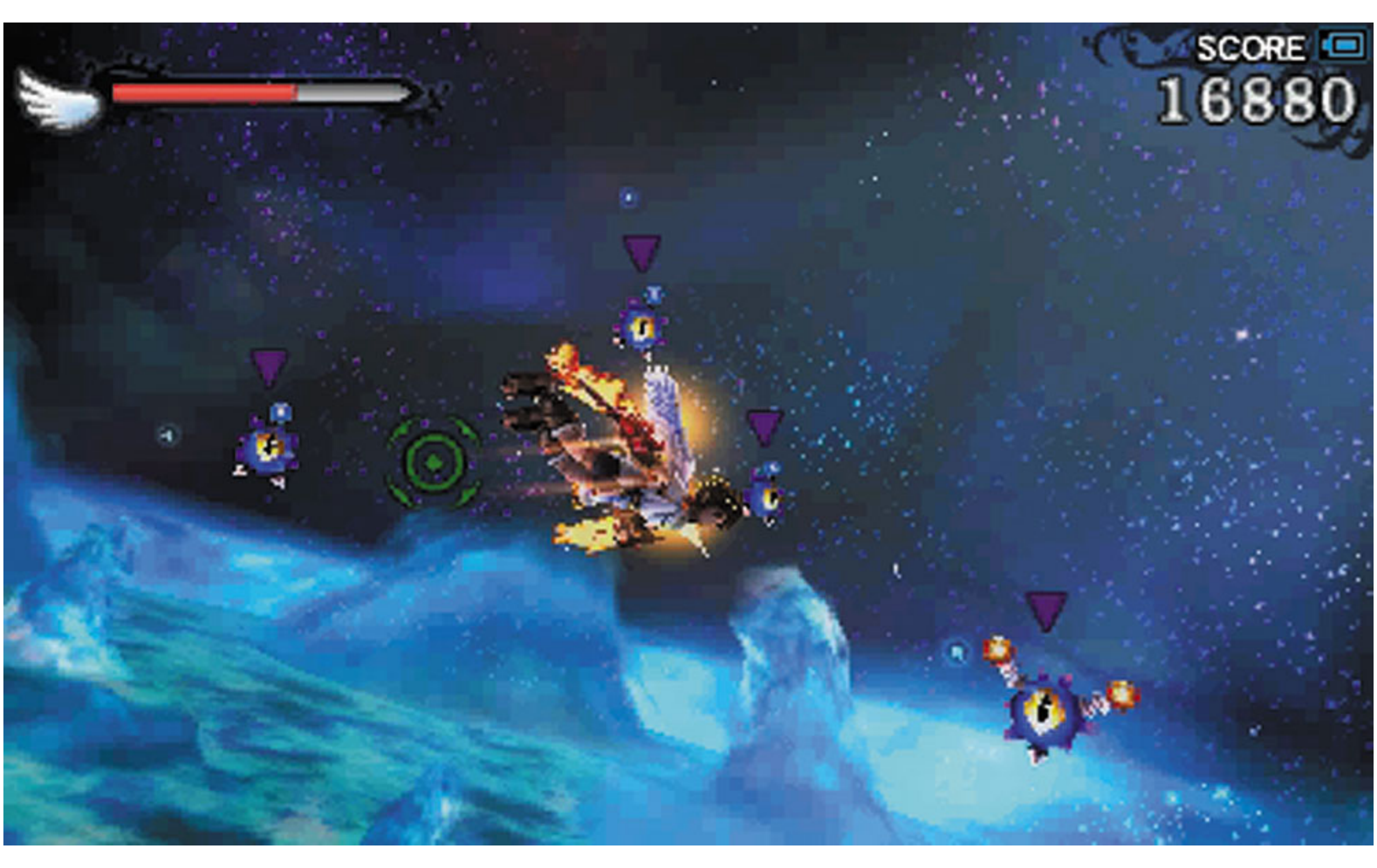
Chapter 8: The Space Pirate Ship

Air Battle

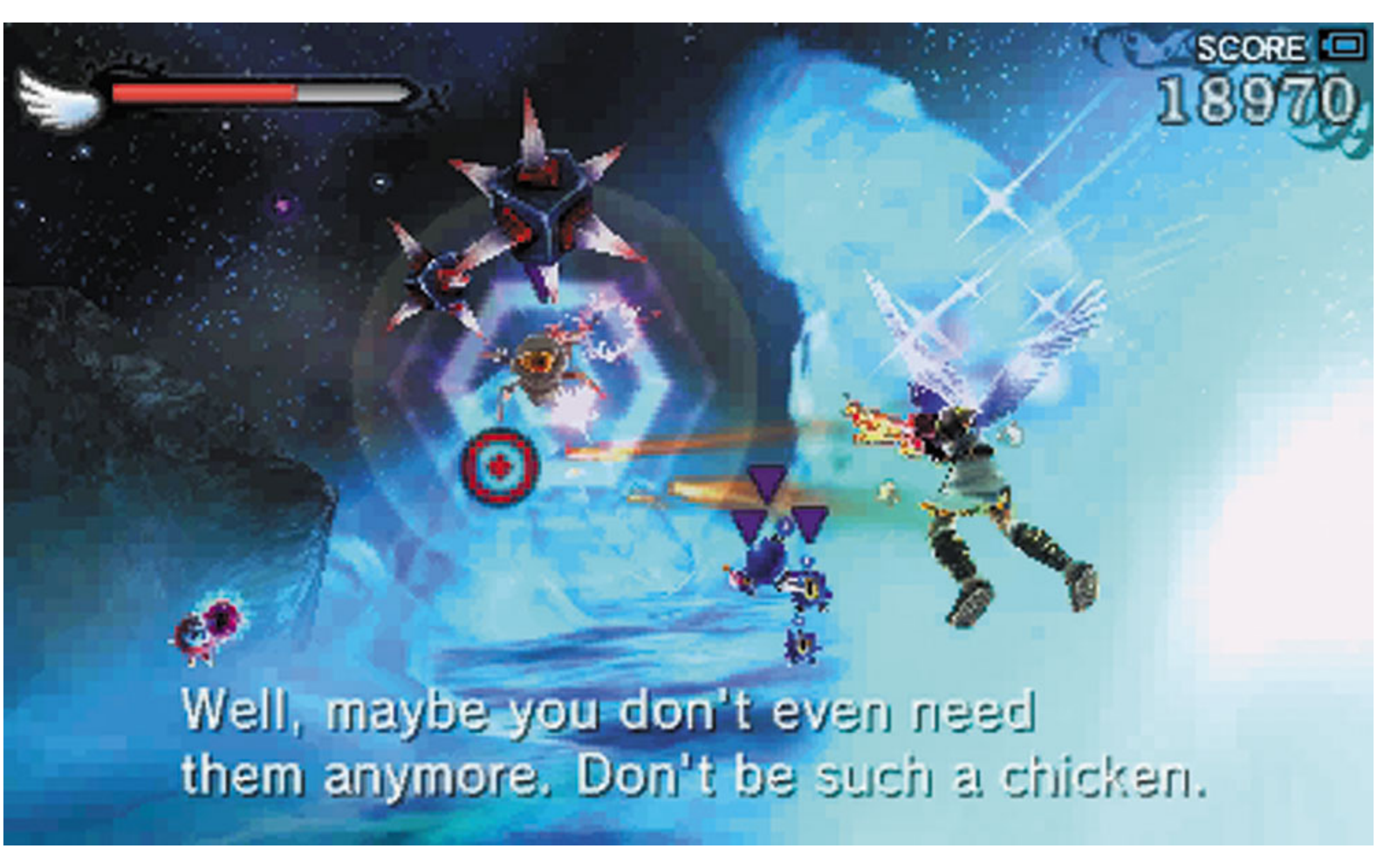
Pit wonders why Palutena isn't guiding him directly to the Underworld to face Medusa. The answer is that they still need to find the Three Sacred Treasures, which he used to defeat the evil goddess a quarter of a century ago. Palutena guides Pit toward the heavens as she reluctantly explains that the Sacred Treasures are now in the hands of Space Pirates.

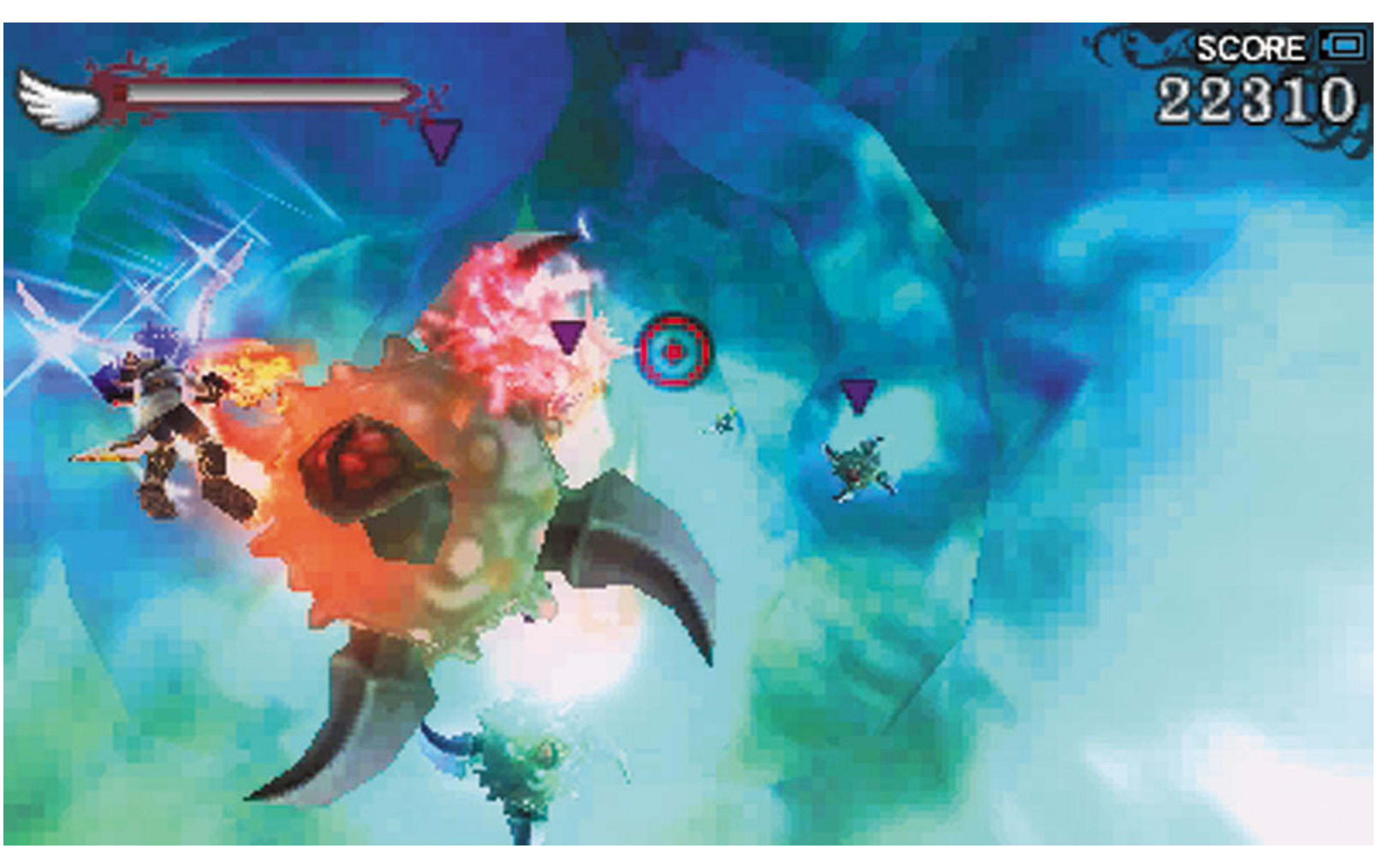

SCORE
1610
What is it?

SCORE
7340
That's awesome! I mean, evil!

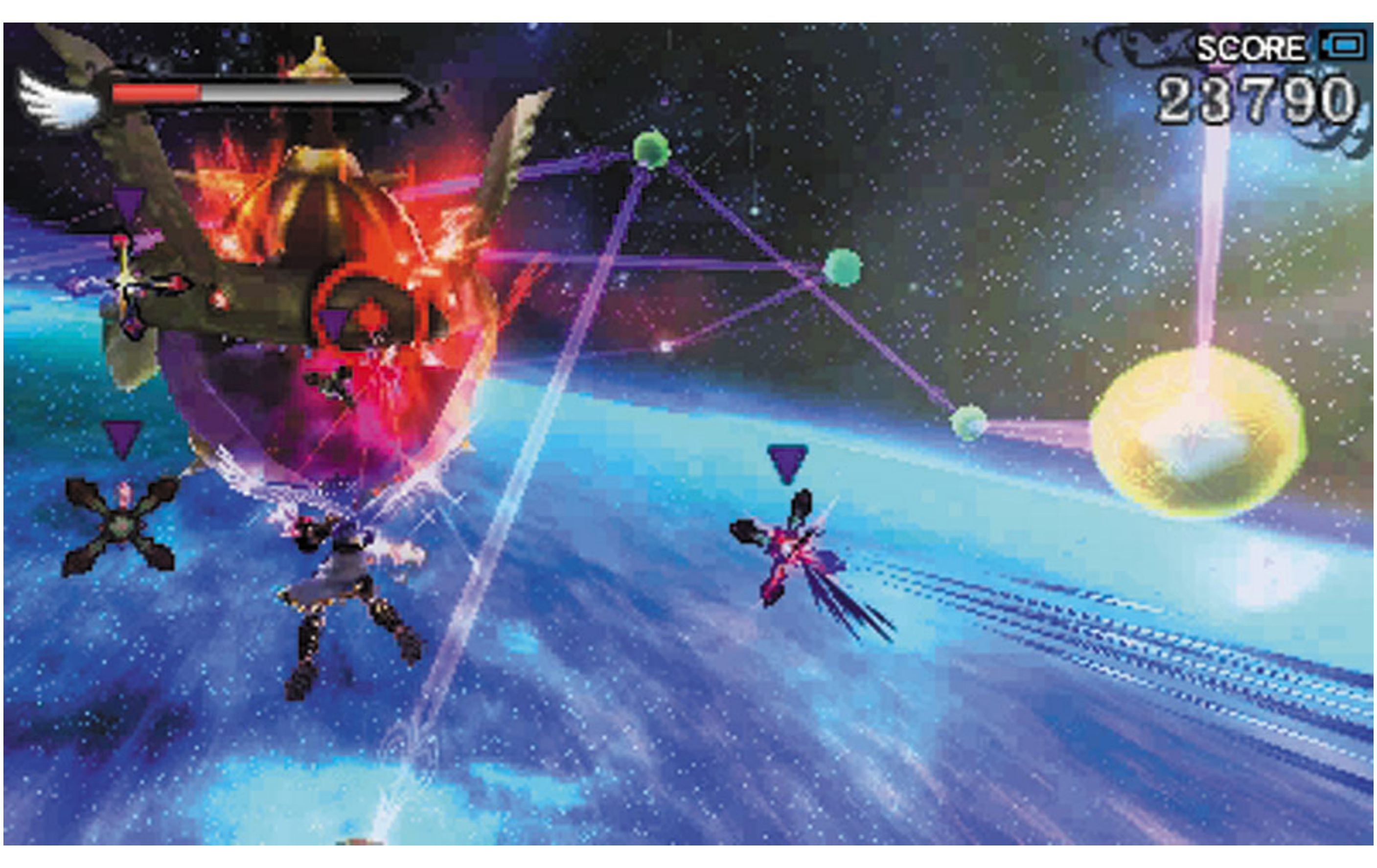

SCORE
16880

After the hectic Air Battle intro to Chapter 7, this is a considerably more relaxed start. The whole assortment of Underworld goons you've met so far are present, but they don't come at you with quite the same numbers right away. When you finally crest the clouds, you're introduced to a flight of Remoblams and Remoblamlings. The Remoblams are the ones with two orange spheres pointed upward. Shooting the Remoblams sets off an explosion that can take out the Remoblamlings. Just do that at a safe distance.

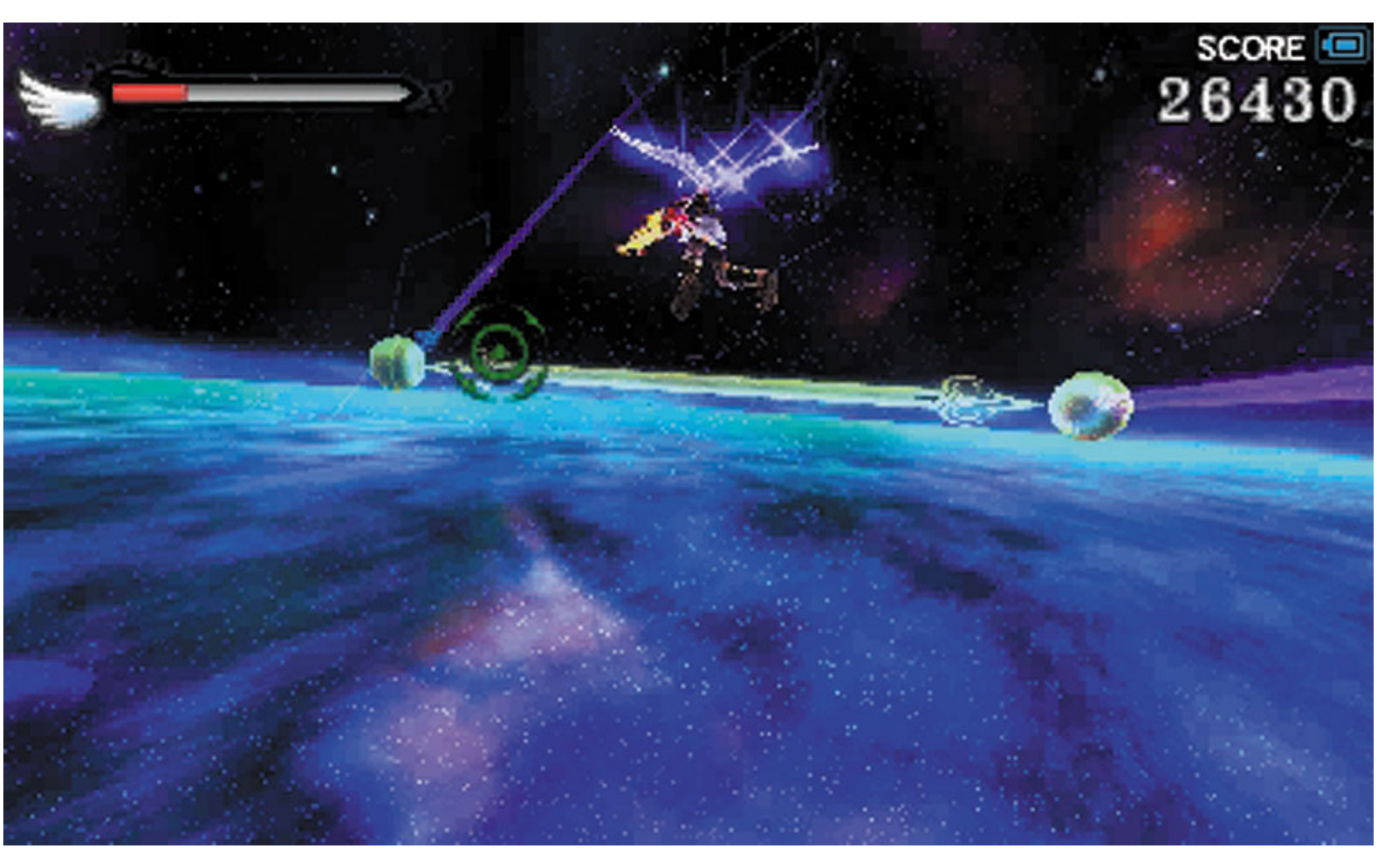

SCORE
18970
Well, maybe you don't even need
them anymore. Don't be such a chicken.

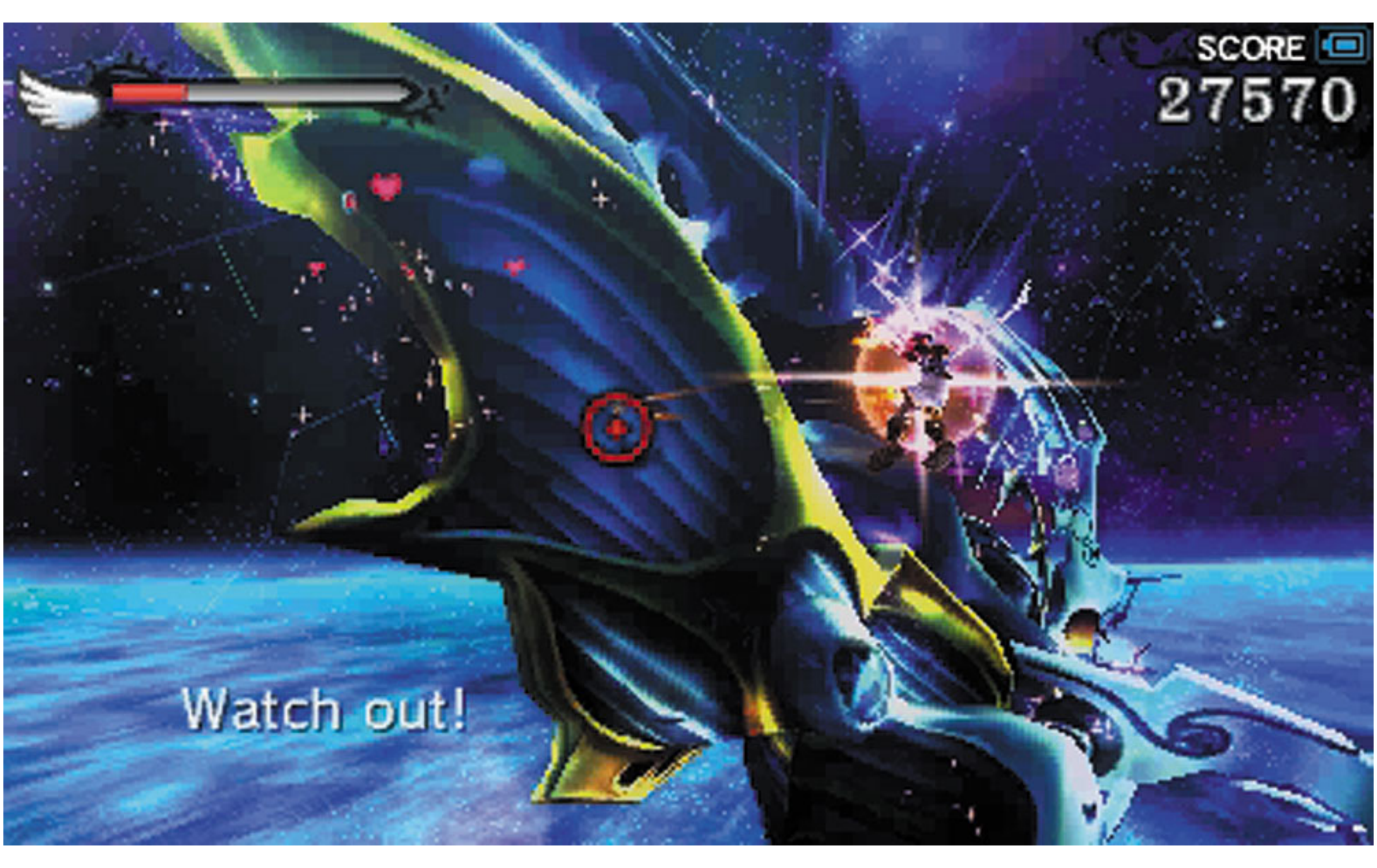

SCORE
22310

Be prepared with a Special Attack when Ganewmedes get involved. Their spike attacks, coupled with the growing swarms of Remoblams, can put a serious hurt on Pit. Look out for Syrens and Splins as well.


SCORE
23790

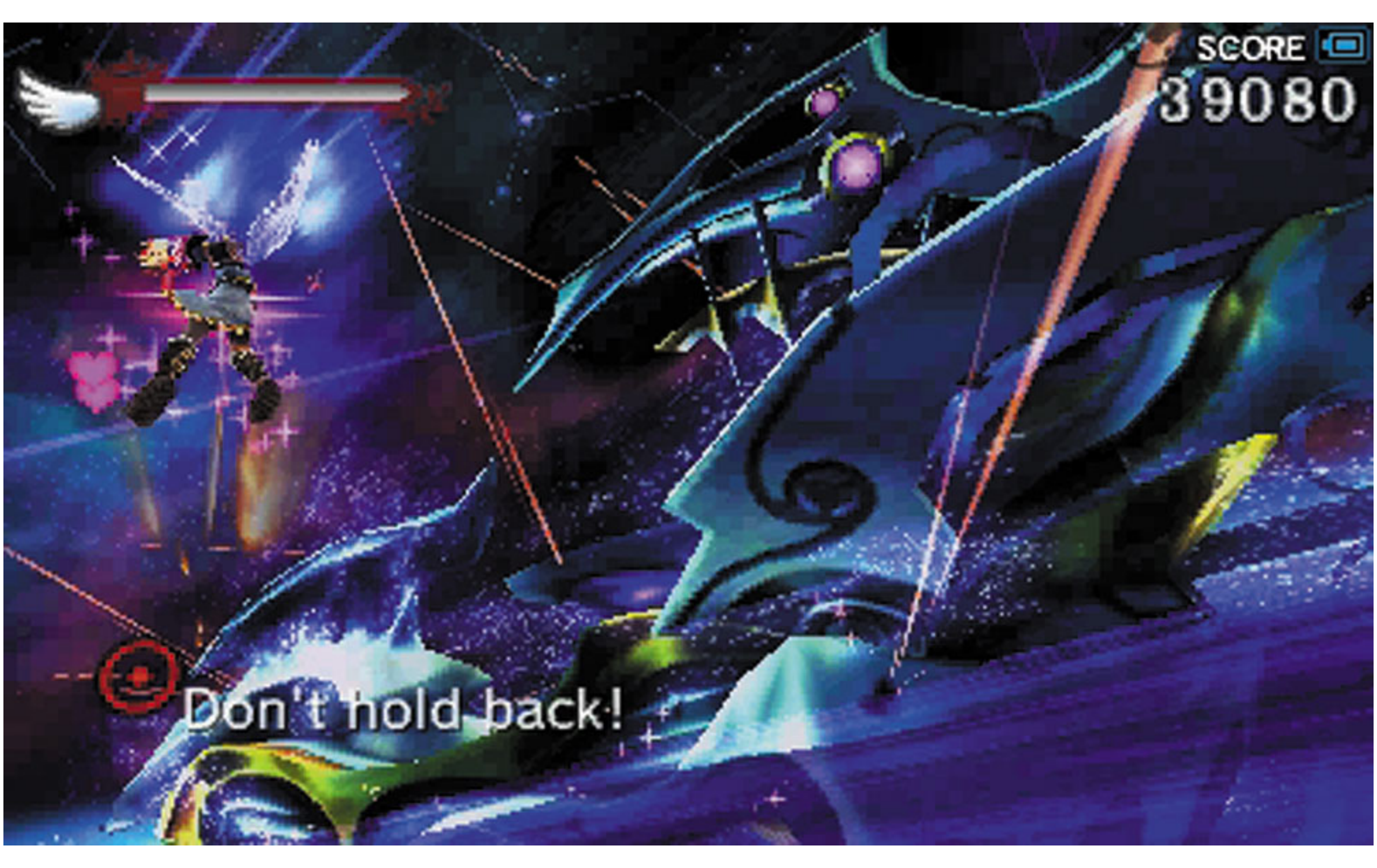
The vast Galactic Sea spreads out before Pit. Deal with the attacking Belunka and Gyrazers it spews until you take them down or they flee.

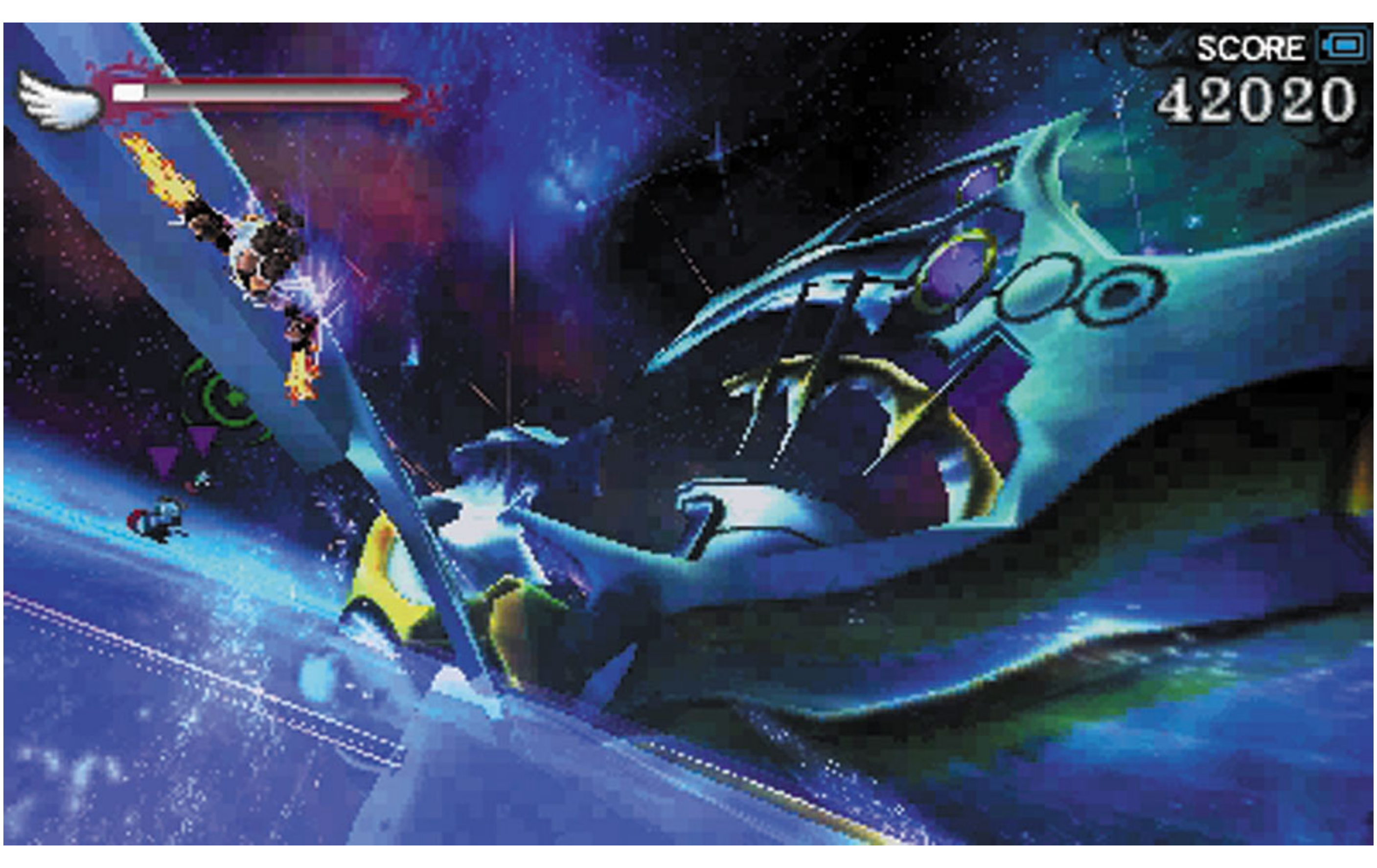

SCORE
26430


SCORE
27570
Watch out!

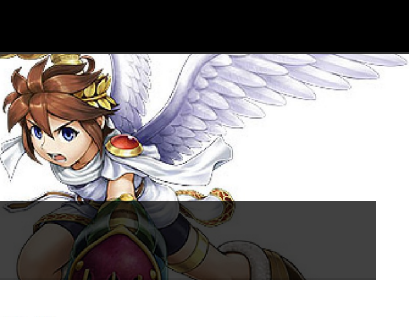
SCORE
58780
Waaaah!

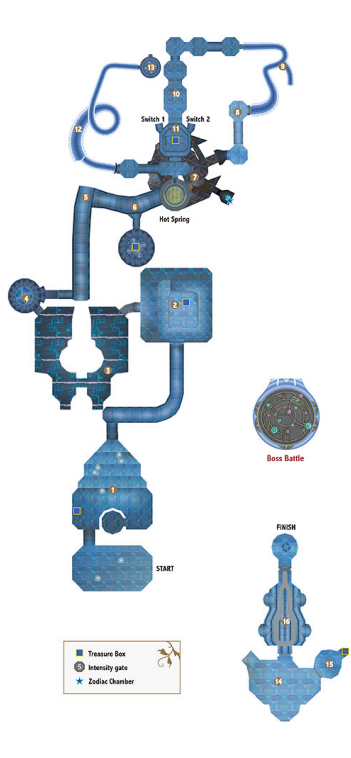
The Space Pirate ship leaps from the space-waters after you encounter a greenish bar connecting two stars in the sky. If you fly above this bar, you begin your pursuit of the pirate vessel in the air. If you pass underneath the bar, the ship lands on you, sending you into the waters to deal with more Underworld enemies.

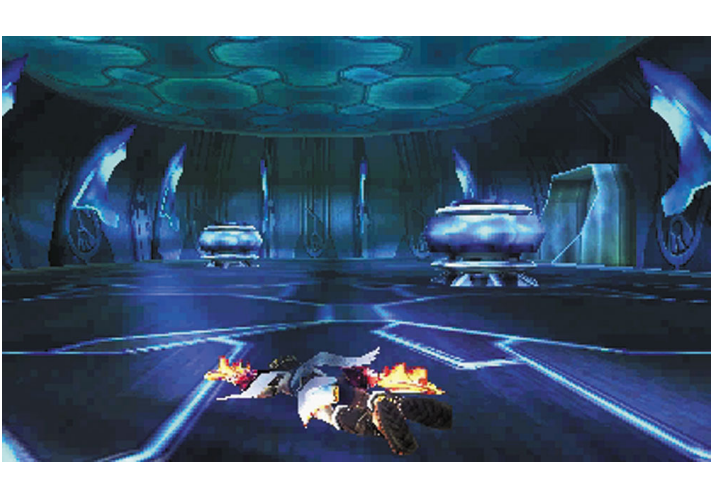

SCORE
39080
Don't hold back!


SCORE
42020

Either way, blast your way through the enemy while Palutena brings you closer to the ship. Don't be alarmed by the impressive light show it's throwing out, and concentrate on what the Underworld Army is firing at you. Eventually, Palutena finds you a perfect spot for a rough landing. It's time for some piracy of your own!

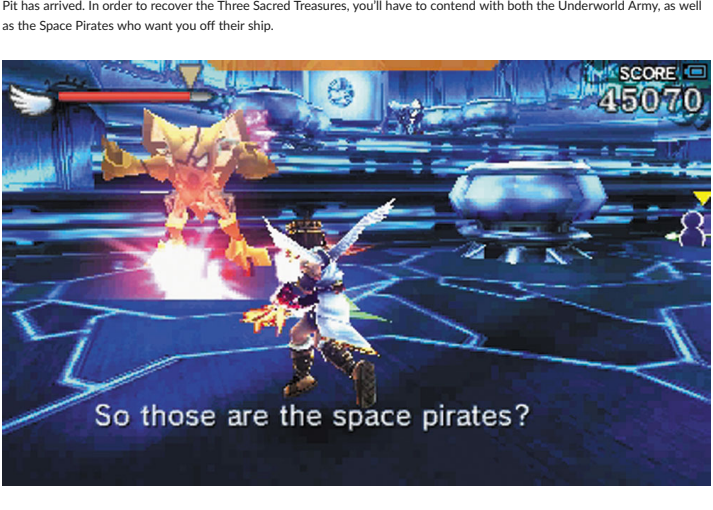



1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
Switch 1
Switch 2
Hot Spring
Boss Battle
FINISH
START
Treasure Box
Intensity gate
Zodiac Chamber

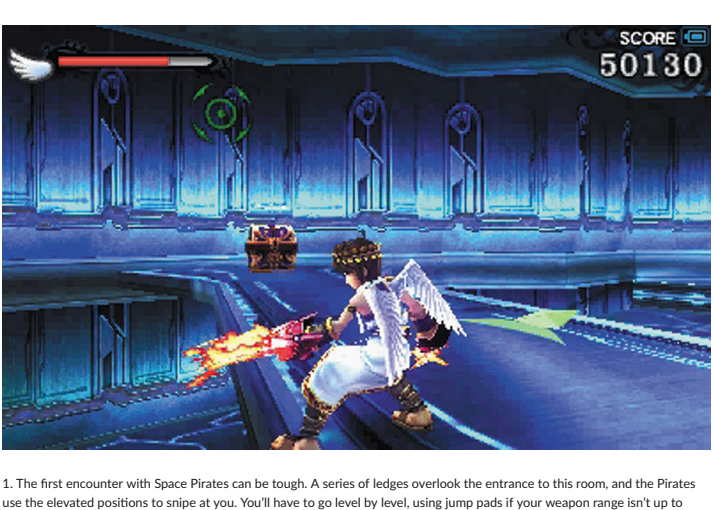


SCORE
45070

Now inside the pirate ship's hull, an incomprehensible language blares out from the overhead speakers. The Pirates know that Pit has arrived. In order to recover the Three Sacred Treasures, you'll have to contend with both the Underworld Army, as well as the Space Pirates who want you off their ship.

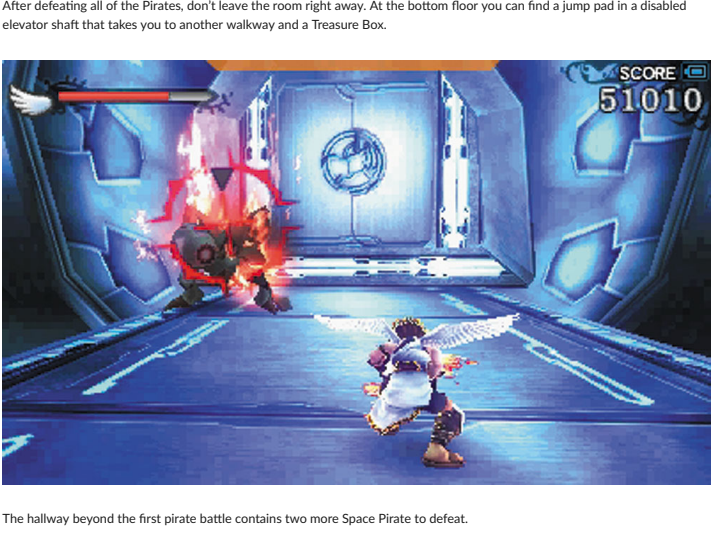

SCORE
45070
So those are the space pirates?

SCORE
46830

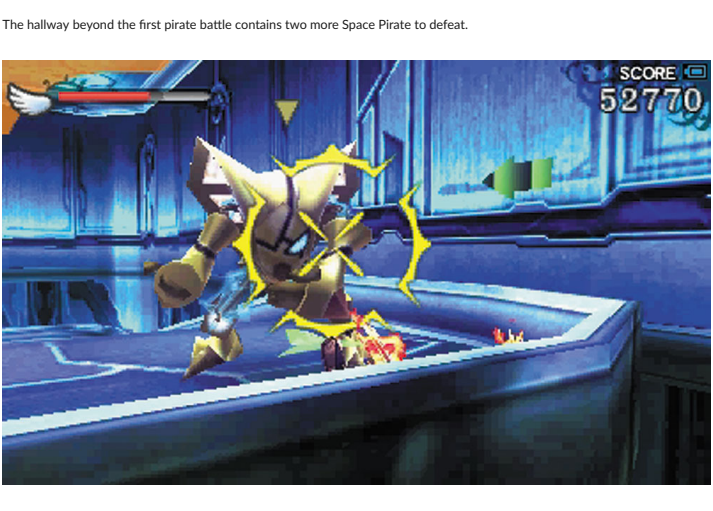

SCORE
50130

1. The first encounter with Space Pirates can be tough. A series of ledges overlook the entrance to this room, and the Pirates use the elevated positions to snipe at you. You'll have to go level by level, using jump pads if your weapon range isn't up to snuff.

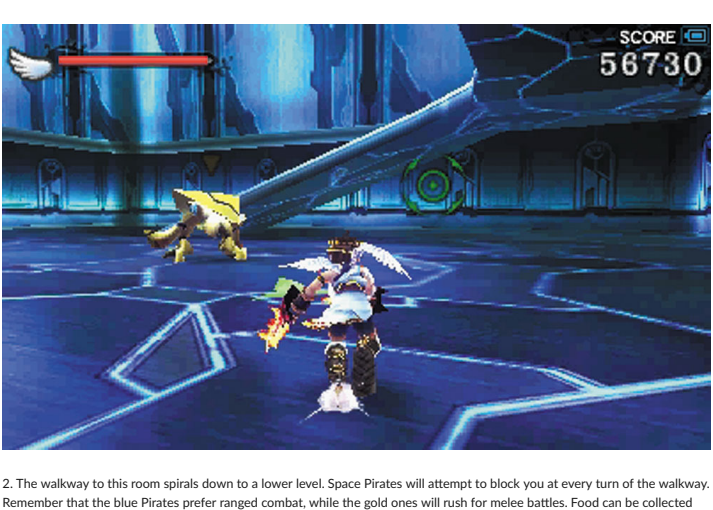
After defeating all of the Pirates, don't leave the room right away. At the bottom floor you can find a jump pad in a disabled elevator shaft that takes you to another walkway and a Treasure Box.


SCORE
51010

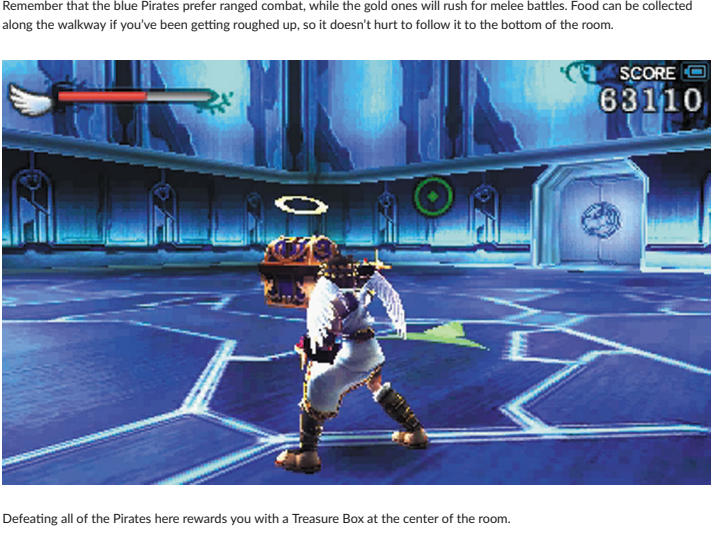
The hallway beyond the first pirate battle contains two more Space Pirate to defeat.


SCORE
52770

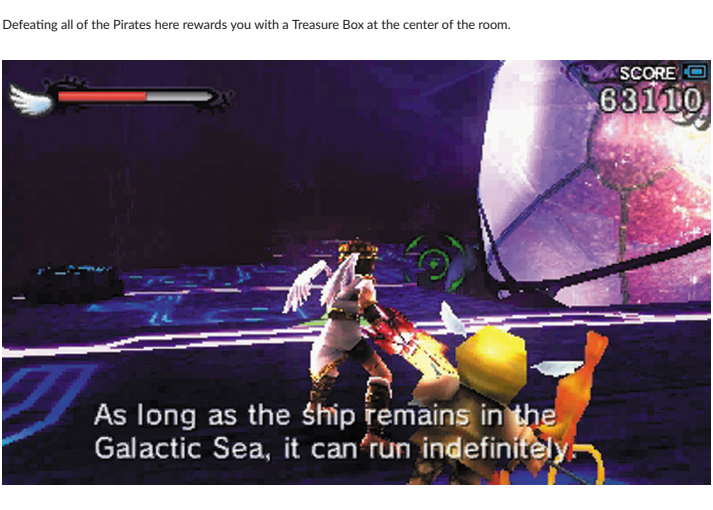
SCORE
54530


SCORE
56730

2. The walkway to this room spirals down to a lower level. Space Pirates will attempt to block you at every turn of the walkway. Remember that the blue Pirates prefer ranged combat, while the gold ones will rush for melee battles. Food can be collected along the walkway if you've been getting roughed up, so it doesn't hurt to follow it to the bottom of the room.

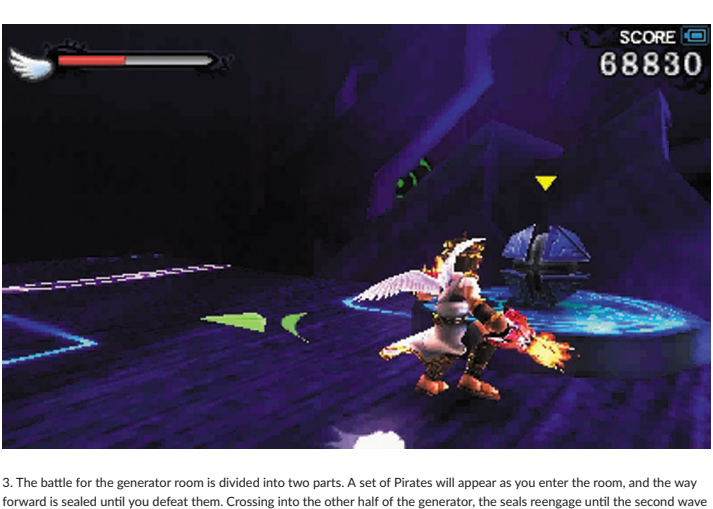

SCORE
63110

Defeating all of the Pirates here rewards you with a Treasure Box at the center of the room.

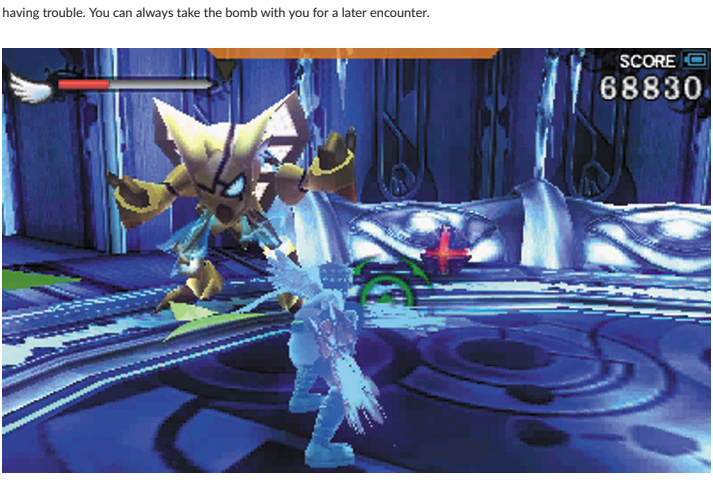

SCORE
63110
As long as the ship remains in the Galactic Sea, it can run indefinitely.

SCORE
63110
So...I should destroy the shiny thing?

SCORE
65090

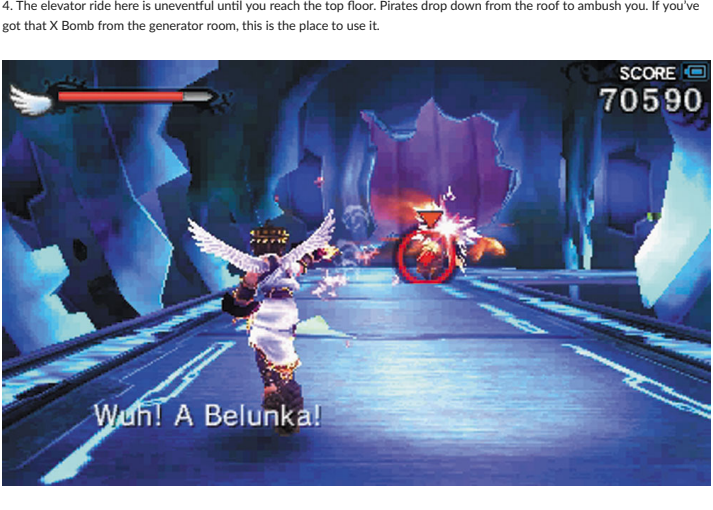

SCORE
68830

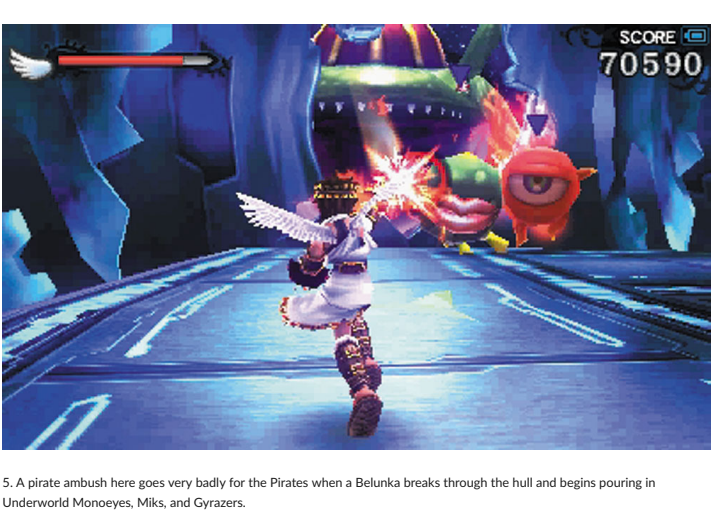
3. The battle for the generator room is divided into two parts. A set of Pirates will appear as you enter the room, and the way forward is sealed until you defeat them. Crossing into the other half of the generator, the seals reengage until the second wave of Pirates are taken down. An X Bomb can be found near the room's exit. Try not to use it for the fights here unless you're having trouble. You can always take the bomb with you for a later encounter.


SCORE
68830

SCORE
70590

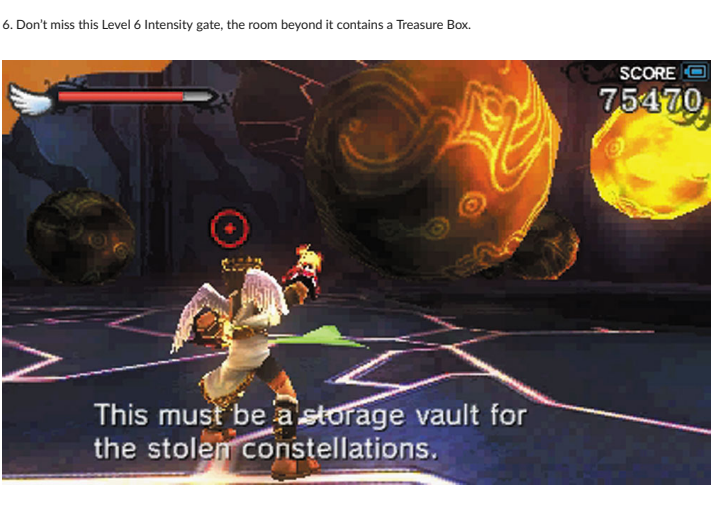
4. The elevator ride here is uneventful until you reach the top floor. Pirates drop down from the roof to ambush you. If you've got that X Bomb from the generator room, this is the place to use it.

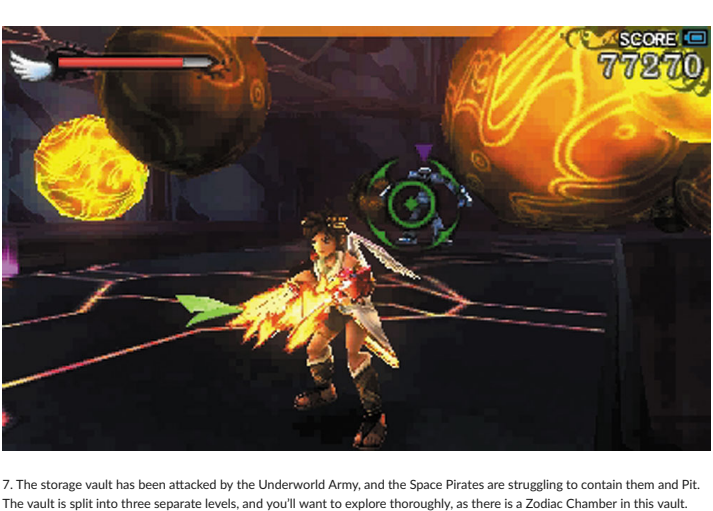

SCORE
70590
Wuh! A Belunka!


SCORE
70590

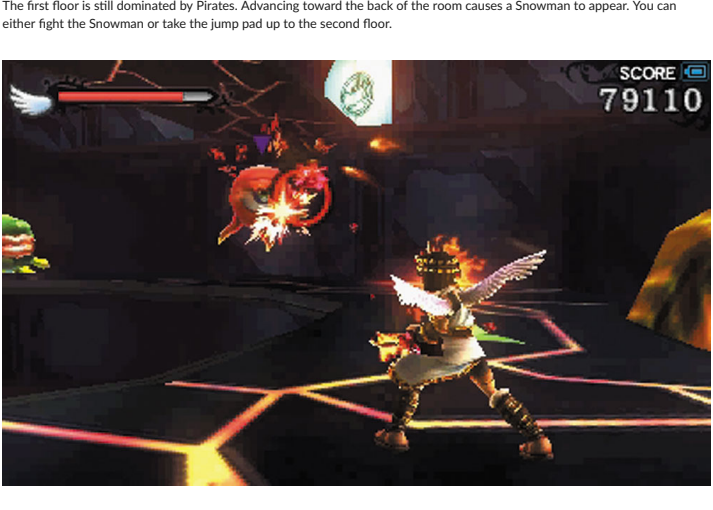
5. A pirate ambush here goes very badly for the Pirates when a Belunka breaks through the hull and begins pouring in Underworld Monoeyes, Miks, and Gyrazers.

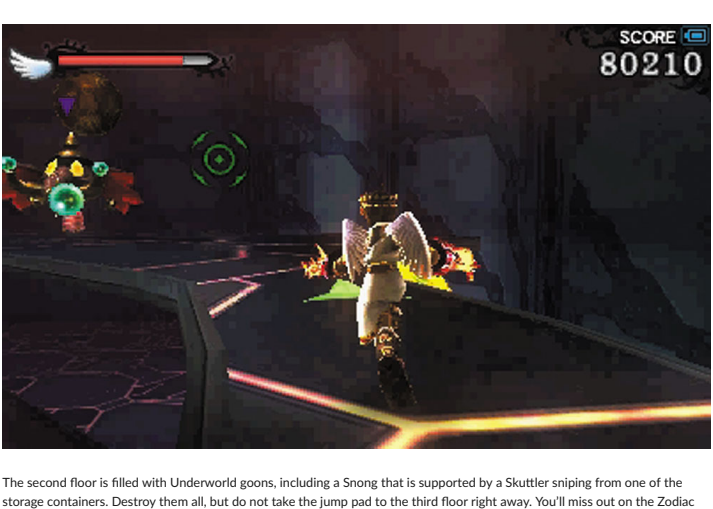
6. Don't miss this Level 6 Intensity gate, the room beyond it contains a Treasure Box.


SCORE
75470
This must be a storage vault for the stolen constellations.

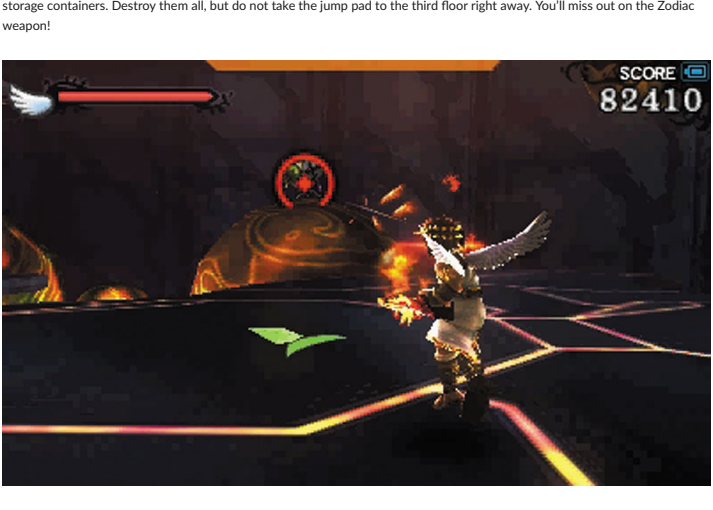

SCORE
77270

7. The storage vault has been attacked by the Underworld Army, and the Space Pirates are struggling to contain them and Pit. The vault is split into three separate levels, and you'll want to explore thoroughly, as there is a Zodiac Chamber in this vault. The first floor is still dominated by Pirates. Advancing toward the back of the room causes a Snowman to appear. You can either fight the Snowman or take the jump pad up to the second floor.

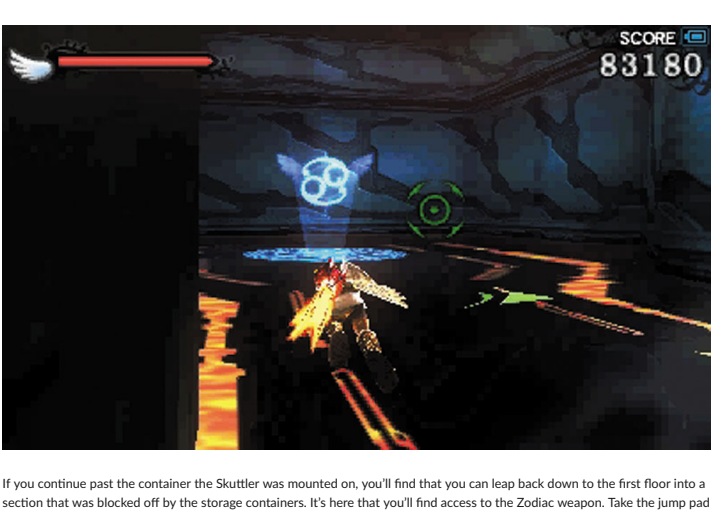

SCORE
79110


SCORE
80210

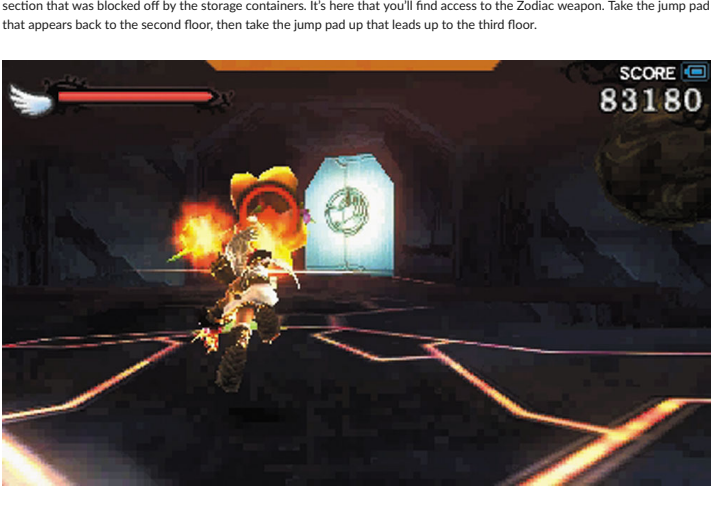
The second floor is filled with Underworld goons, including a Snong that is supported by a Skuttler sniping from one of the storage containers. Destroy them all, but do not take the jump pad to the third floor right away. You'll miss out on the Zodiac weapon!

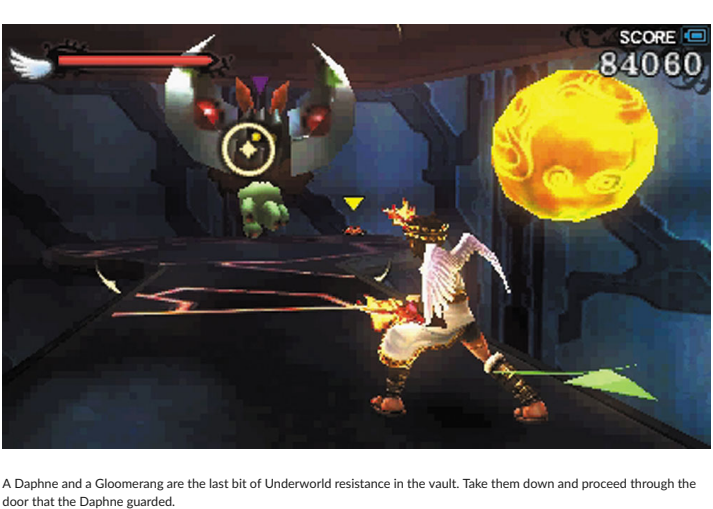

SCORE
82410

SCORE
83180

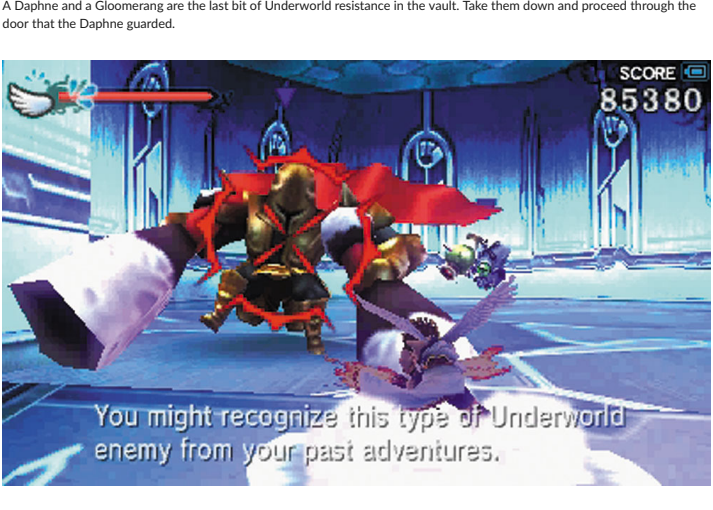

SCORE
83180

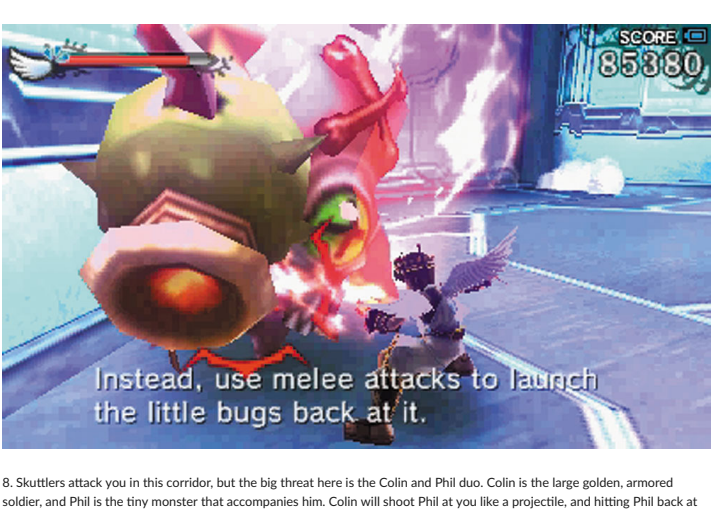
If you continue past the container the Skuttler was mounted on, you'll find that you can leap back down to the first floor into a section that was blocked off by the storage containers. It's here that you'll find access to the Zodiac weapon. Take the jump pad that appears back to the second floor, then take the jump pad up that leads up to the third floor.


SCORE
83180

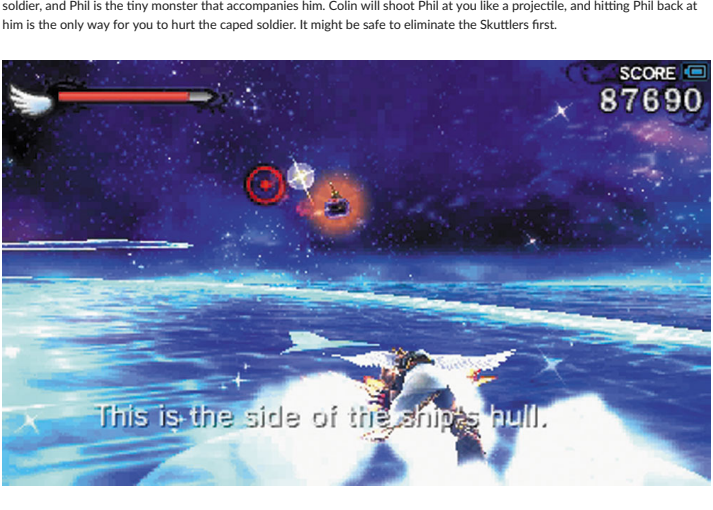

SCORE
84060

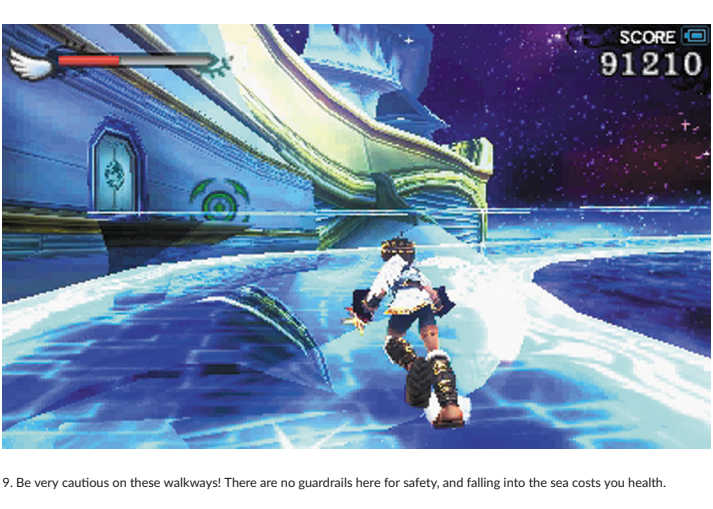
A Daphne and a Gloomerang are the last bit of Underworld resistance in the vault. Take them down and proceed through the door that the Daphne guarded.


SCORE
85380
You might recognize this type of Underworld enemy from your past adventures.

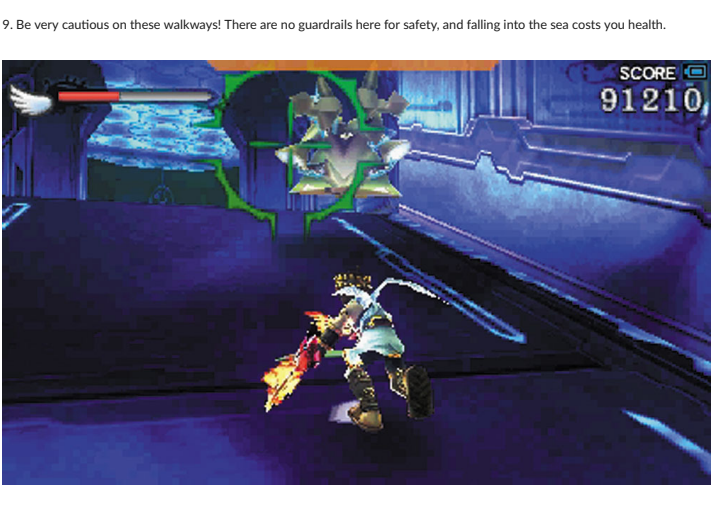

SCORE
85380
Instead, use melee attacks to launch the little bugs back at it.

8. Skuttlers attack you in this corridor, but the big threat here is the Colin and Phil duo. Colin is the large golden, armored soldier, and Phil is the tiny monster that accompanies him. Colin will shoot Phil at you like a projectile, and hitting Phil back at him is the only way for you to hurt the caped soldier. It might be safe to eliminate the Skuttlers first.


SCORE
87690
This is the side of the ship's hull.

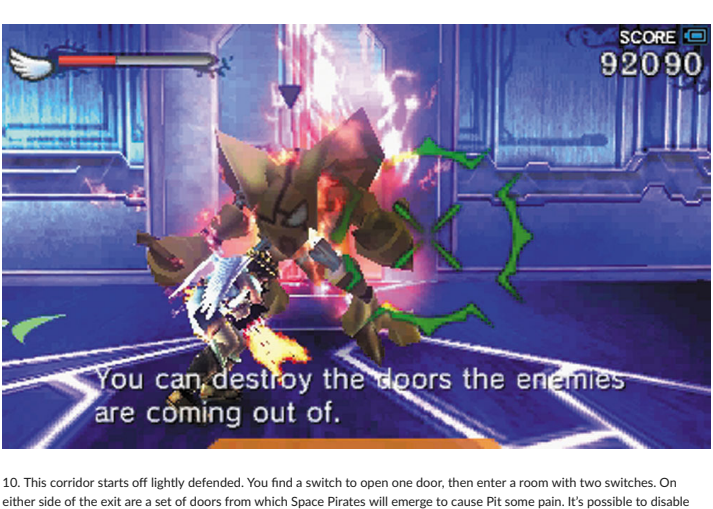

SCORE
91210

9. Be very cautious on these walkways! There are no guardrails here for safety, and falling into the sea costs you health.

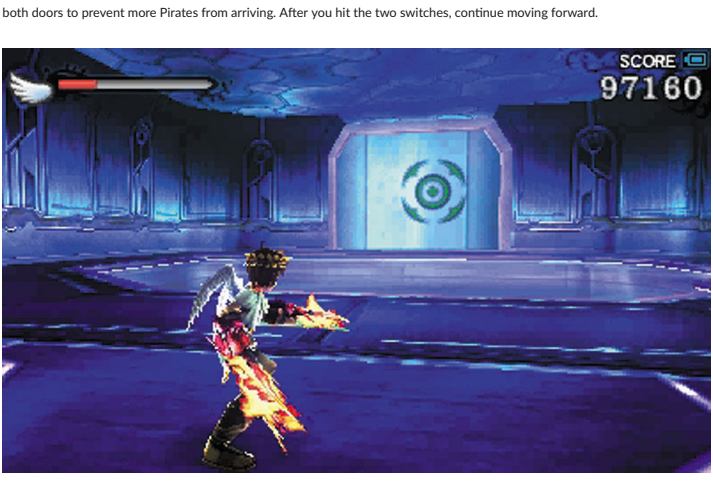

SCORE
91210

SCORE
92090
Probably does something.

SCORE
92090


SCORE
92090
You can destroy the doors the enemies are coming out of.

10. This corridor starts off lightly defended. You find a switch to open one door, then enter a room with two switches. On either side of the exit are a set of doors from which Space Pirates will emerge to cause Pit some pain. It's possible to disable both doors to prevent more Pirates from arriving. After you hit the two switches, continue moving forward.


SCORE
97160

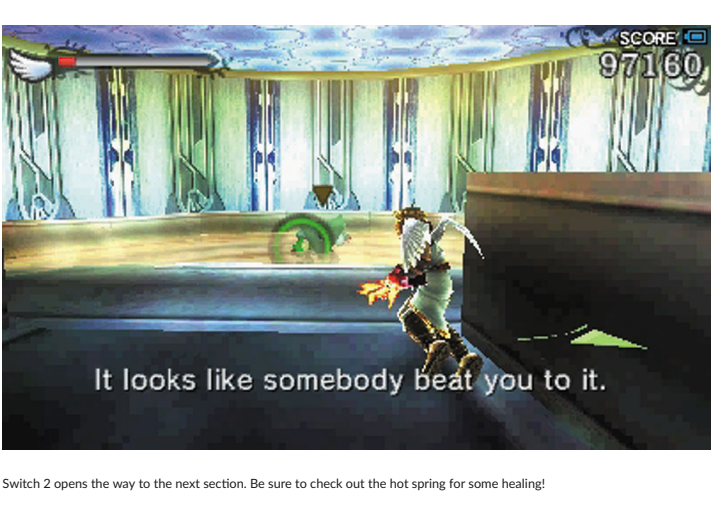
SCORE
97160

SCORE
97160

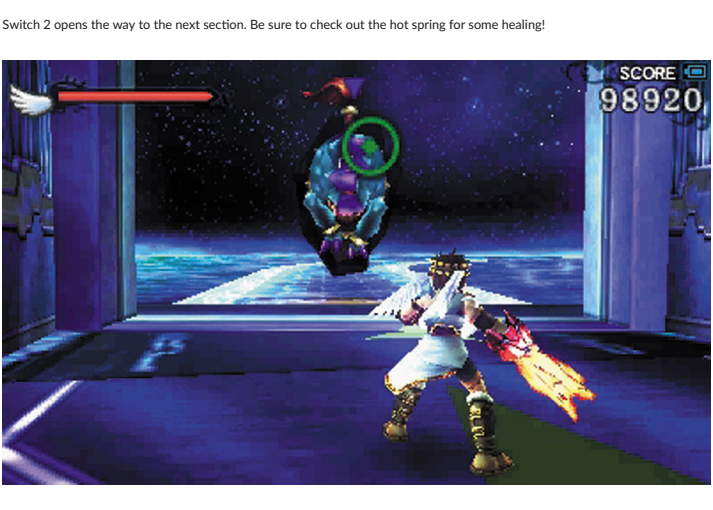
11. The next room has another pair of switches to hit. Switch 1 allows access to a trio of Treasure Boxs. Be careful! While the box in the center is not booby-trapped, the other two are, and they send out a barrages of energy bolts when you get close to them! The best way to get them open is to simply sprint past them. If you're far enough away, the bolts dissipate before reaching you.

SCORE
97160

SCORE
97160


SCORE
97160
It looks like somebody beat you to it.

Switch 2 opens the way to the next section. Be sure to check out the hot spring for some healing!

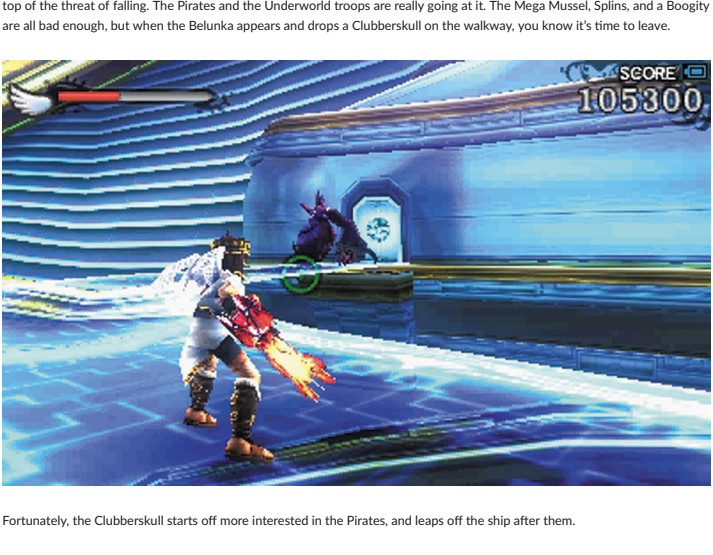

SCORE
98920

SCORE
101340

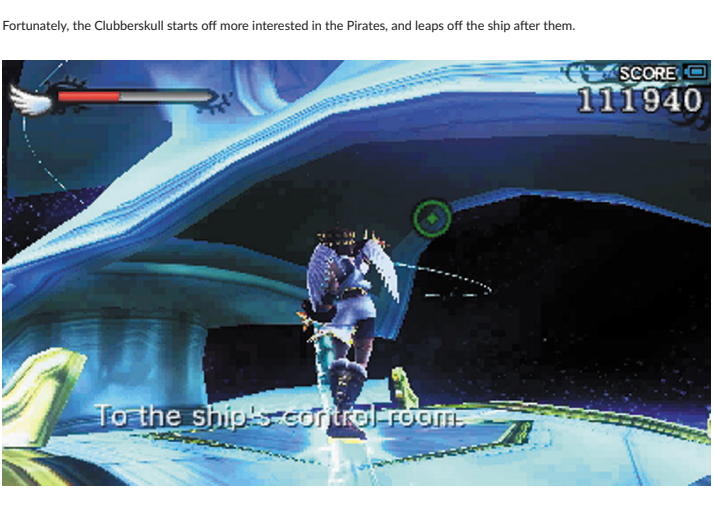
SCORE
105300

SCORE
105300

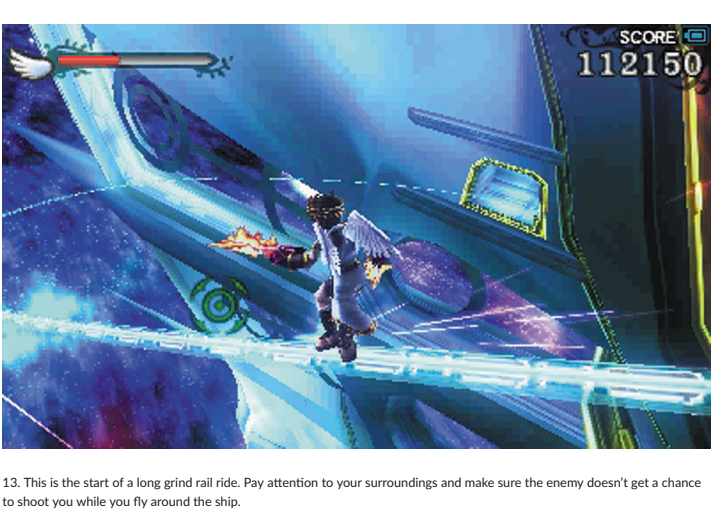
12. This is another wild walk on the outside of the ship, only this time there are a lot more enemies to be concerned with on top of the threat of falling. The Pirates and the Underworld troops are really going at it. The Mega Mussel, Splins, and a Boogity are all bad enough, but when the Belunka appears and drops a Clubberskull on the walkway, you know it's time to leave.


SCORE
105300

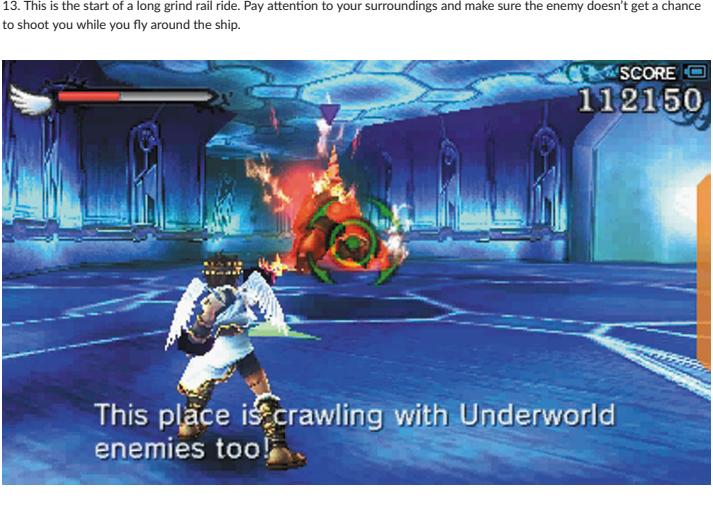
Fortunately, the Clubberskull starts off more interested in the Pirates, and leaps off the ship after them.


SCORE
111940
To the ship's control room.

SCORE
111940

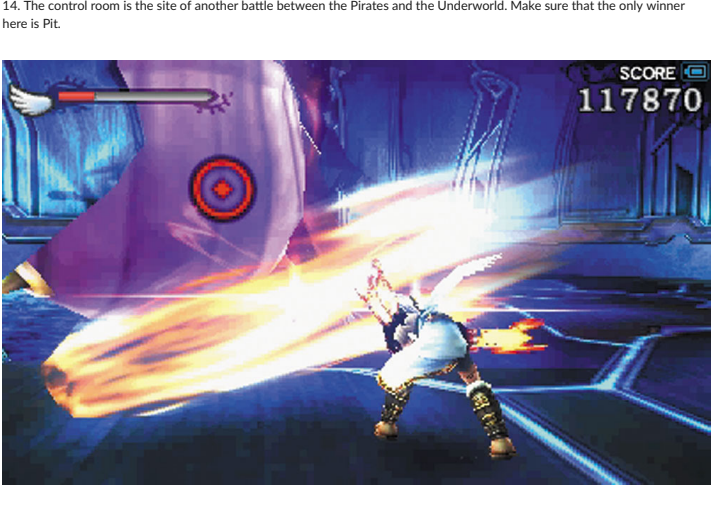

SCORE
112150

13. This is the start of a long grind rail ride. Pay attention to your surroundings and make sure the enemy doesn't get a chance to shoot you while you fly around the ship.


SCORE
112150
This place is crawling with Underworld enemies too!

SCORE
112150

14. The control room is the site of another battle between the Pirates and the Underworld. Make sure that the only winner here is Pit.


SCORE
117870

SCORE
122100

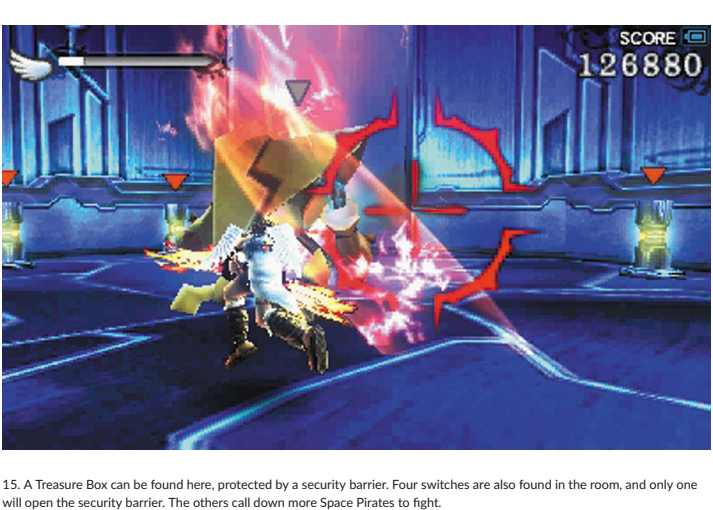
A Belunka appears in a hull breach, dropping off Skuttlers.

SCORE
122810

SCORE
126880

Another Colin and Phil duo also makes an appearance here, supported by Monoeyes, Miks, and Gyrazers. Once the enemy here is suppressed, the door to the command center opens, revealing another Clubberskull taking on the last of the Space Pirate defenses.

SCORE
126880

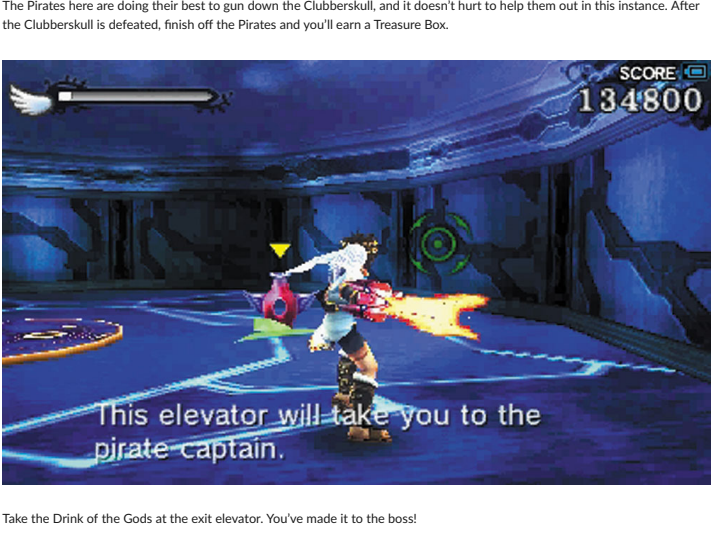

SCORE
126880

15. A Treasure Box can be found here, protected by a security barrier. Four switches are also found in the room, and only one will open the security barrier. The others call down more Space Pirates to fight.

SCORE
127760

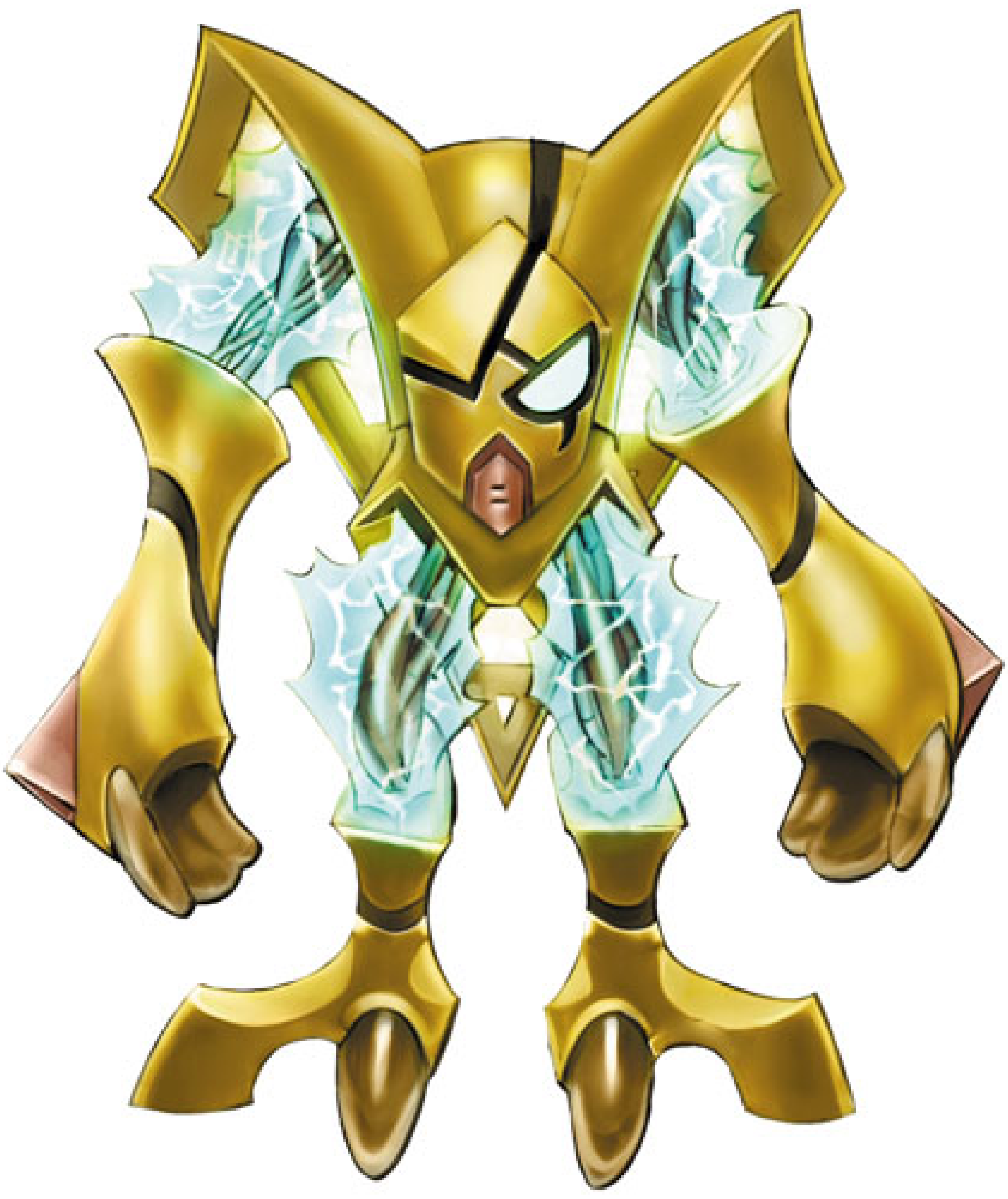
SCORE
134800

The Pirates here are doing their best to gun down the Clubberskull, and it doesn't hurt to help them out in this instance. After the Clubberskull is defeated, finish off the Pirates and you'll earn a Treasure Box.

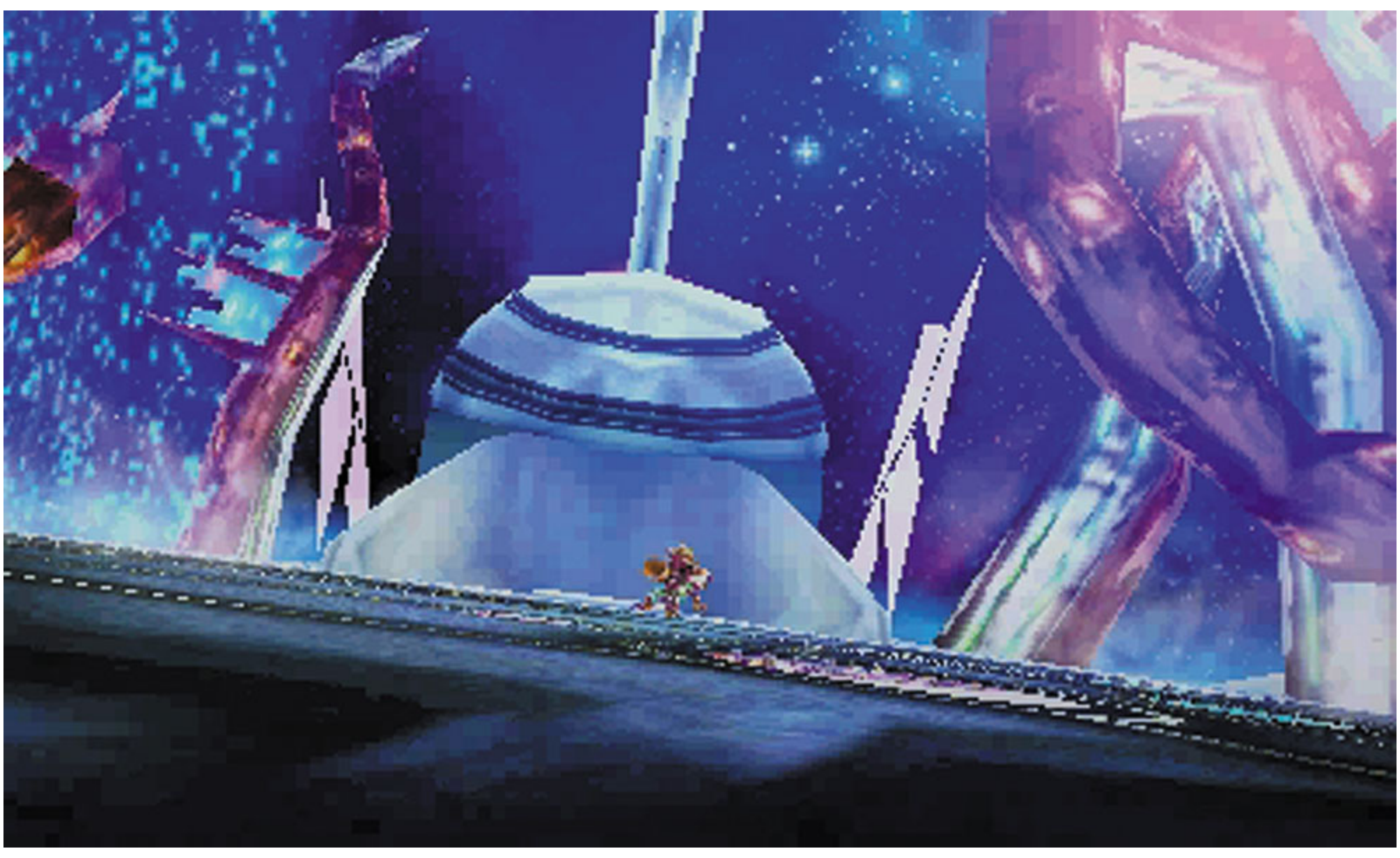

SCORE
134800
This elevator will take you to the pirate captain.

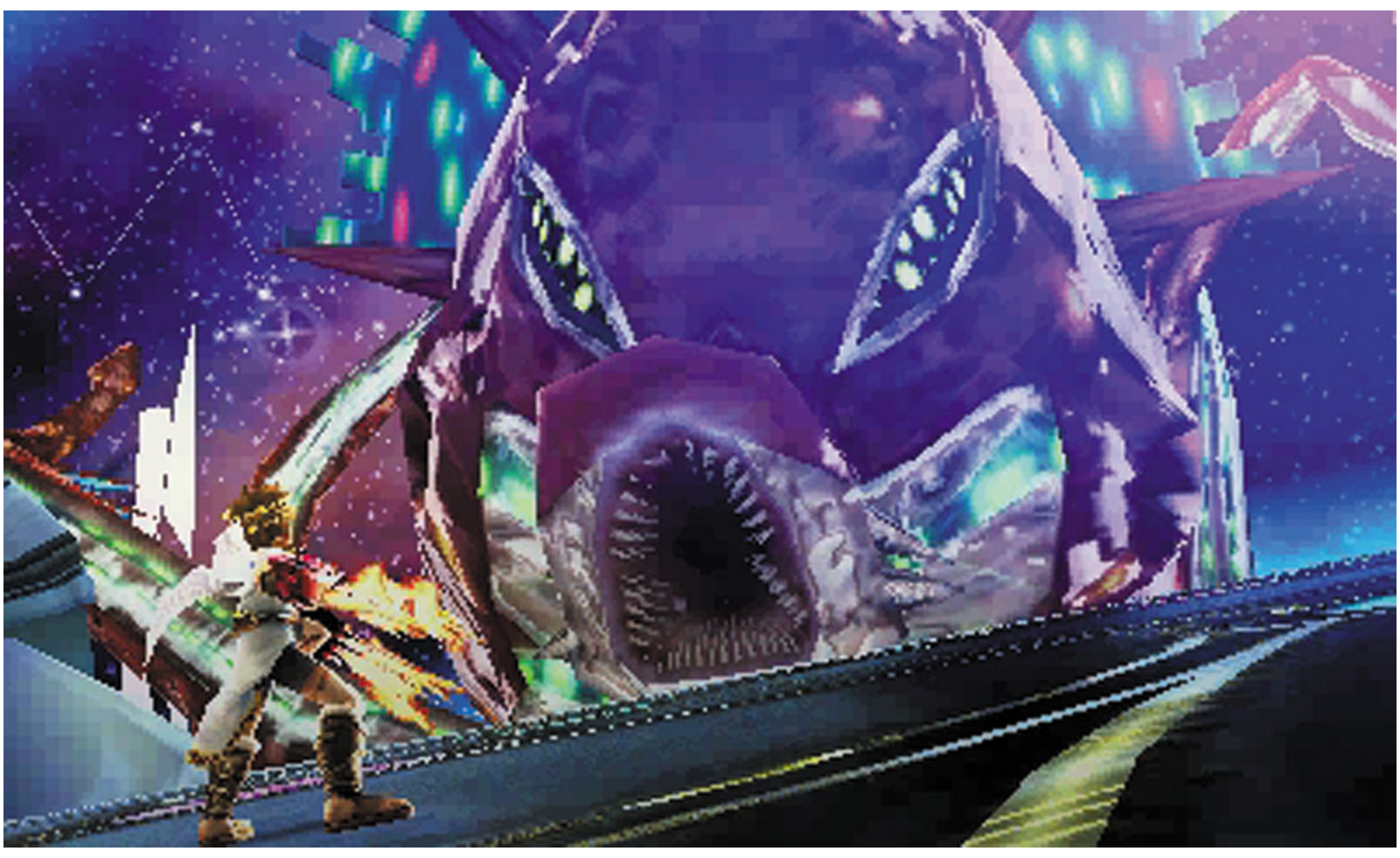
Take the Drink of the Gods at the exit elevator. You've made it to the boss!

Boss Battle: Space Pirate Captain

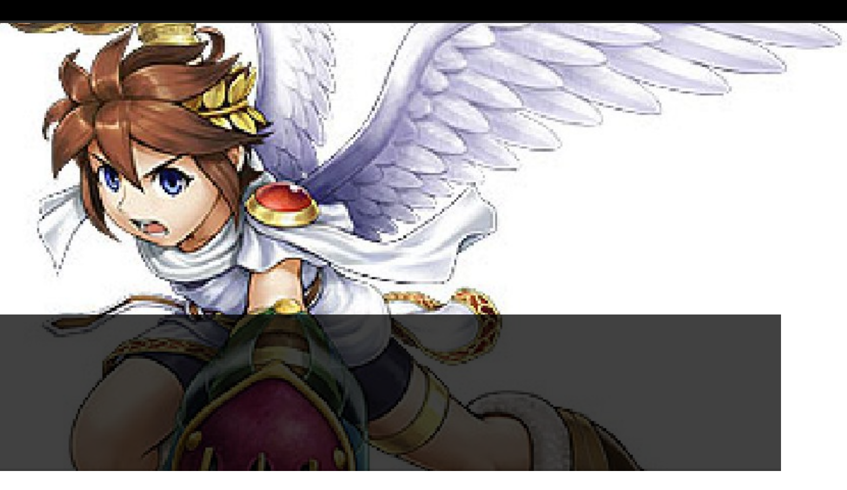


The Captain of this ship is none too pleased about your presence. You should prepare for a—



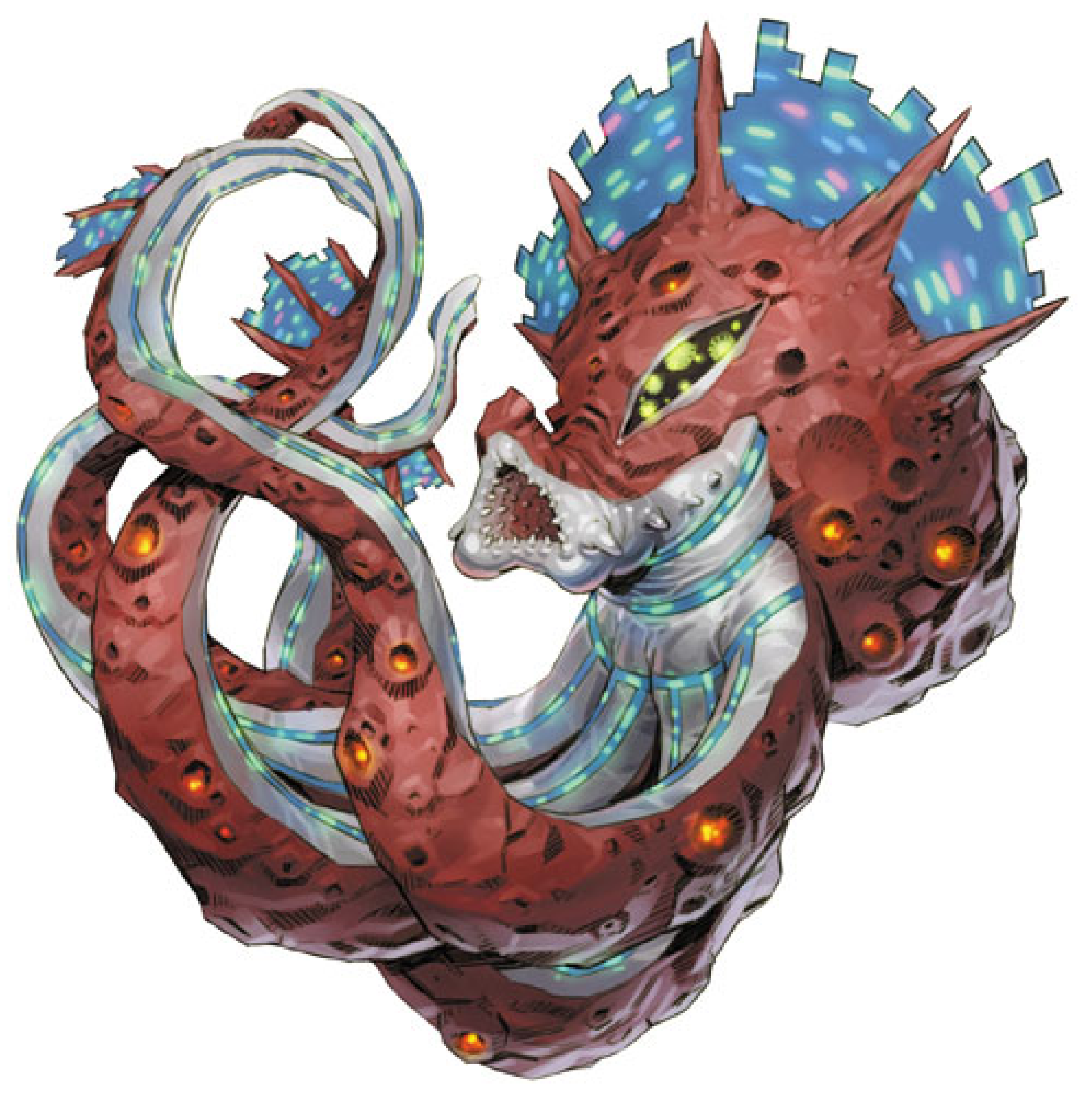


Oh, my!



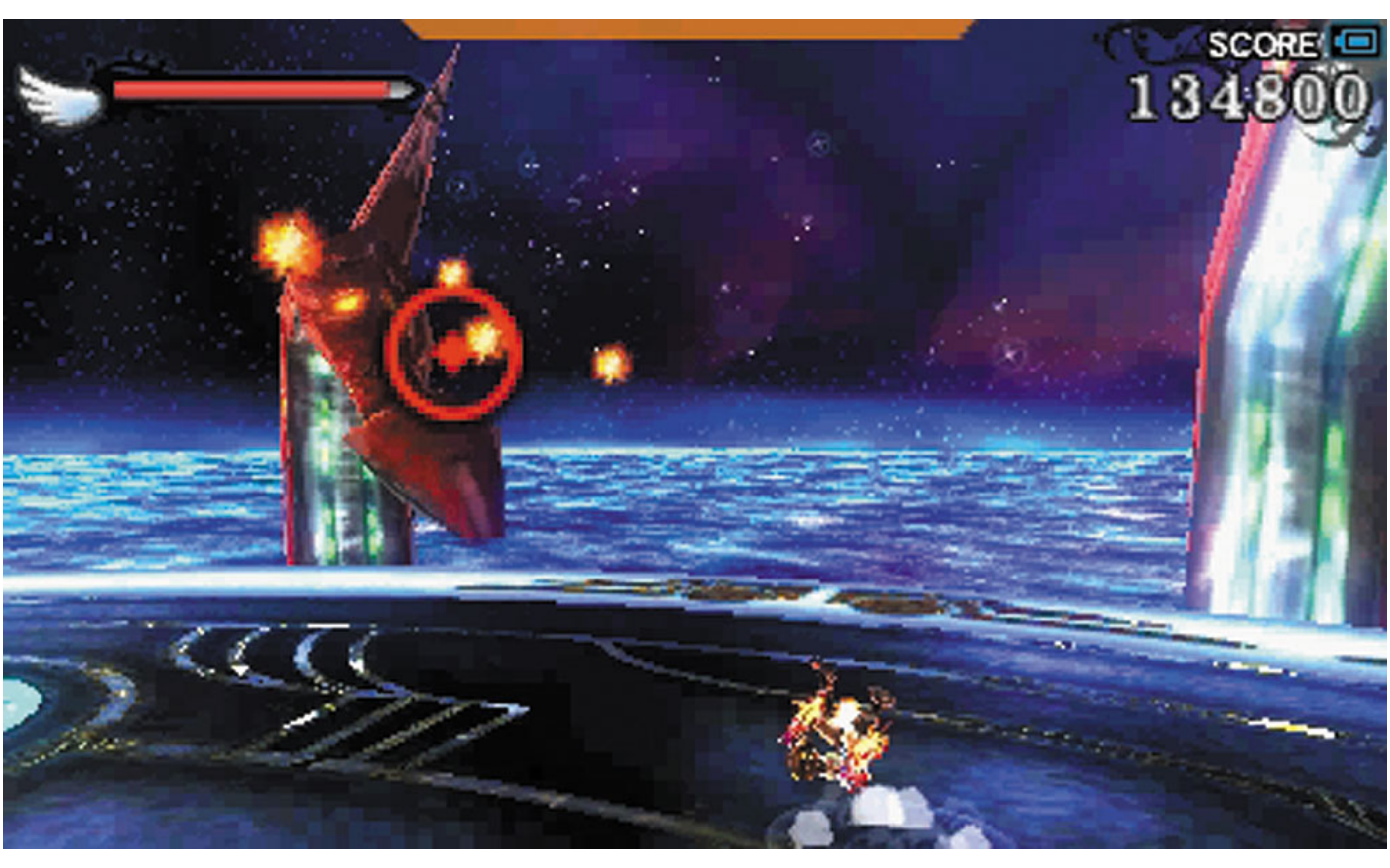
Chapter 8: The Space Pirate Ship

Galactic Fiend, Kraken



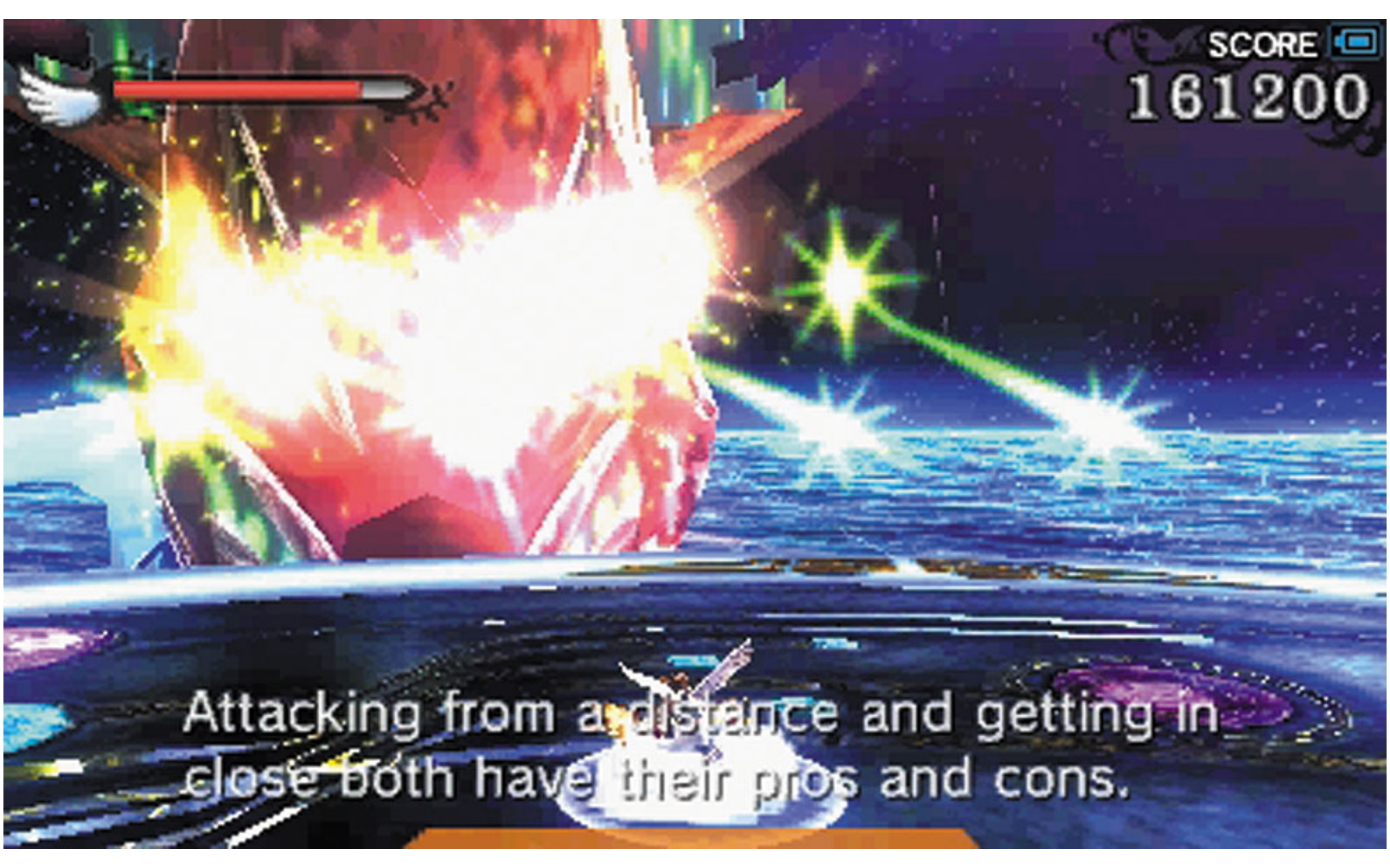
Health Range	
Min Health	Max Health
Boody: 200 Tentacle: 100	Body: 1000 Tentacle: 500

With the Captain out of the picture, you now must deal with an enraged space Kraken that threatens to drag the whole ship down to the bottom of the Galactic Sea.


SCORE
134800

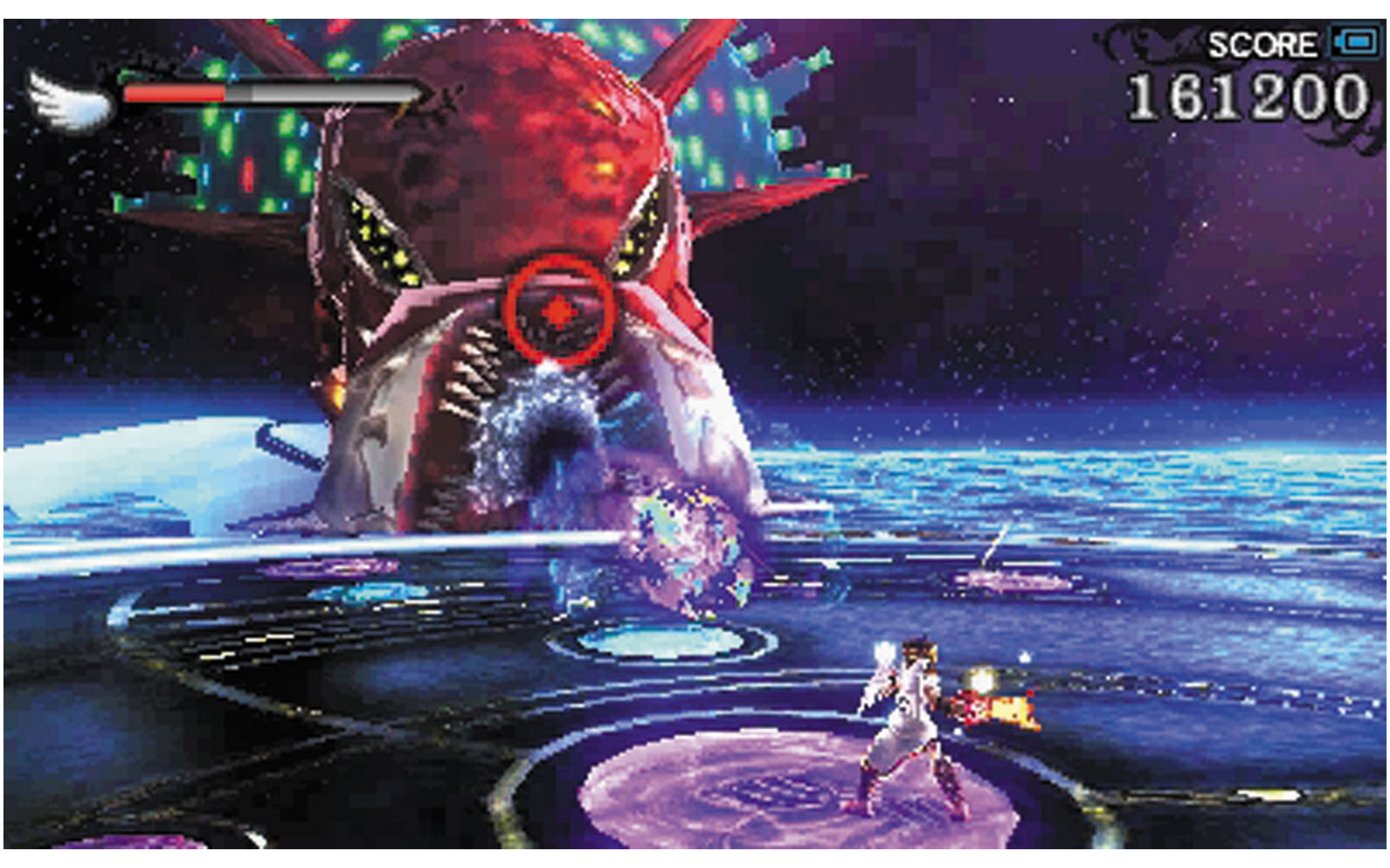
SCORE
148000

The first part of this battle is relatively simple. You need to hit every arm of the Kraken that is flailing around the whole ship until they retreat below the waters. They will try to smash you flat against the deck, and sometimes swipe across the whole platform to hit you. Be aggressive and chase down the arms, landing dash shots or even melee attacks if you get close enough.

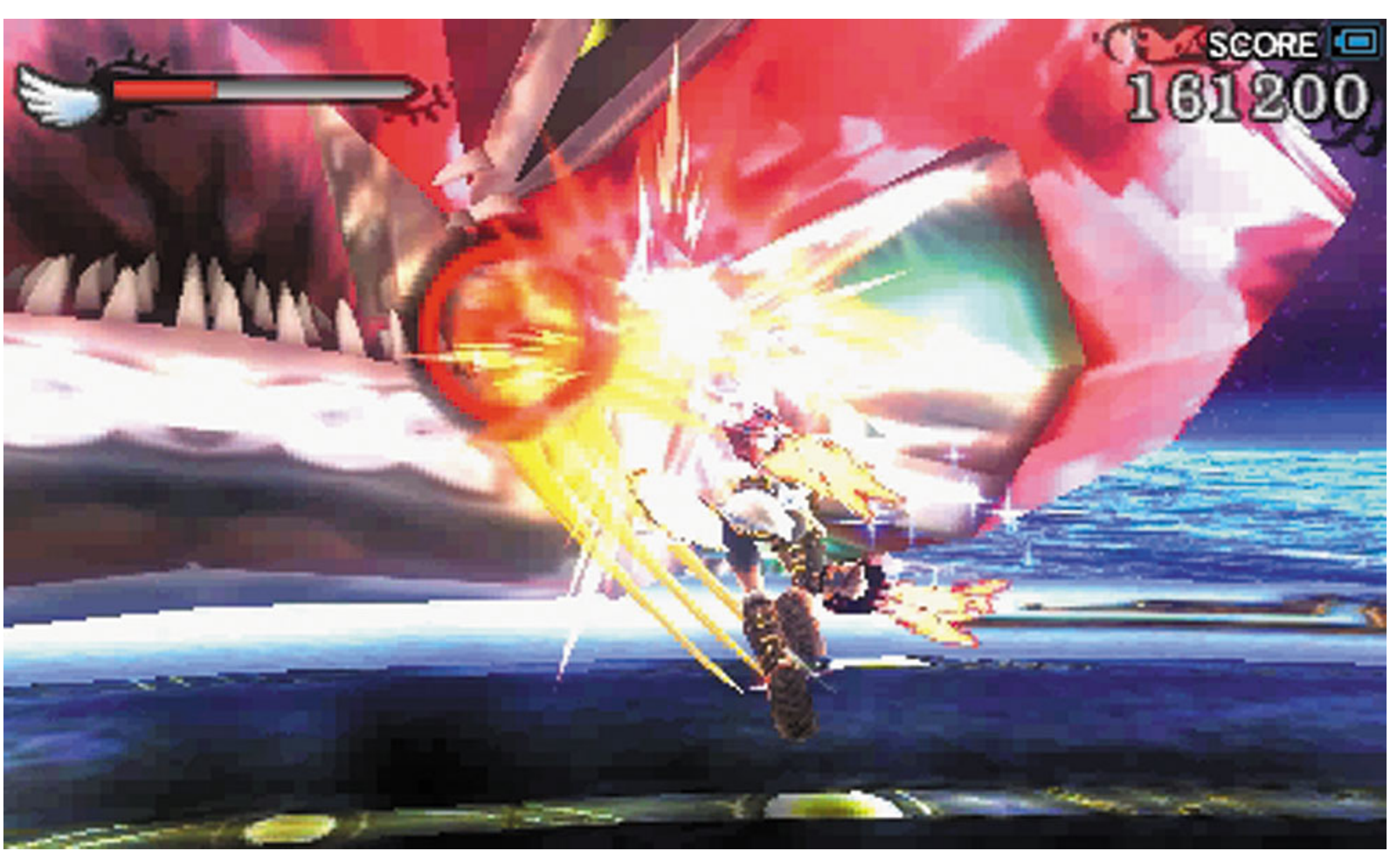

SCORE
161200
Attacking from a distance and getting in close both have their pros and cons.

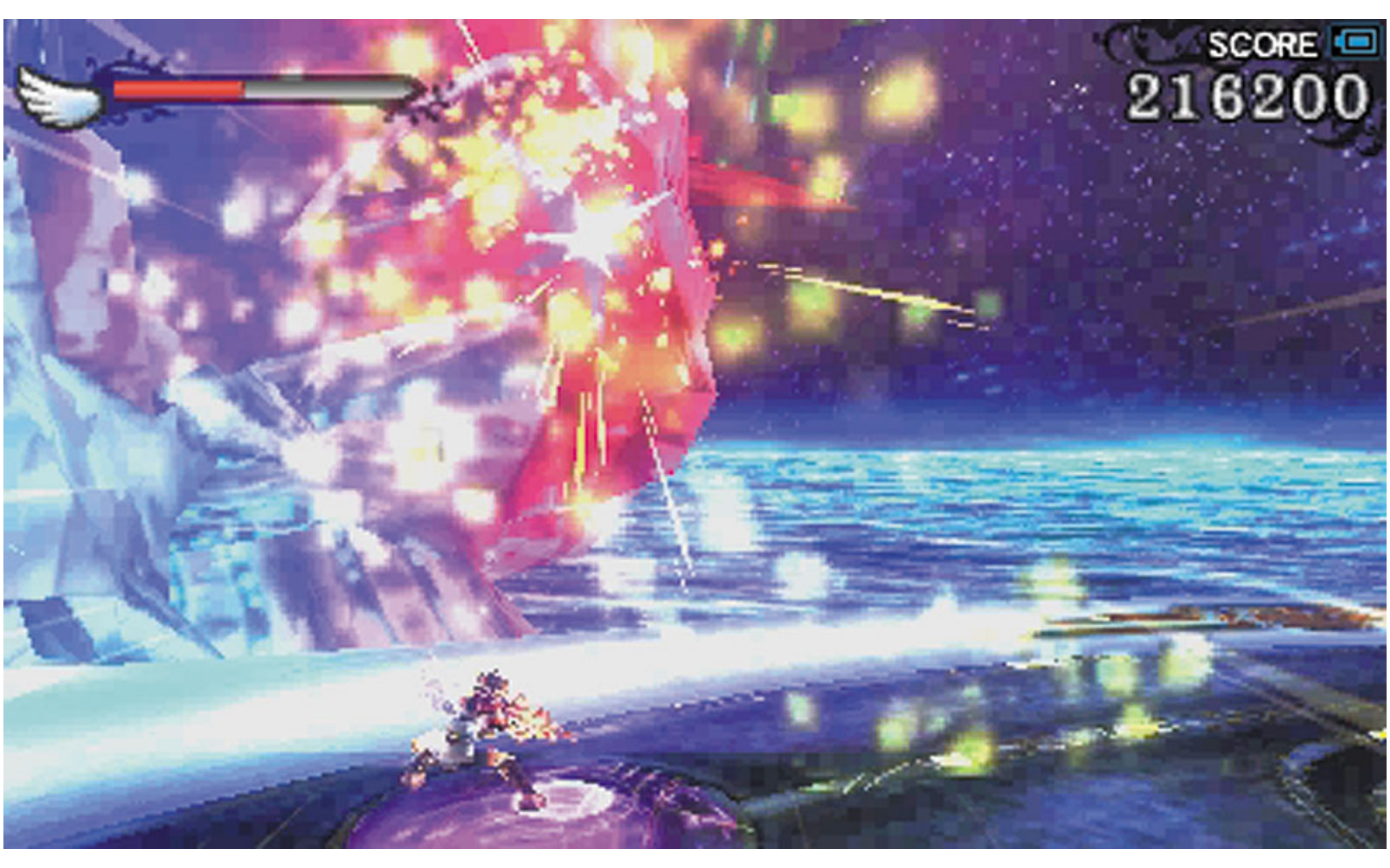
SCORE
161200
Got it! You can always trust an angel to find the best tool for a job!

Once the tentacles have been dealt with, the Kraken rears its ugly head up to face you directly. Watch out for the laser spread that it shoots from its eyes, as well as the much larger superlaser from its mouth that it sweeps the deck with. It is possible to dodge through these attacks with careful timing!

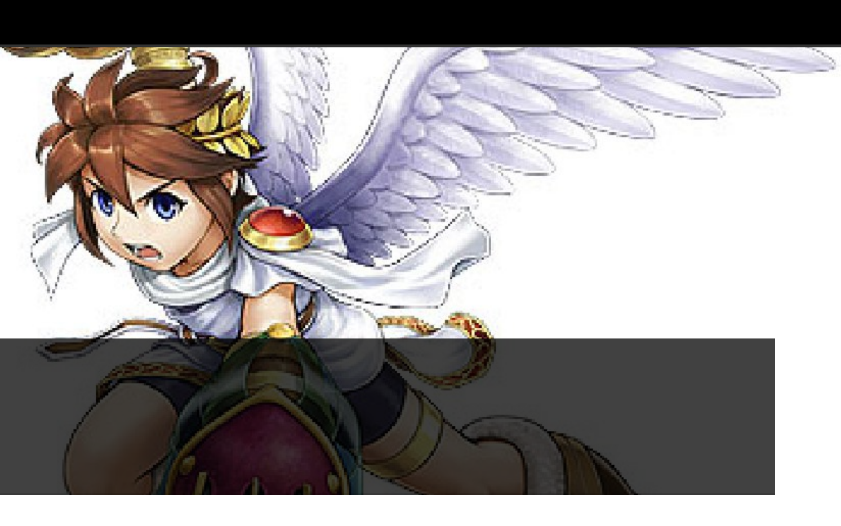

SCORE
161200

The Kraken also cuts loose with a barrage of fireballs from its mouth. You have to side dodge these, Trying to dodge through them head-on usually means you get hit by the follow-up fireball.


SCORE
161200

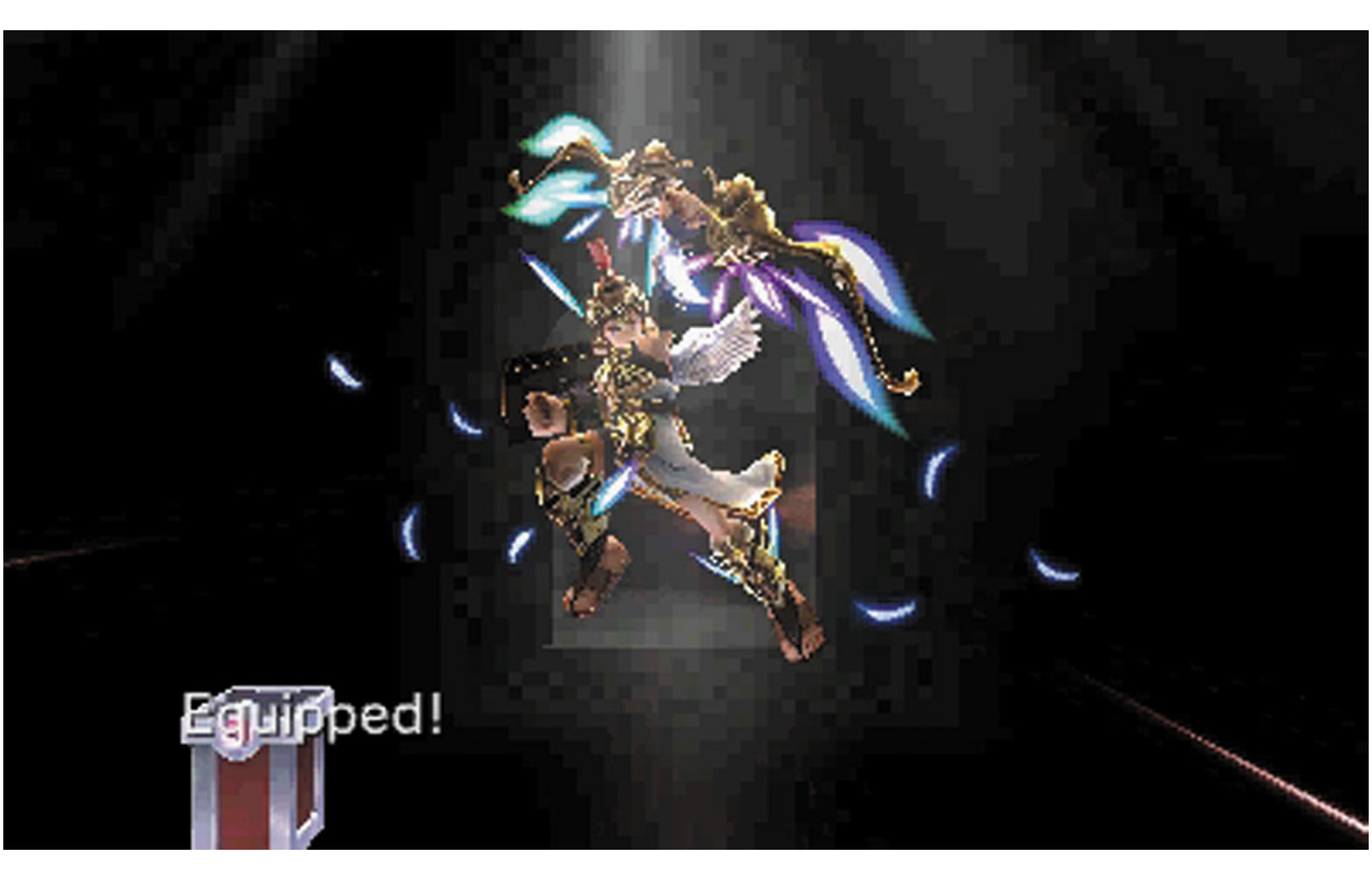

SCORE
216200

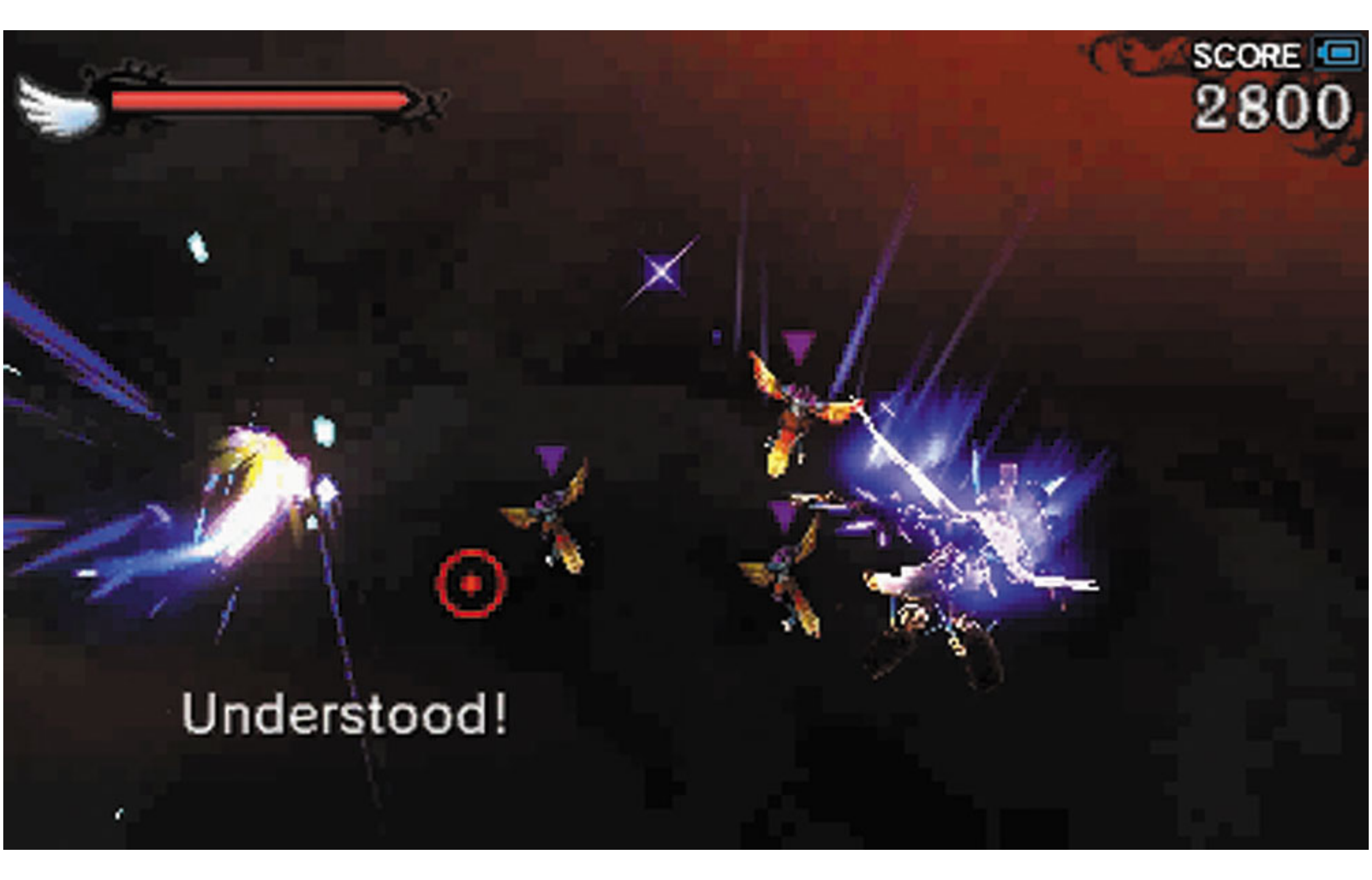
Occasionally, the Kraken tries to body slam the whole deck in the hopes of crushing you. It's possible to evade this attack, which puts you in prime position for melee combat. Exploit the strengths of your weapon and stick to your most effective attacks to be safe, and you'll eventually have way too much seafood to eat by yourself. With the Sacred Treasures recovered, the time to battle Medusa is finally at hand.

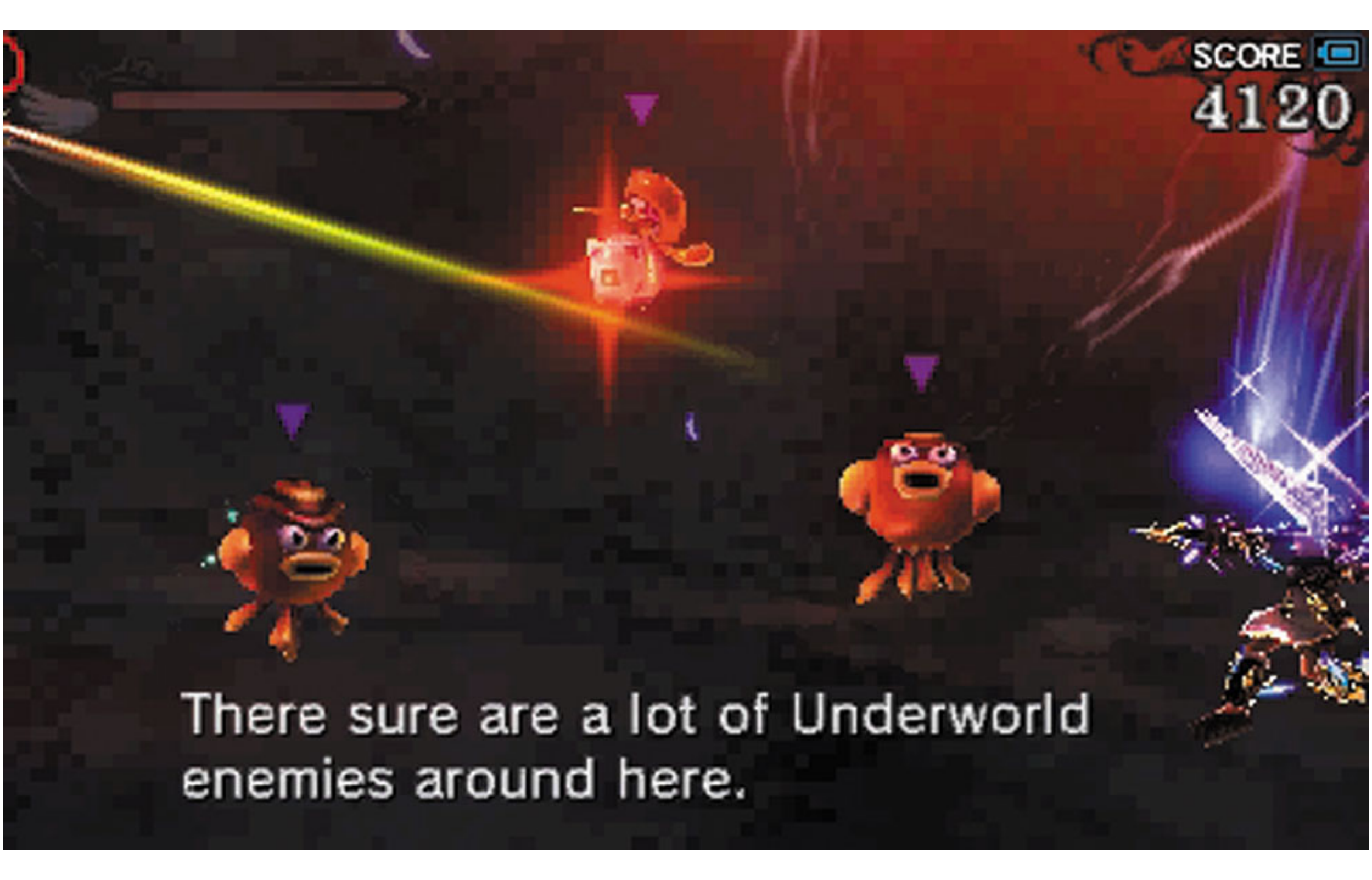


Chapter 9: Medusa's Final Battle

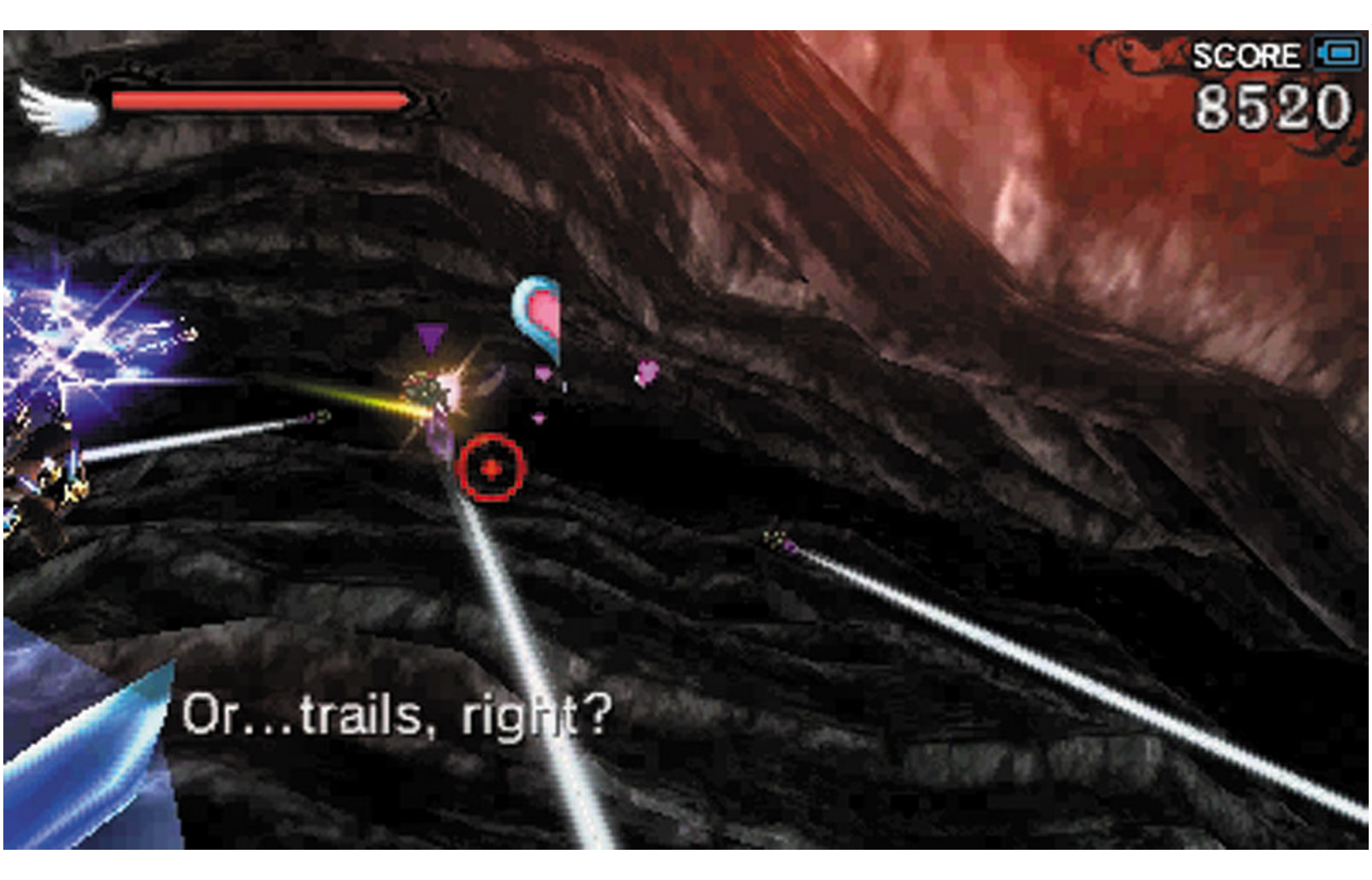
Air Battle

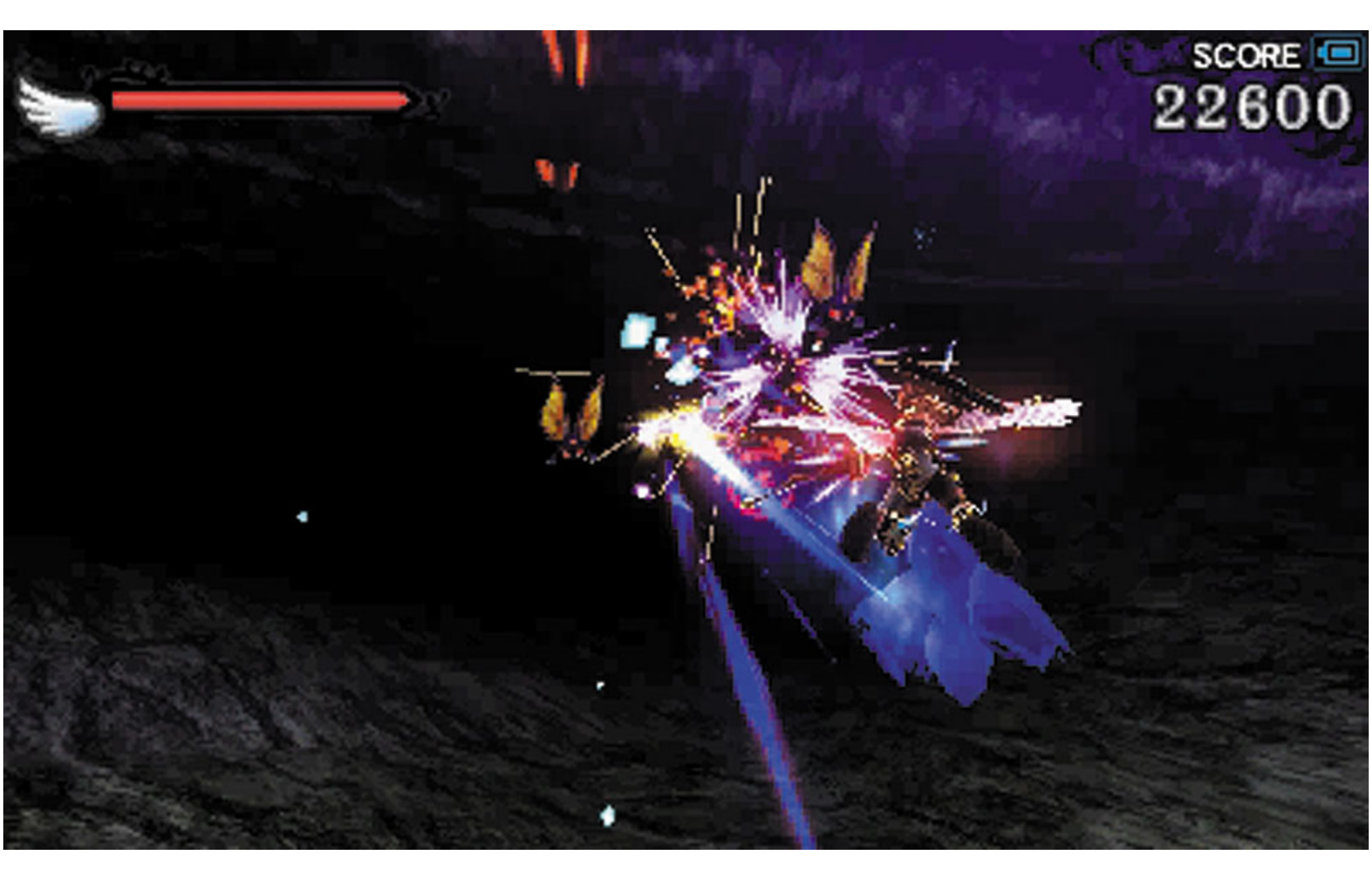


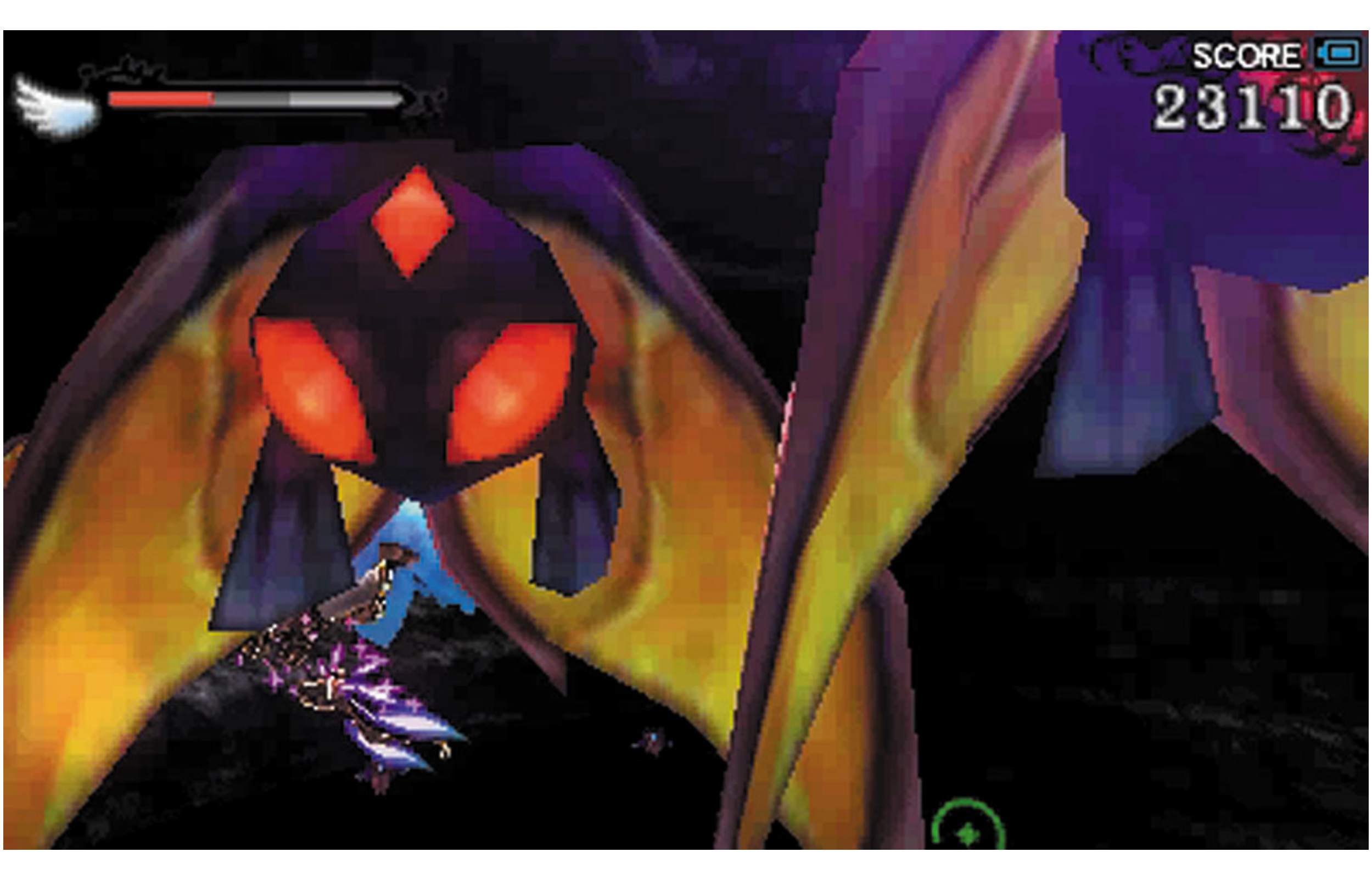

SCORE
2800
Understood!


SCORE
4120
There sure are a lot of Underworld enemies around here.

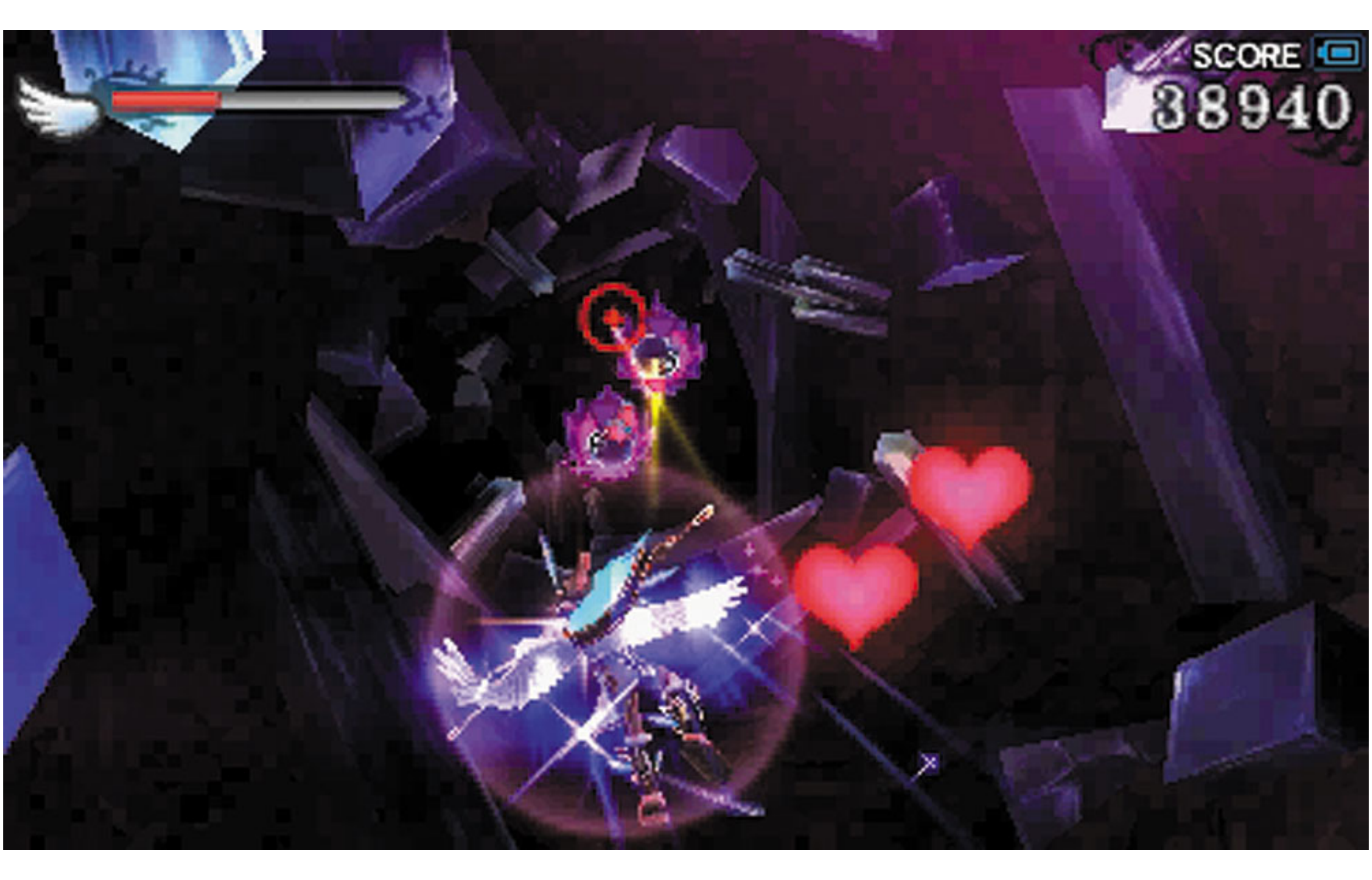
This is it. The final confrontation with Medusa. Equipped with the Three Sacred Treasures, you may start to feel a little overconfident, just like Pit. The regular rapid fire blasts make short work of most enemies, and the charged shot homes in on anything on screen for a short period of time.


SCORE
8520
Or...trails, right?


SCORE
22600


SCORE
23110

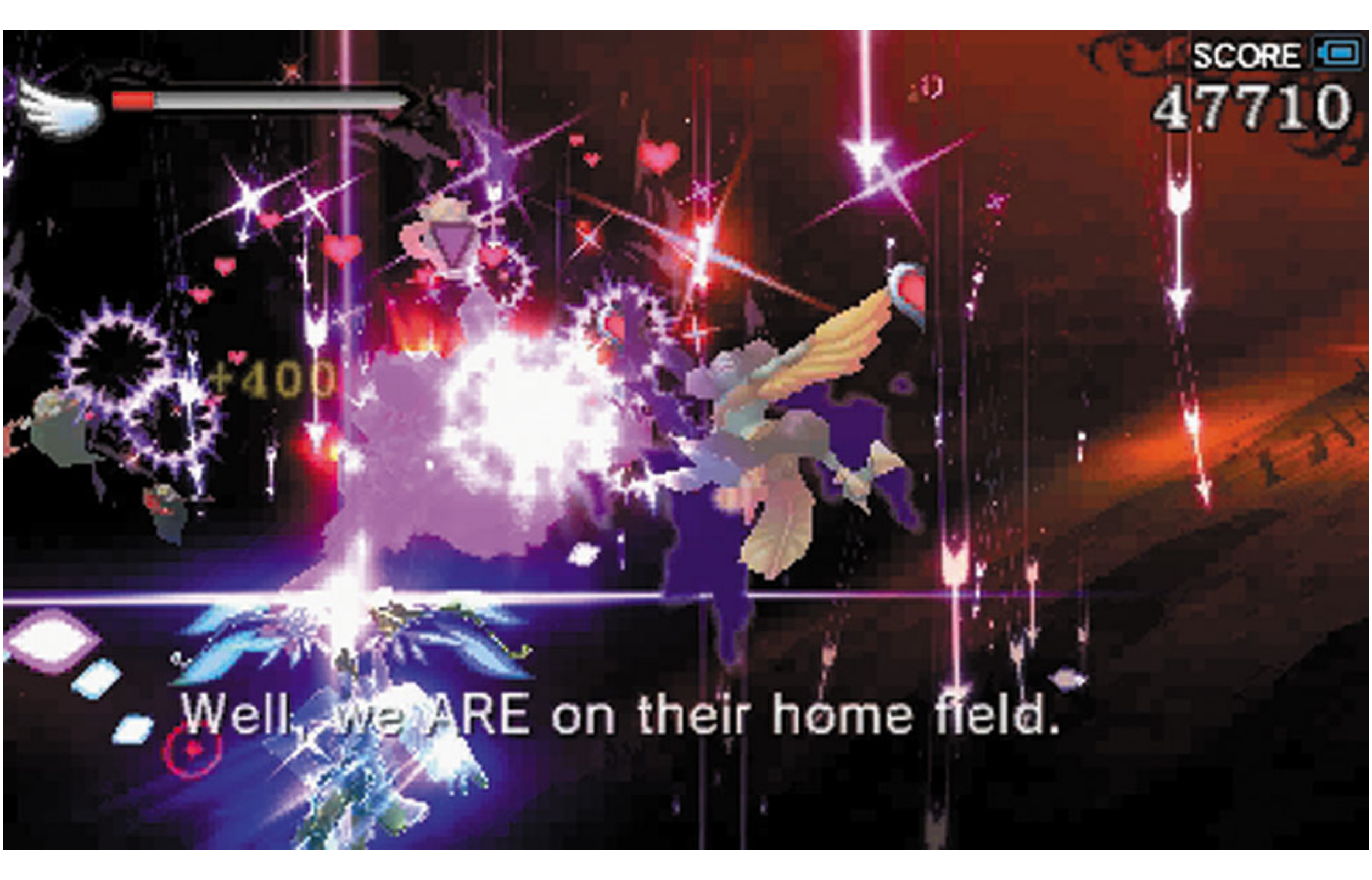
As soon as you dive into this ravine, be very careful. The Trailtails alone are not very dangerous. It's the Shootflies that you should be afraid of. They react to ANY shooting on your part, ramming into you at high speed. Complicating things are the other enemies that float into view and try to take their own shots. Melee them if you can, and if you do shoot, try to make it a charge shot that is aimed at the Shootflies and hope that you destroy them all before they rush you. Or you could use a Special Attack.


SCORE
38940

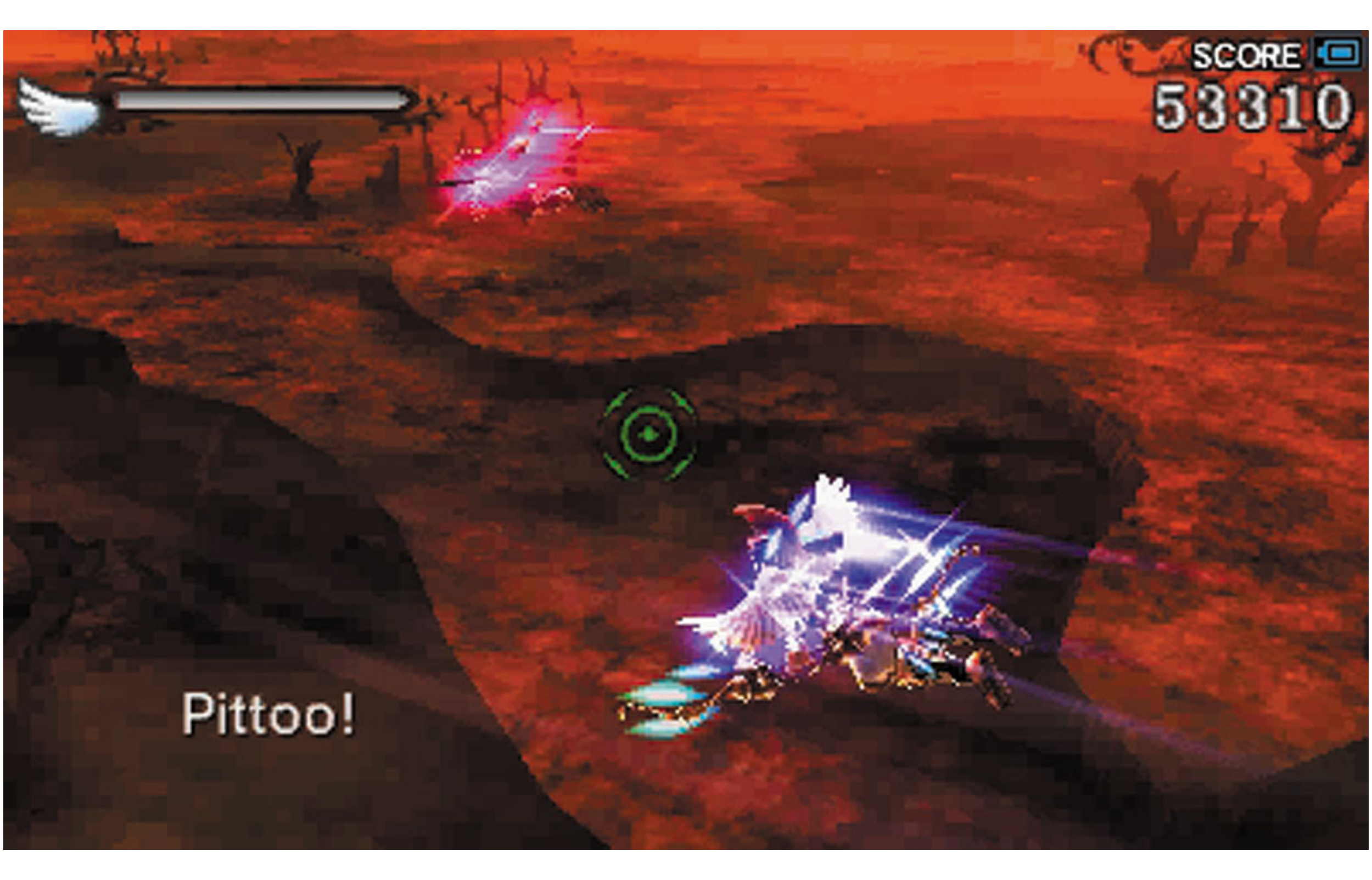
Ornes will try to make lethal contact with Pit in the passage at the bottom of the ravine, but the Arrows of Light can destroy them utterly.

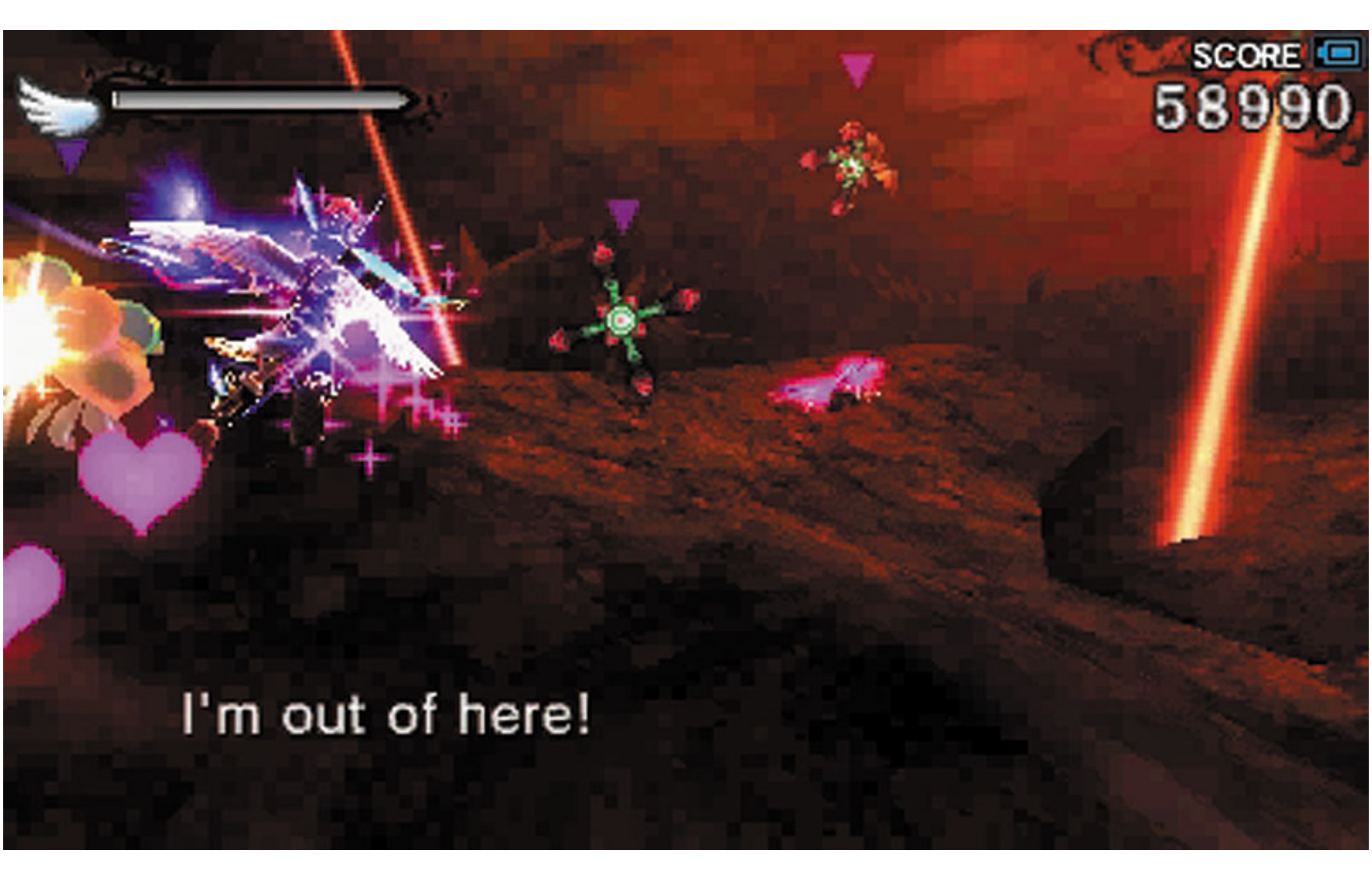
Note

If you're replaying this stage, it is possible to choose not to equip the Three Sacred Treasures, which makes parts like this a little more difficult.

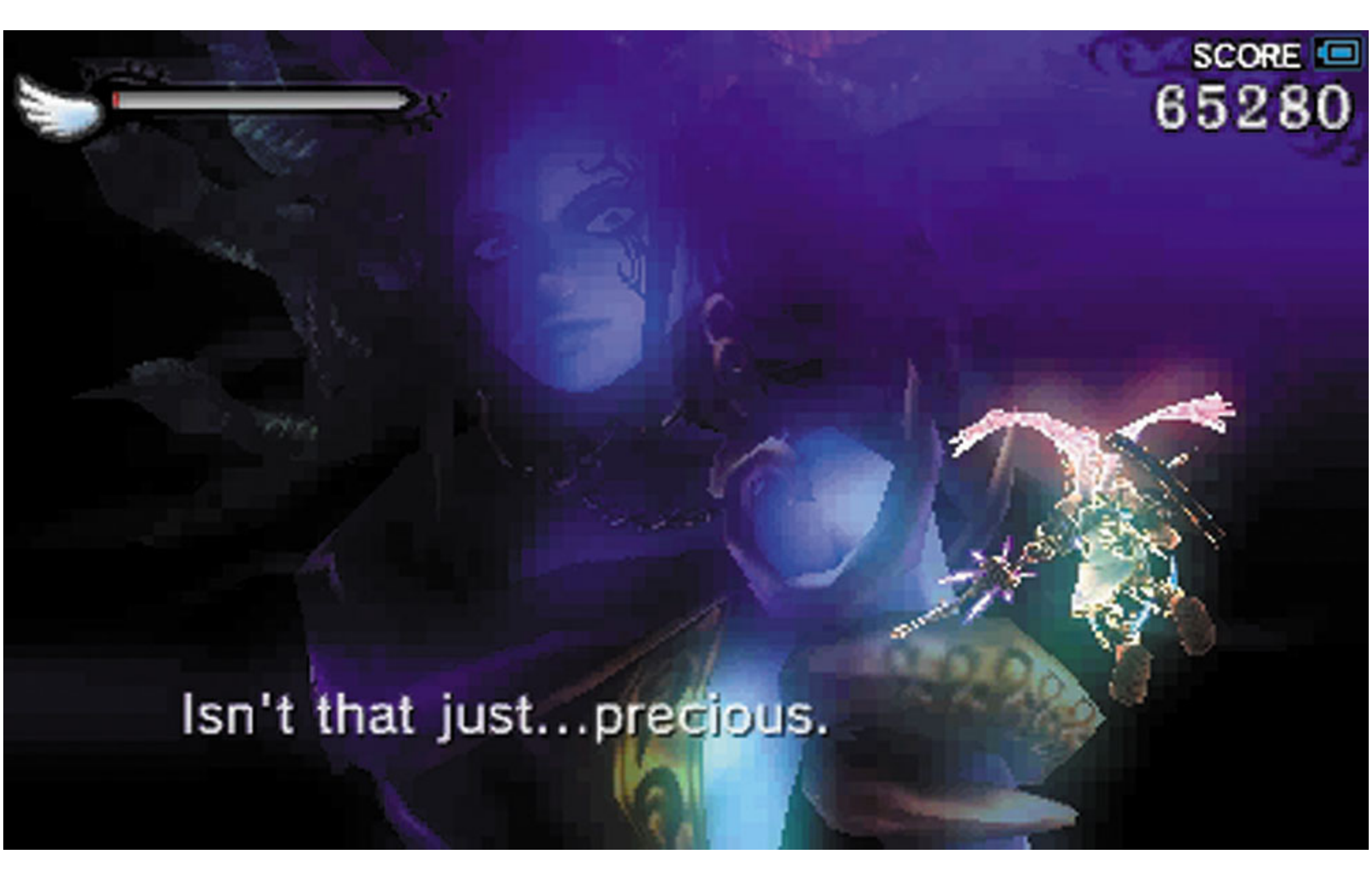

SCORE
47710
+400
Well, we ARE on their home field.

Thanatos's Underworld Key shines brightly and you're thrust into the Underworld. Syrens and Monoeyes greet you upon arrival, with a Vakloom providing support. Return the greeting with a Special Attack, if you can.

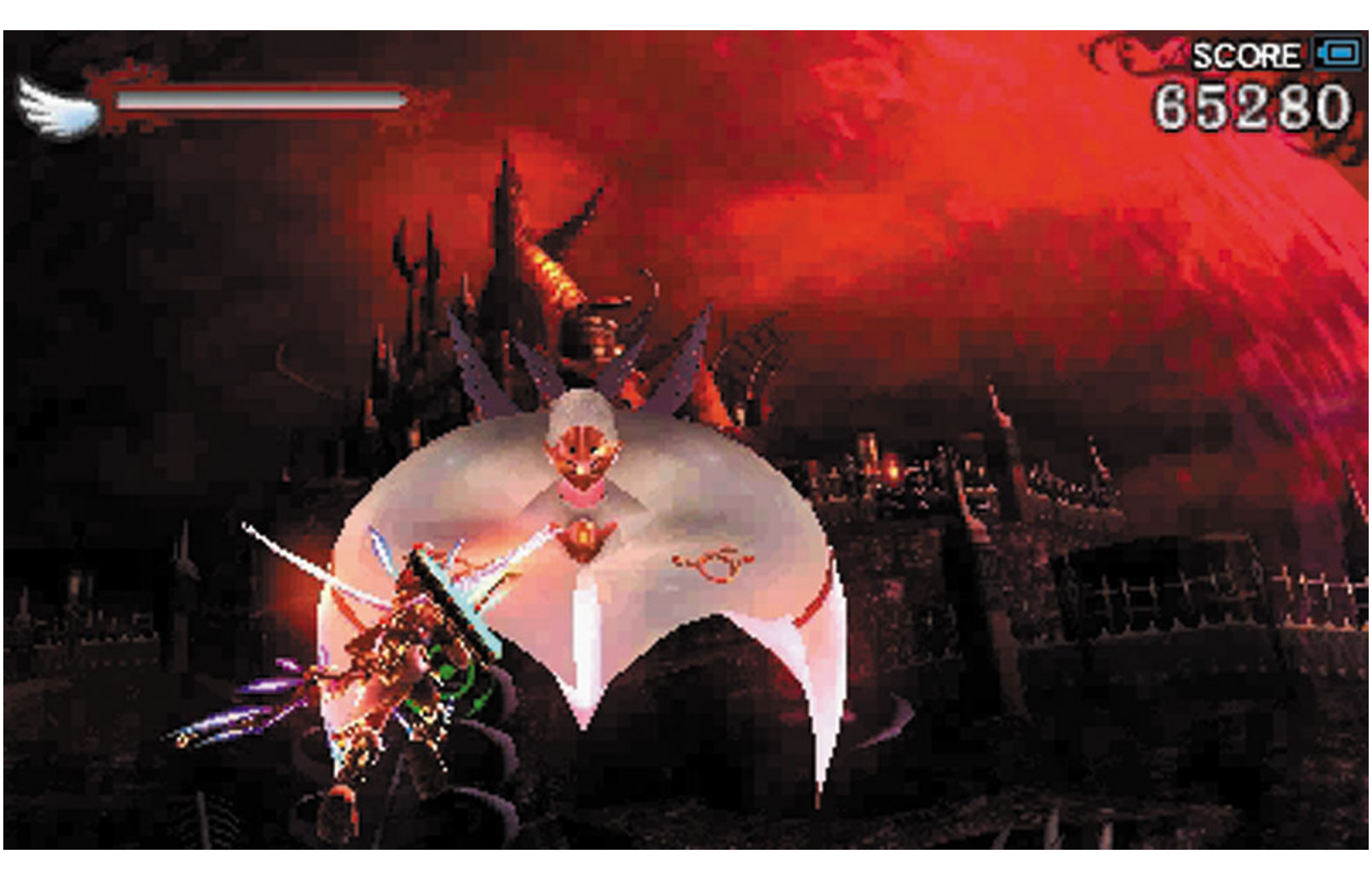

SCORE
53310
Pittoo!

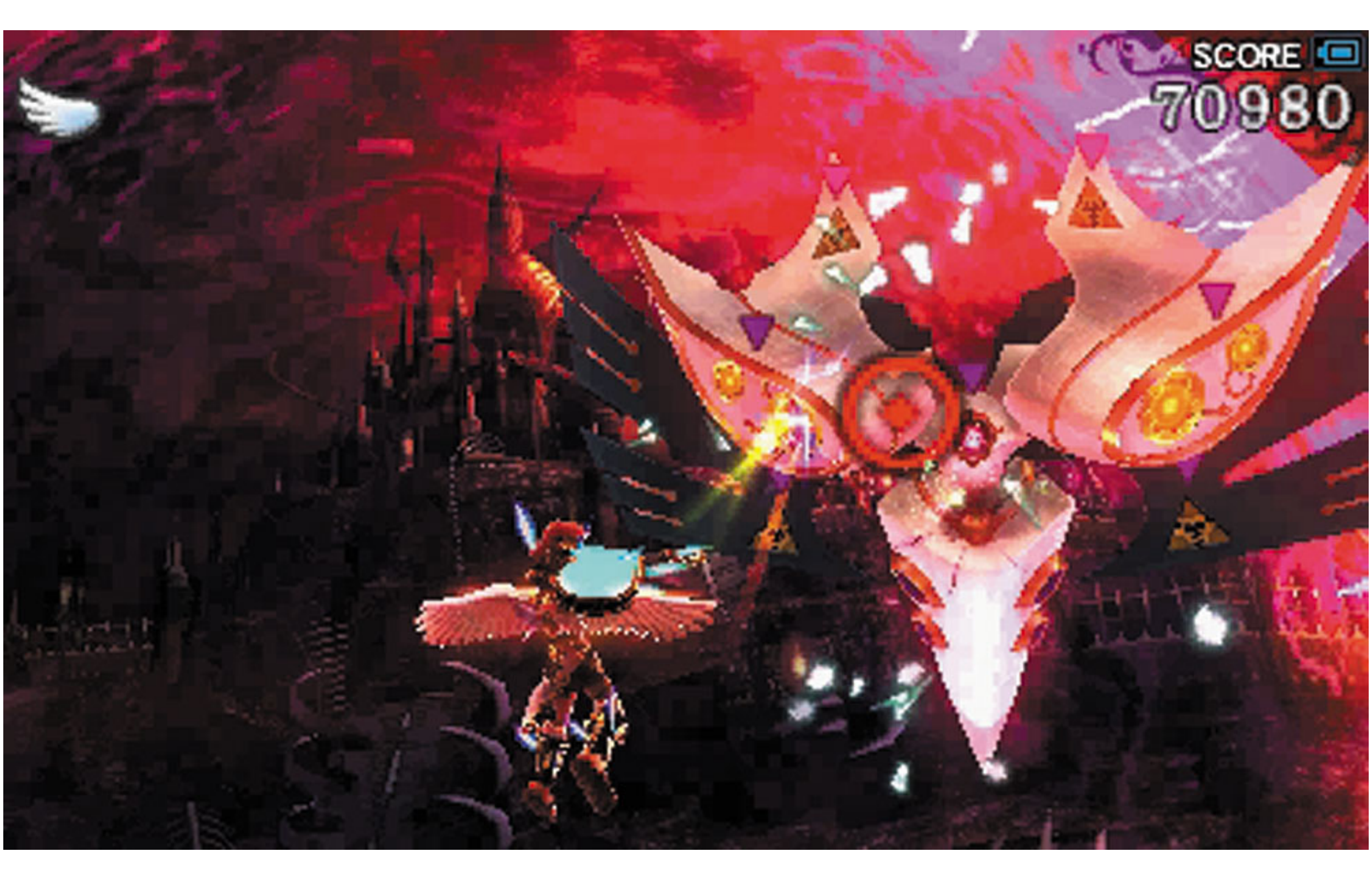

SCORE
58990
I'm out of here!

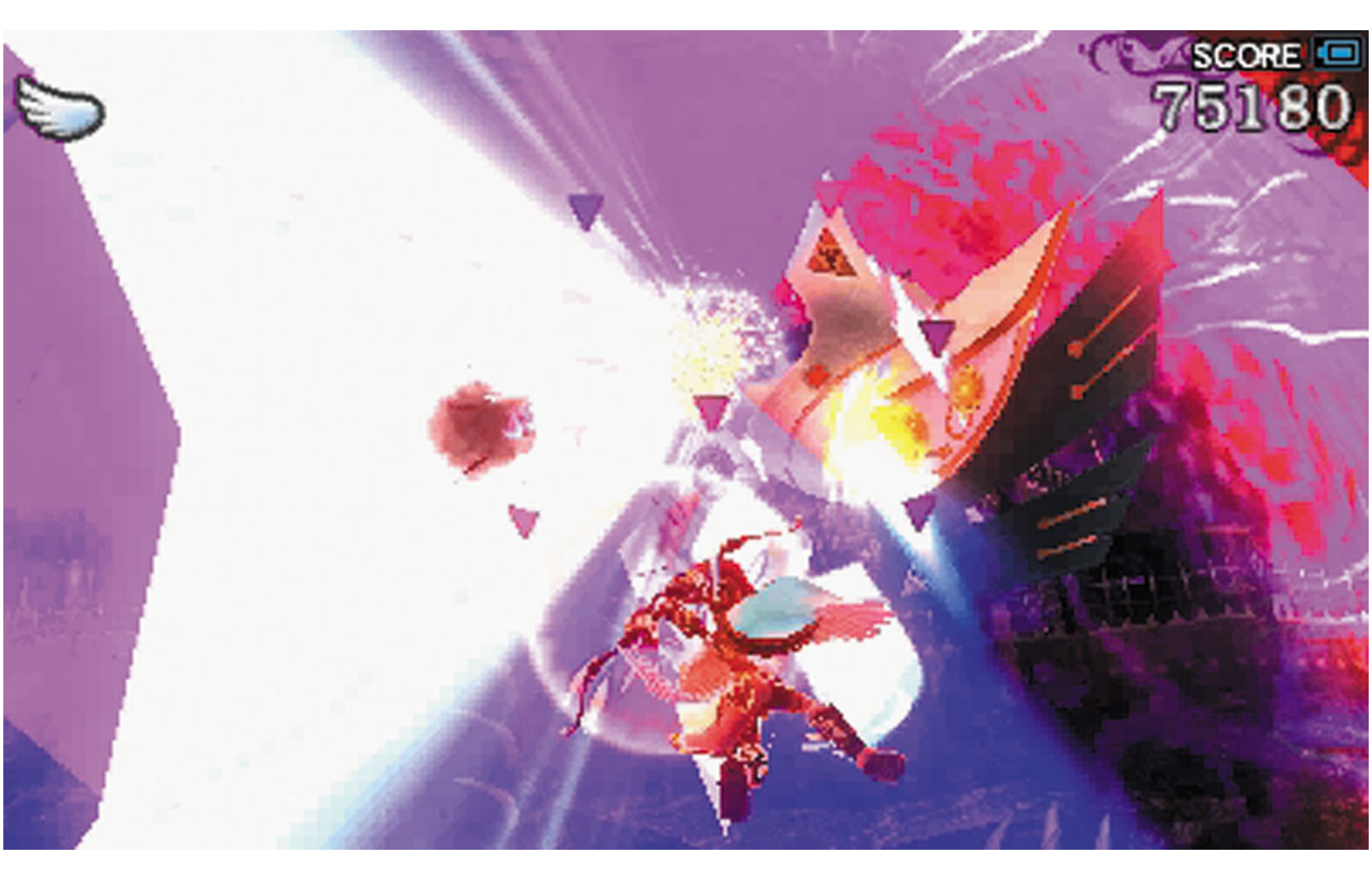
Suddenly, a ray of light blasts a group of foes from off-screen. It's Pittoo! Despite not acting like he wants to help, he seems determined to destroy as many Underworld Army troops as possible.


SCORE
65280
Isn't that just...precious.

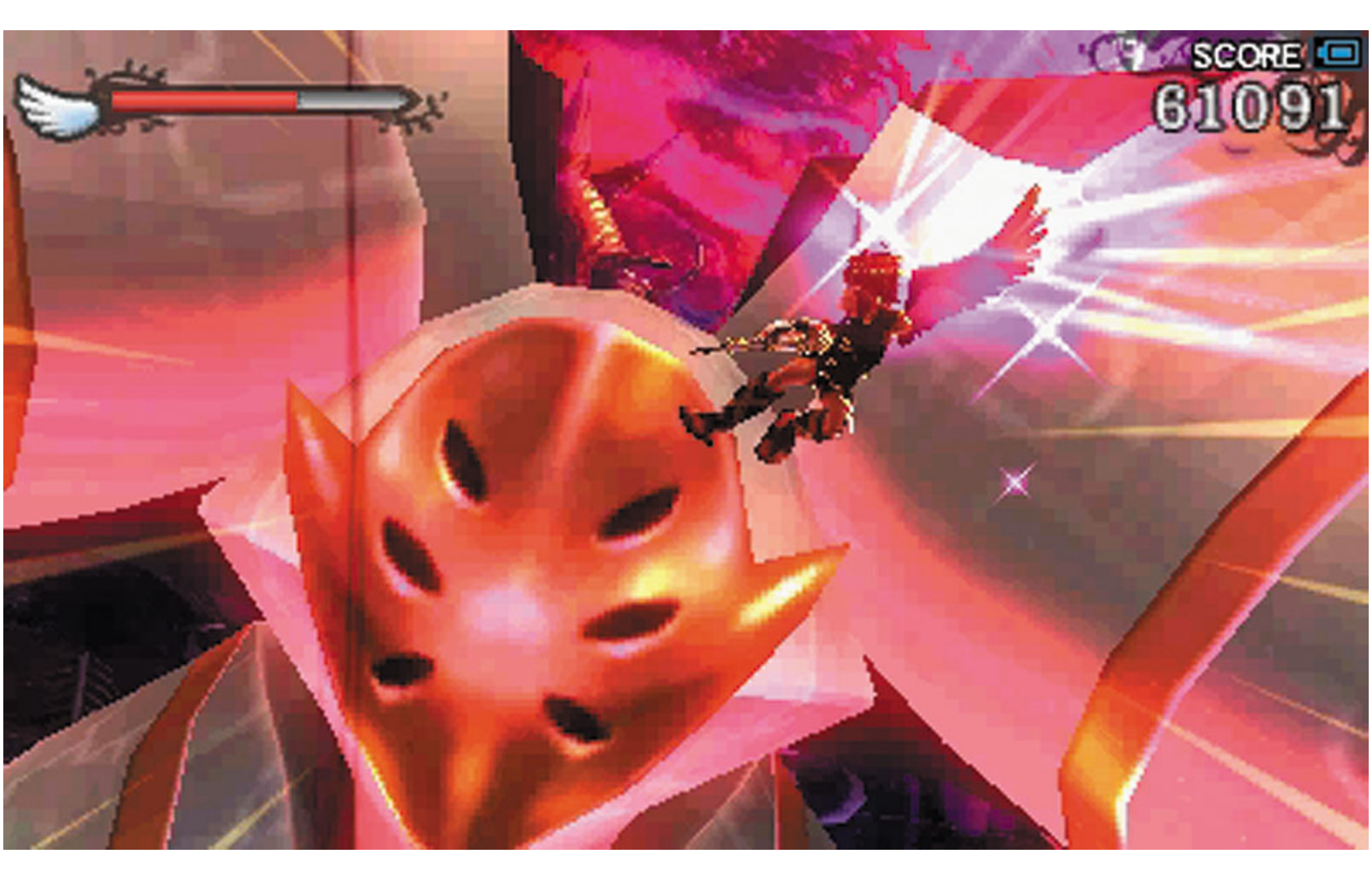
Medusa shows herself to taunt Pit once more, but she's not joining the fight just yet.


SCORE
65280


SCORE
70980


SCORE
75180

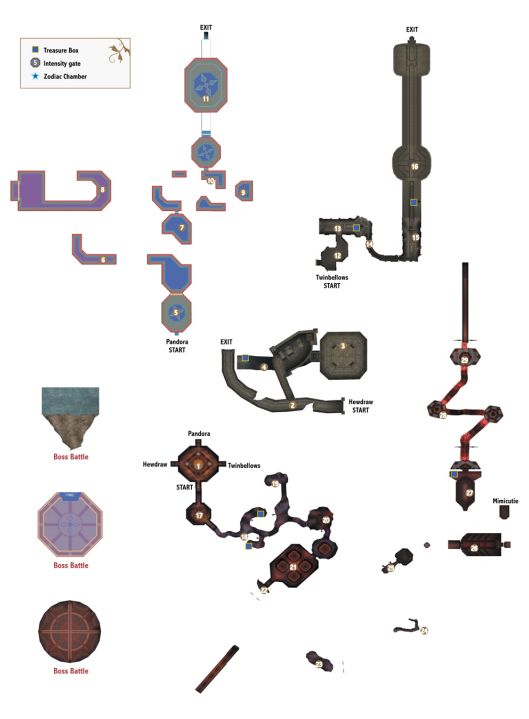
The Underworld Gatekeeper floats into view and begins to unload its impressive arsenal at Pit. As long as you keep moving and pay attention, despite the sheer variety of weapons at its disposal, you can avoid the worst of what the Gatekeeper has to offer. The rapid-fire Arrows of Light tend to lock onto the Underworld Gatekeeper's weak points, so use that to determine whether or not you've missed a spot. Eventually, the guardian will fire emerald shields at Pit constantly in an effort to protect itself...

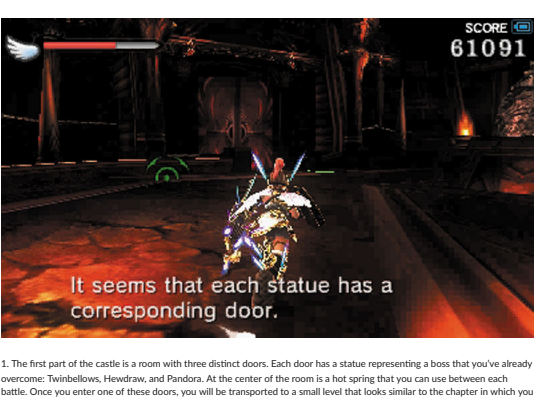

SCORE
61091

Only to receive a solid boot to the head from Pittoo, who STILL wants to pretend to have no true interest in helping out Pit or Palutena. With the Gatekeeper no longer an issue, Pit heads straight for the Underworld Castle.

Chapter 9: Medusa's Final Battle

Land Battle

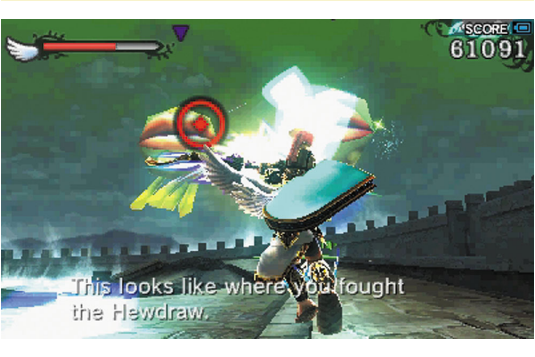

Treasure Box
Intensity gate
Zodiac Chamber
EXIT
Pandora START
EXIT
Twinbellows START
EXIT
Hewdraw START
Boss Battle
Pandora
Hewdraw START
Twinbellows
Boss Battle
Boss Battle
Minicutie


SCORE
61091
It seems that each statue has a corresponding door.

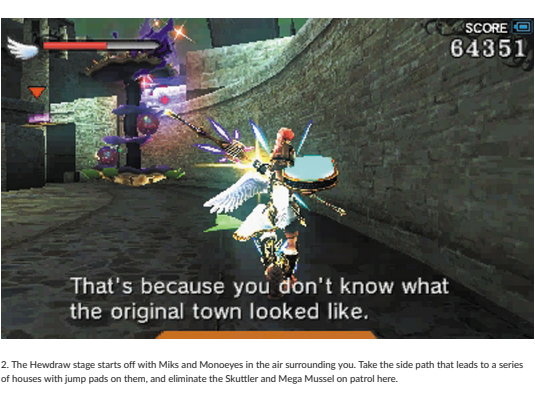
1. The first part of the castle is a room with three distinct doors. Each door has a statue representing a boss that you've already overcome: Twinbellows, Hewdraw, and Pandora. At the center of the room is a hot spring that you can use between each battle. Once you enter one of these doors, you will be transported to a small level that looks similar to the chapter in which you originally encountered each boss. There is no correct order in which to battle the bosses.

Note

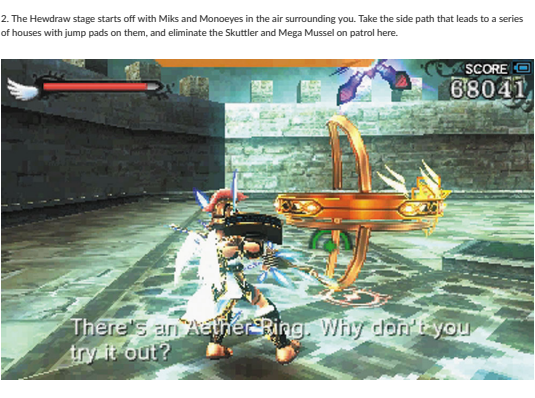
The bosses are no different from when you first encountered them. They all have the same moves and abilities. The only factor that may come into play will be the Intensity level you've chosen to fight on.

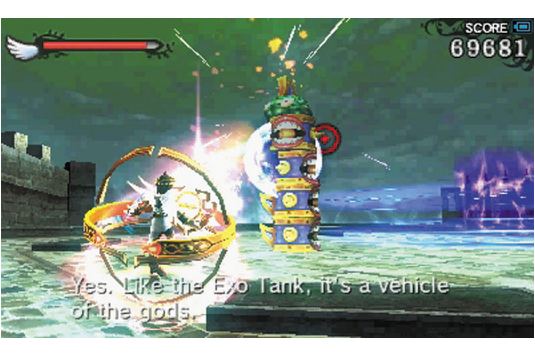

SCORE
61091
This looks like where you fought the Hewdraw.

SCORE
64351

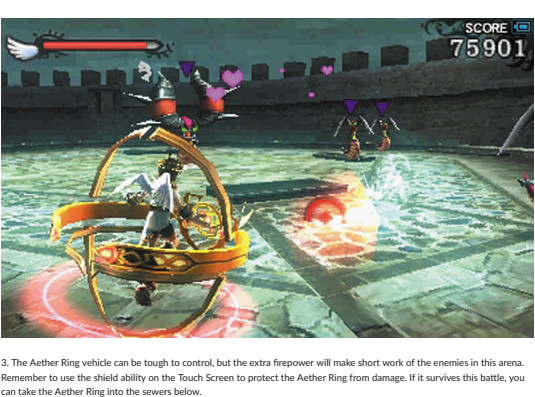

SCORE
64351
That's because you don't know what the original town looked like.

2. The Hewdraw stage starts off with Miks and Monoeyes in the air surrounding you. Take the side path that leads to a series of houses with jump pads on them, and eliminate the Skuttler and Mega Mussel on patrol here.

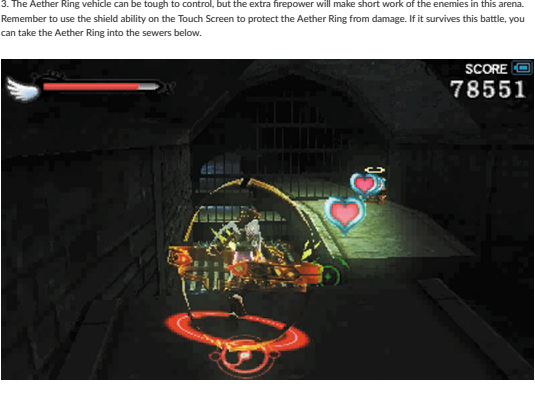

SCORE
68041
There's an Aether Ring. Why don't you try it out?


SCORE
69681
Yes. Like the Exo Tank, it's a vehicle of the gods.

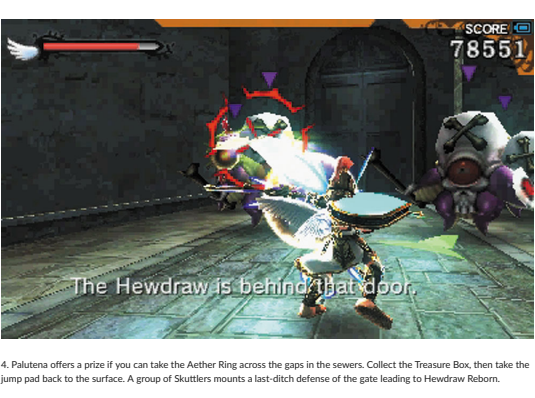
SCORE
74381


SCORE
75901

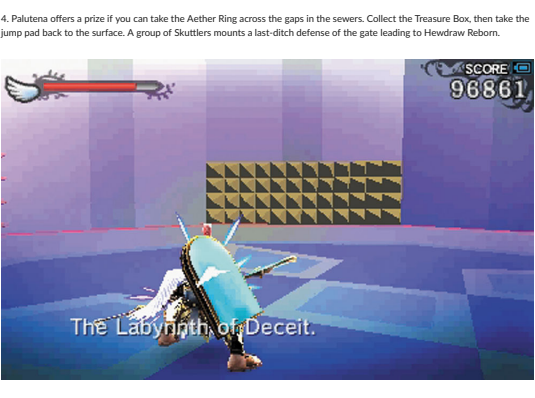
3. The Aether Ring vehicle can be tough to control, but the extra firepower will make short work of the enemies in this arena. Remember to use the shield ability on the Touch Screen to protect the Aether Ring from damage. If it survives this battle, you can take the Aether Ring into the sewers below.

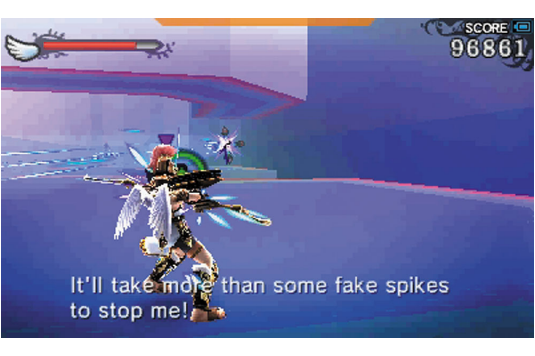

SCORE
78551

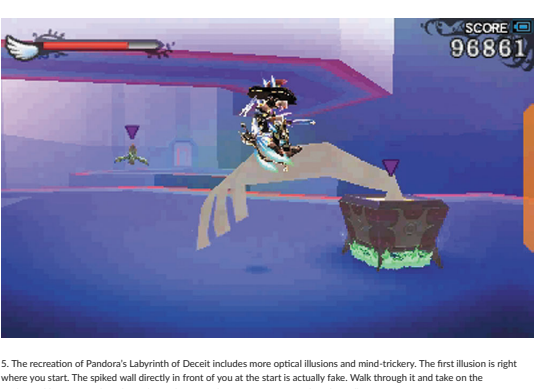
SCORE
78551


SCORE
78551
The Hewdraw is behind that door.

4. Palutena offers a prize if you can take the Aether Ring across the gaps in the sewers. Collect the Treasure Box, then take the jump pad back to the surface. A group of Skuttlers mounts a last-ditch defense of the gate leading to Hewdraw Reborn.


SCORE
96861
The Labyrinth of Deceit.


SCORE
96861
It'll take more than some fake spikes to stop me!

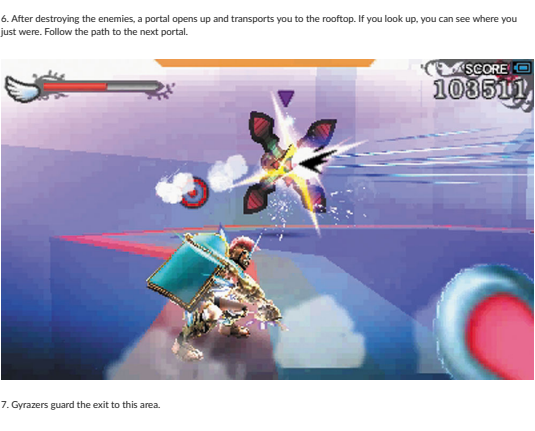

SCORE
96861

5. The recreation of Pandora's Labyrinth of Deceit includes more optical illusions and mind-trickery. The first illusion is right where you start. The spiked wall directly in front of you at the start is actually fake. Walk through it and take on the Underworld troops on the other side. Look out for the Sinistew just past the fake wall.

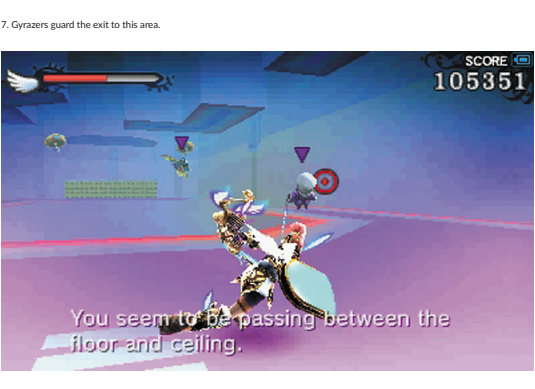
SCORE
99731
Uh...what just happened?

SCORE
102081

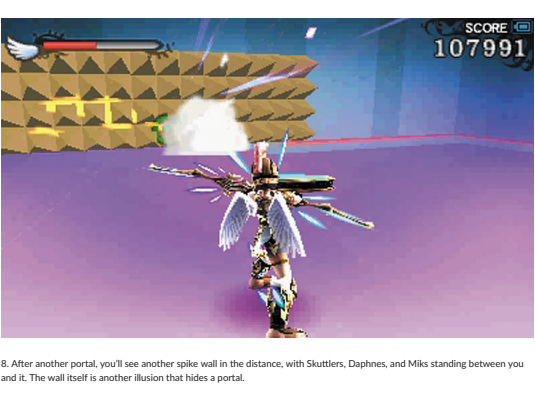
6. After destroying the enemies, a portal opens up and transports you to the rooftop. If you look up, you can see where you just were. Follow the path to the next portal.


SCORE
103511

7. Gyrazers guard the exit to this area.


SCORE
105351
You seem to be passing between the floor and ceiling.

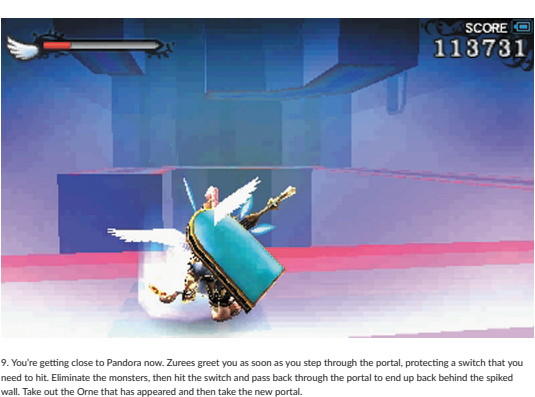
SCORE
107391


SCORE
107991

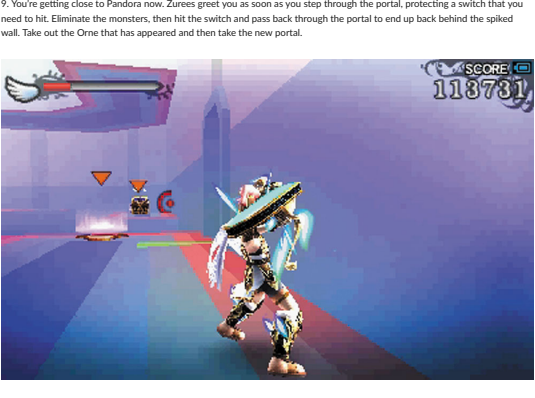
8. After another portal, you'll see another spike wall in the distance, with Skuttlers, Daphnes, and Miks standing between you and it. The wall itself is another illusion that hides a portal.

SCORE
107991

SCORE
107991


SCORE
113731

9. You're getting close to Pandora now. Zurrets greet you as soon as you step through the portal, protecting a switch that you need to hit. Eliminate the monsters, then hit the switch and pass back through the portal to end up back behind the spiked wall. Take out the Orne that has appeared and then take the new portal.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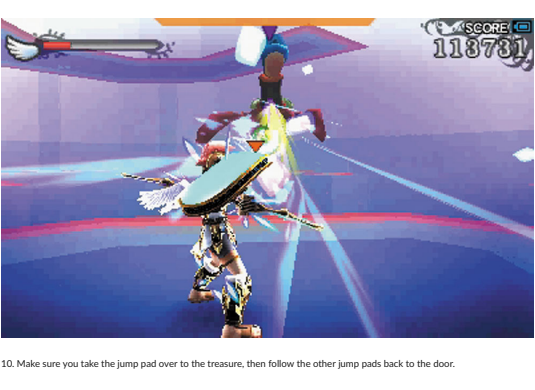
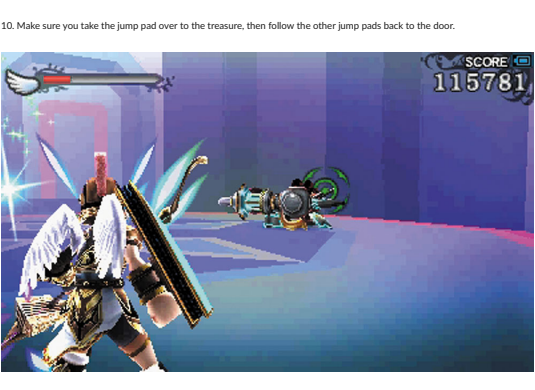
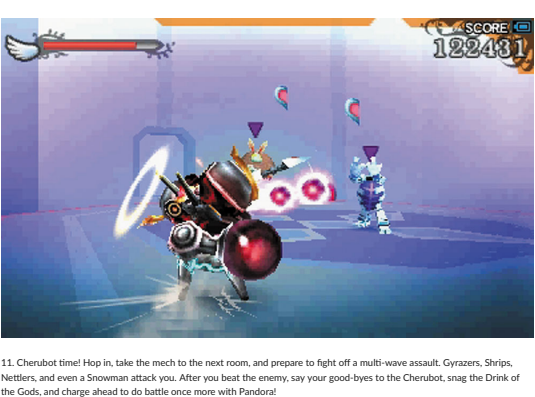

SCORE
113731

10. Make sure you take the jump pad over to the treasure, then follow the other jump pads back to the door.

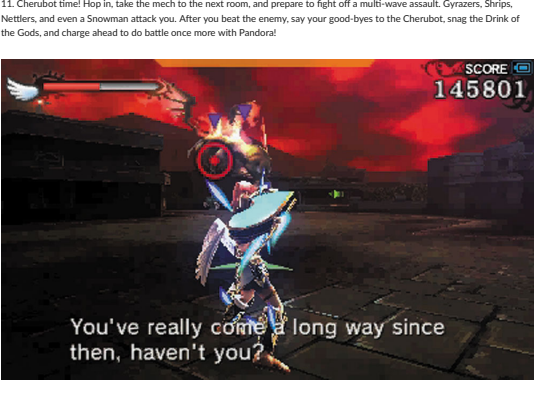

SCORE
115781

SCORE
115781

SCORE
117421

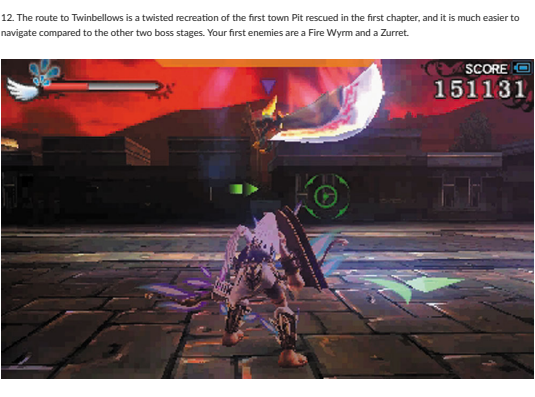

SCORE
122431

11. Cherubot time! Hop in, take the mech to the next room, and prepare to fight off a multi-wave assault. Gyrazers, Shrips, Nettlers, and even a Snowman attack you. After you beat the enemy, say your good-byes to the Cherubot, snag the Drink of the Gods, and charge ahead to do battle once more with Pandora!


SCORE
145801
You've really come a long way since then, haven't you?

SCORE
149901

12. The route to Twinbellows is a twisted recreation of the first town Pit rescued in the first chapter, and it is much easier to navigate compared to the other two boss stages. Your first enemies are a Fire Wyrm and a Zurret.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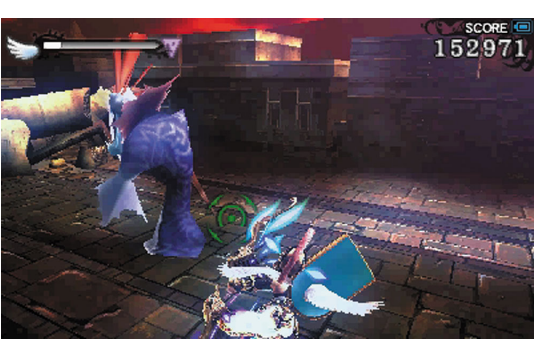
151131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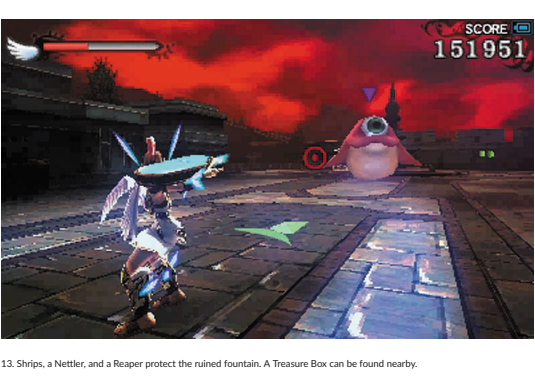
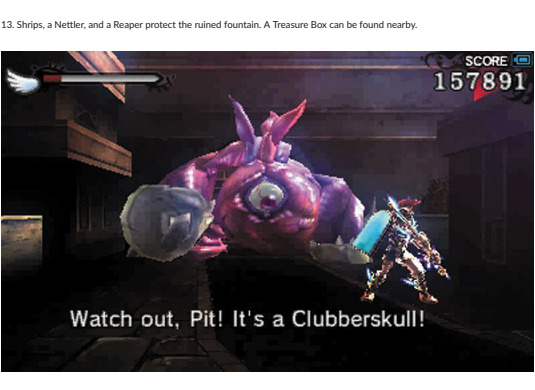
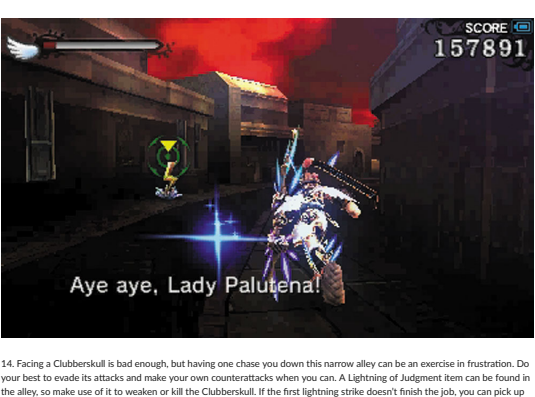
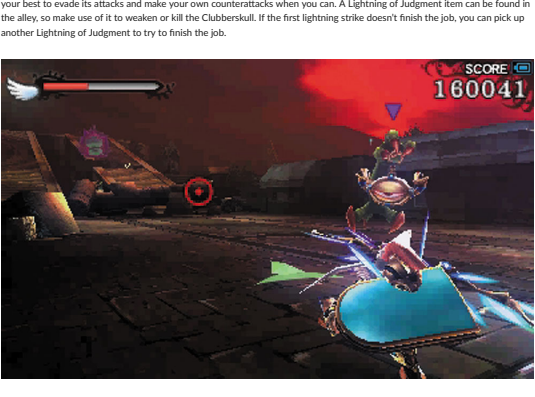

SCORE
151951

13. Shrips, a Nettler, and a Reaper protect the ruined fountain. A Treasure Box can be found nearby.


SCORE
157891
Watch out, Pit! It's a Clubberskull!

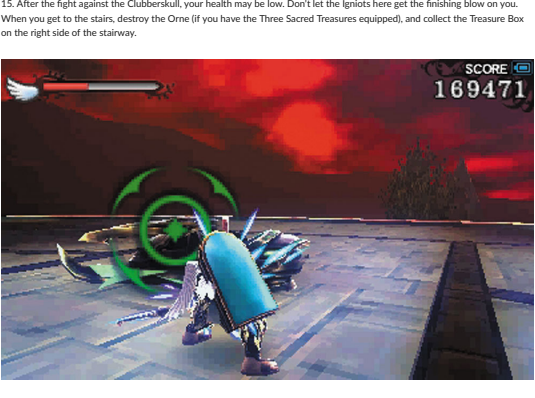

SCORE
157891
Aye aye, Lady Palutena!

14. Facing a Clubberskull is bad enough, but having one chase you down this narrow alley can be an exercise in frustration. Do your best to evade its attacks and make your own counterattacks when you can. A Lightning of Judgment item can be found in the alley, so make use of it to weaken or kill the Clubberskull. If the first lightning strike doesn't finish the job, you can pick up another Lightning of Judgment to try to finish the job.


SCORE
160041

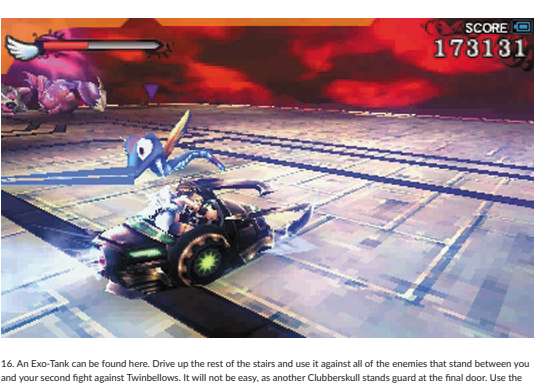
SCORE
163731

15. After the fight against the Clubberskull, your health may be low. Don't let the Igniots here get the finishing blow on you. When you get to the stairs, destroy the Orne (if you have the Three Sacred Treasures equipped), and collect the Treasure Box on the right side of the stairway.

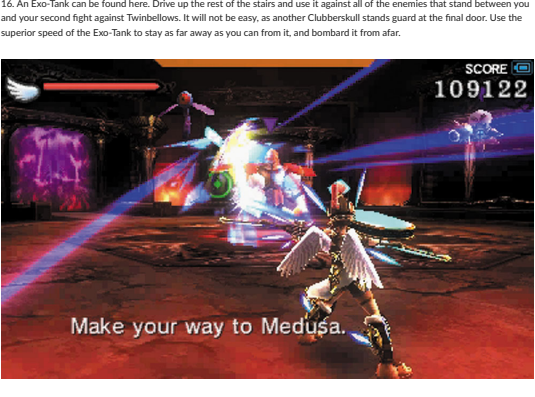

SCORE
169471

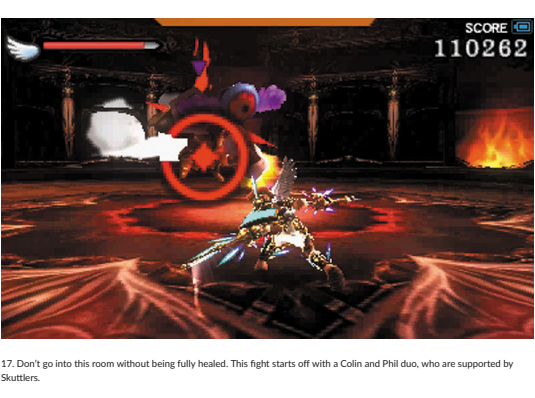
SCORE
170081

SCORE
173031
Another Clubberskull!


SCORE
173131

16. An Exo Tank can be found here. Drive up the rest of the stairs and use it against all of the enemies that stand between you and your second fight against Twinbellows. It will not be easy, as another Clubberskull stands guard at the final door. Use the superior speed of the Exo Tank to stay as far away as you can from it, and bombard it from afar.


SCORE
109122
Make your way to Medusa.


SCORE
110262

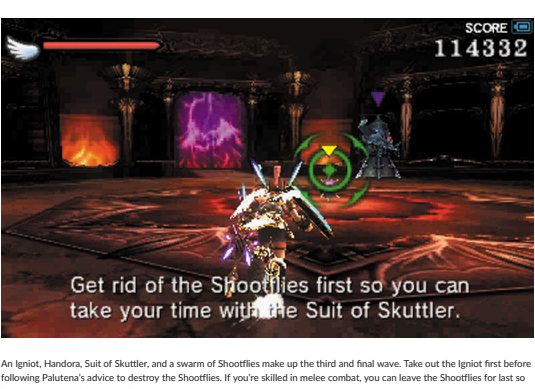
17. Don't go into this room without being fully healed. This fight starts off with a Colin and Phil duo, who are supported by Skuttlers.

SCORE
111562

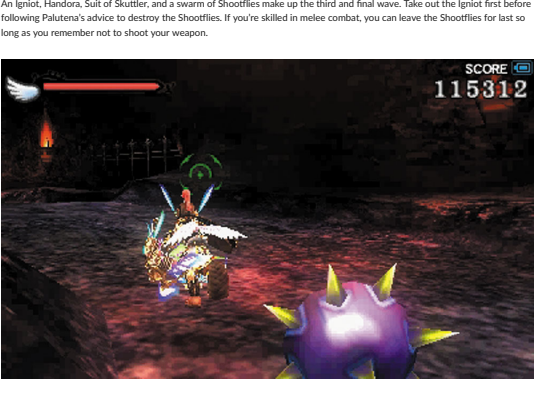
SCORE
111722

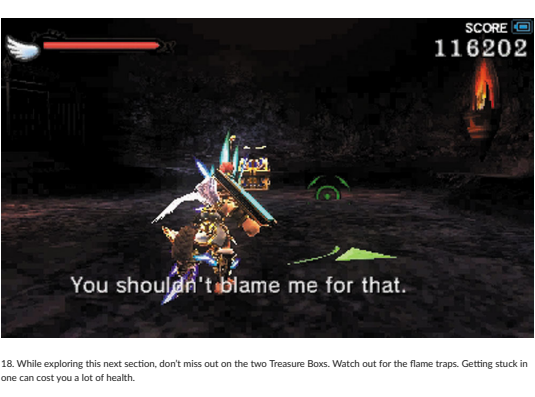
Shemums, an Igniot, and a Specknose attack for the second wave.

SCORE
112542


SCORE
114332
Get rid of the Shootflies first so you can take your time with the Suit of Skuttler.

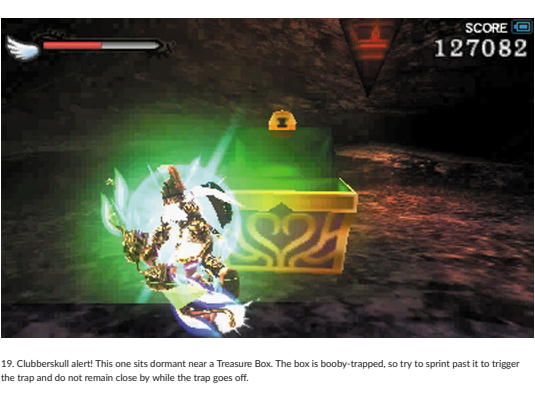
An Igniot, Handora, Suit of Skuttler, and a swarm of Shootflies make up the third and final wave. Take out the Igniot first before following Palutena's advice to destroy the Shootflies. If you're skilled in melee combat, you can leave the Shootflies for last so long as you remember not to shoot your weapon.


SCORE
115312


SCORE
116202
You shouldn't blame me for that.

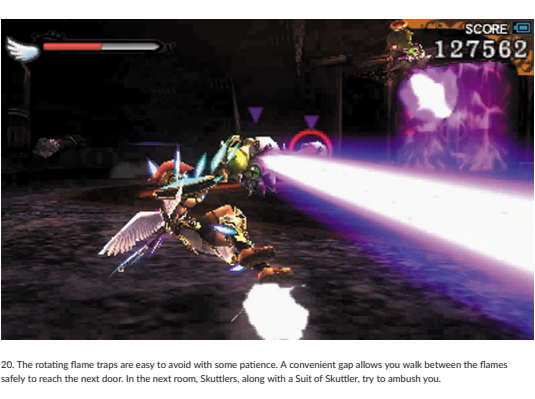
18. While exploring this next section, don't miss out on the two Treasure Box. Watch out for the flame traps. Getting stuck in one can cost you a lot of health.

SCORE
121672
Threaten all you want. You don't scare me!


SCORE
127082

19. Clubberskull alert! This one sits dormant near a Treasure Box. The box is booby-trapped, so try to sprint past it to trigger the trap and do not remain close by while the trap goes off.

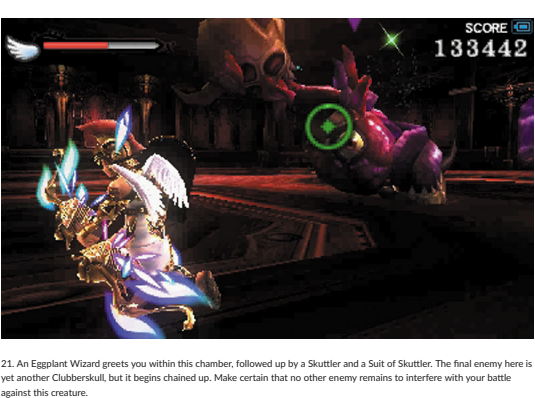
SCORE
127322


SCORE
127562

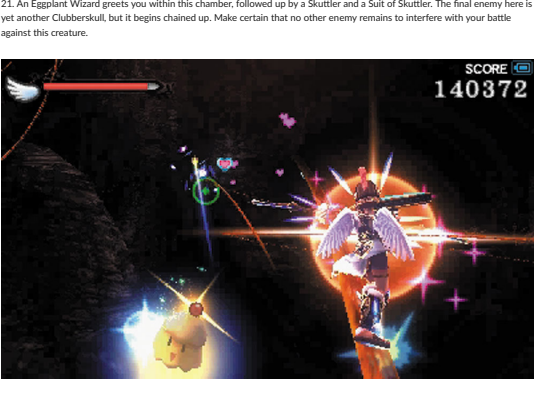
20. The rotating flame traps are easy to avoid with some patience. A convenient gap allows you walk between the flames safely to reach the next door. In the next room, Skuttlers, along with a Suit of Skuttler, try to ambush you.

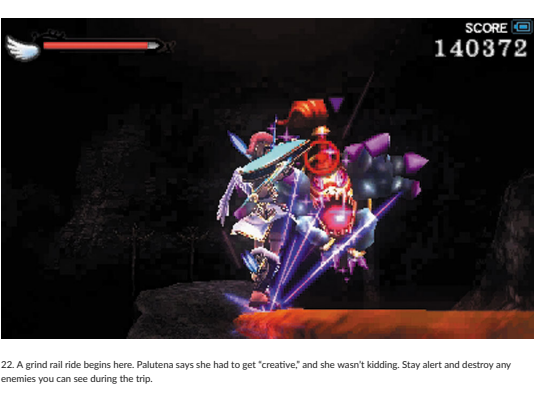
SCORE
130252

SCORE
130252

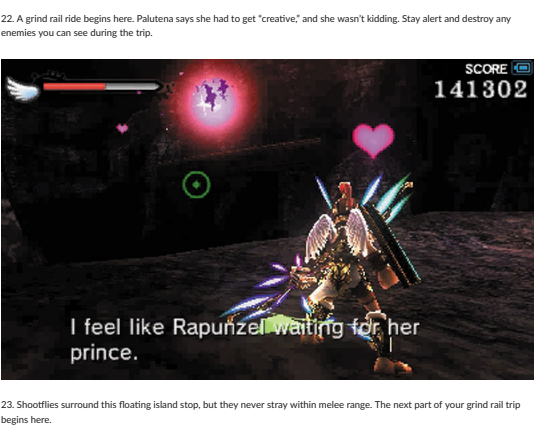

SCORE
133442

21. An Eggplant Wizard greets you within this chamber, followed up by a Skuttler and a Suit of Skuttler. The final enemy here is yet another Clubberskull, but it begins chained up. Make certain that no other enemy remains to interfere with your battle against this creature.


SCORE
140372


SCORE
140372

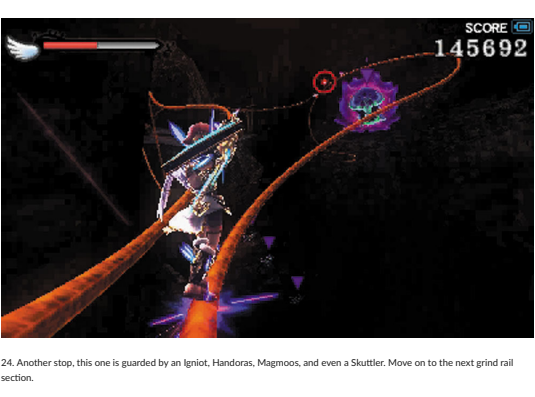
22. A grind rail ride begins here. Palutena says she had to get "creative," and she wasn't kidding. Stay alert and destroy any enemies you can see during the trip.


SCORE
141302
I feel like Rapunzel waiting for her prince.

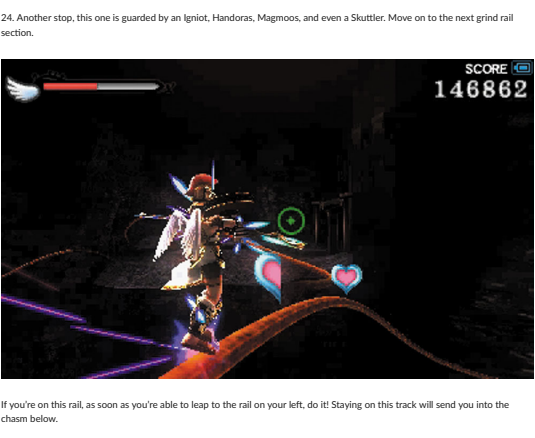
23. Shootflies surround this floating island stop, but they never stray within melee range. The next part of your grind rail trip begins here.

SCORE
141542

SCORE
143822


SCORE
145692

24. Another stop, this one is guarded by an Igniot, Handoras, Magmoos, and even a Skuttler. Move on to the next grind rail section.

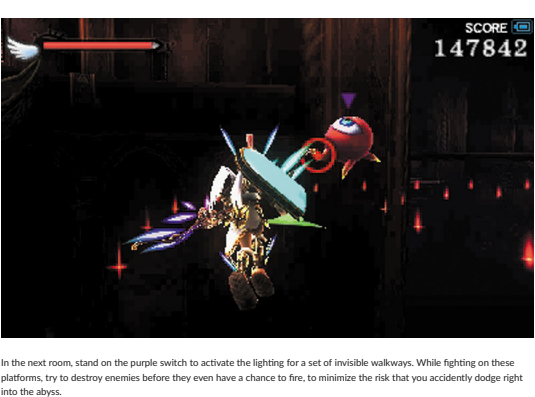

SCORE
146862

If you're on this rail, as soon as you're able to leap to the rail on your left, do it! Staying on this track will send you into the chasm below.

SCORE
146862

25. Two Boogities and two flame traps are here. Don't get overzealous; just wait for a Boogity to expose itself and make certain you don't run into any flames while fighting here.

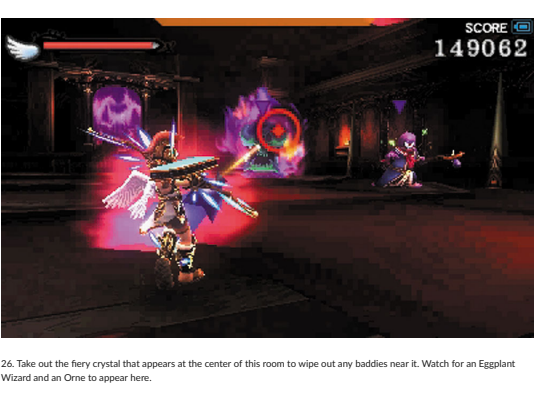
SCORE
147842


SCORE
147842

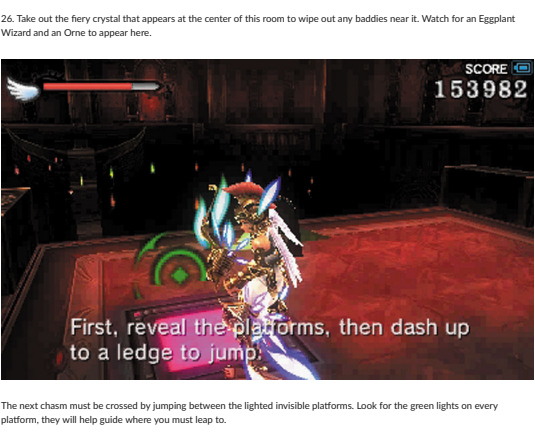
In the next room, stand on the purple switch to activate the lighting for a set of invisible walkways. While fighting on these platforms, try to destroy enemies before they even have a chance to fire, to minimize the risk that you accidently dodge right into the abyss.

SCORE
148082

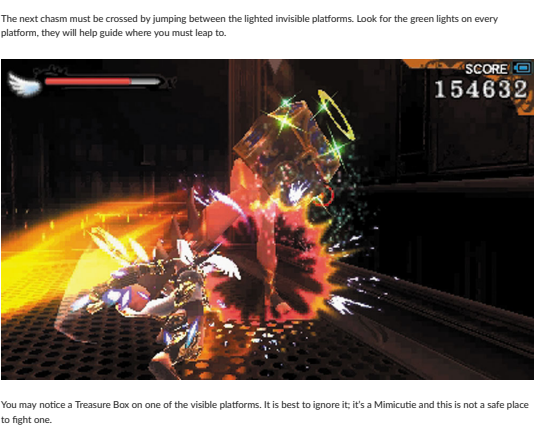
SCORE
148082


SCORE
149062

26. Take out the fiery crystal that appears at the center of this room to wipe out any baddies near it. Watch for an Eggplant Wizard and an Orne to appear here.


SCORE
153982
First, reveal the platforms, then dash up to a ledge to jump.

The next chasm must be crossed by jumping between the lighted invisible platforms. Look for the green lights on every platform, they will help guide where you must leap to.


SCORE
154632

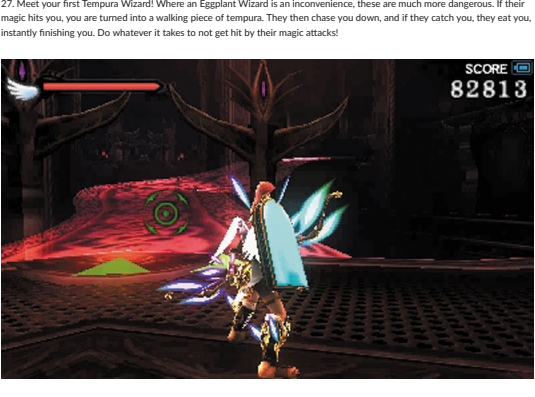
You may notice a Treasure Box on one of the visible platforms. It is best to ignore it; it's a Minicutie and this is not a safe place to fight one.

SCORE
157322

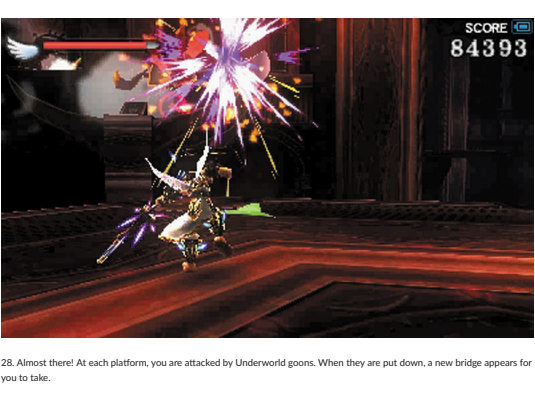
From the Minicutie, you have more invisible platforms to traverse, but now the path seems to branch off. Go with the left set of platforms.

SCORE
157322

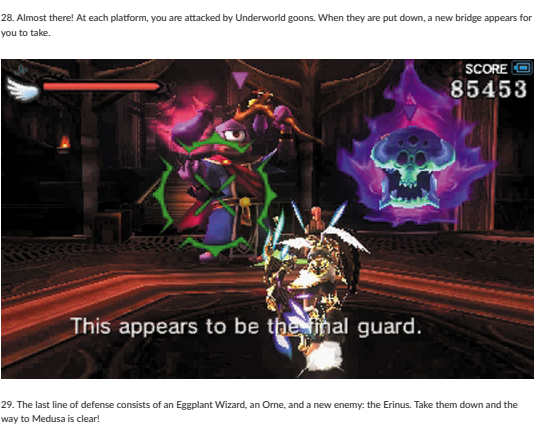
27. Meet your first Tempura Wizard! Where an Eggplant Wizard is an inconvenience, these are much more dangerous. If their magic hits you, you are turned into a walking piece of tempura. They then chase you down, and if they catch you, they eat you, instantly finishing you. Do whatever it takes to not get hit by their magic attacks!


SCORE
82813

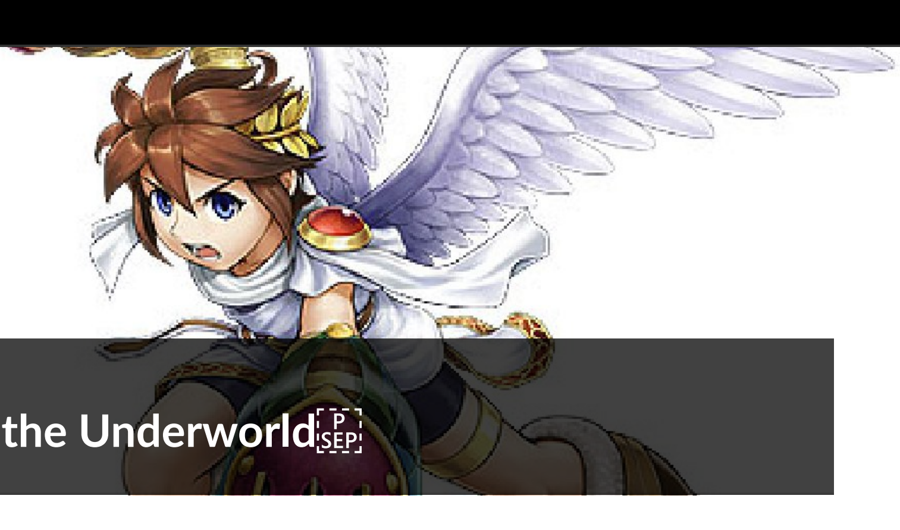
SCORE
83863


SCORE
84393

28. Almost there! At each platform, you are attacked by Underworld goons. When they are put down, a new bridge appears for you to take.

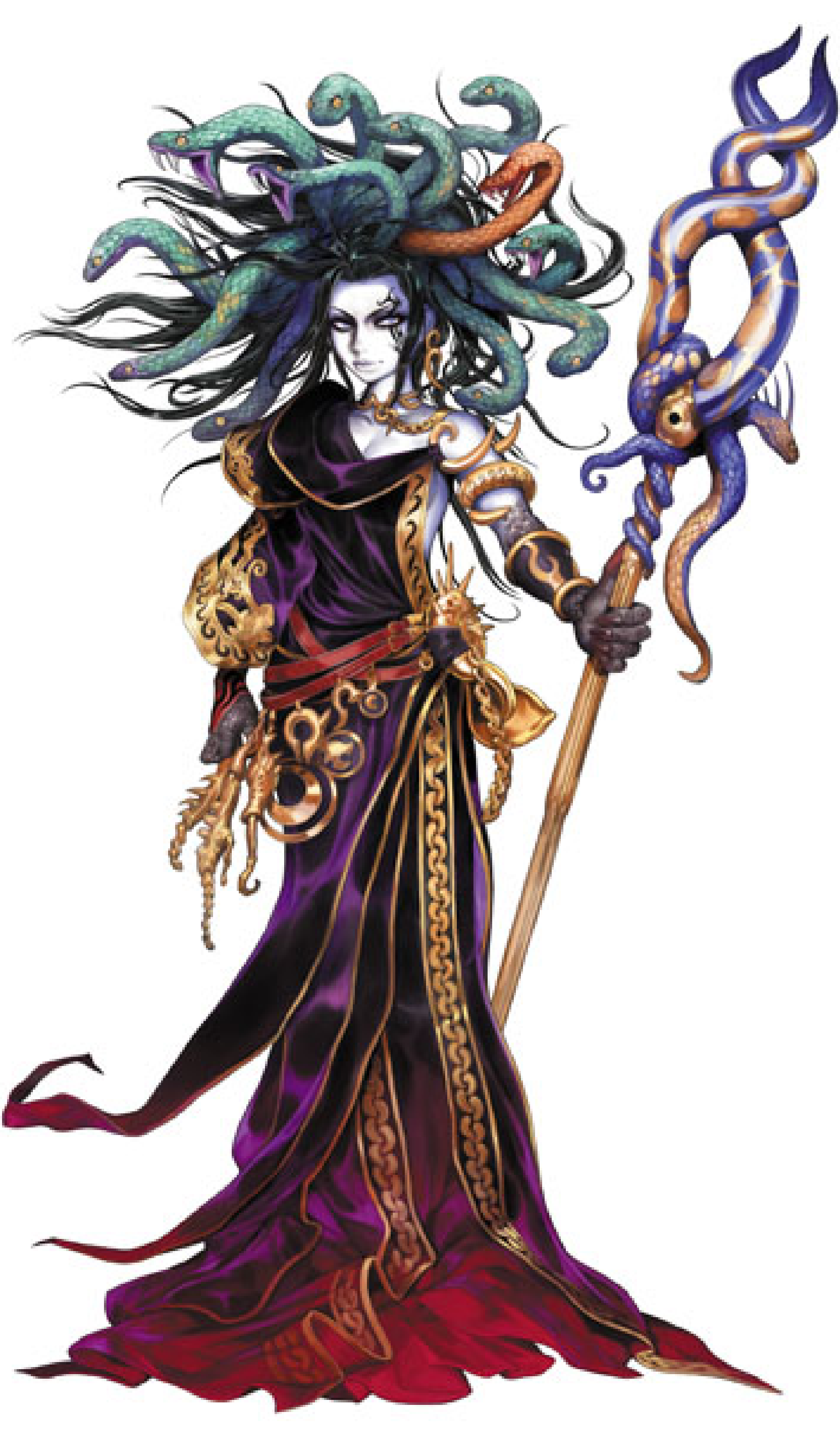

SCORE
85453
This appears to be the final guard.

29. The last line of defense consists of an Eggplant Wizard, an Orne, and a new enemy: the Erinus. Take them down and the way to Medusa is clear!

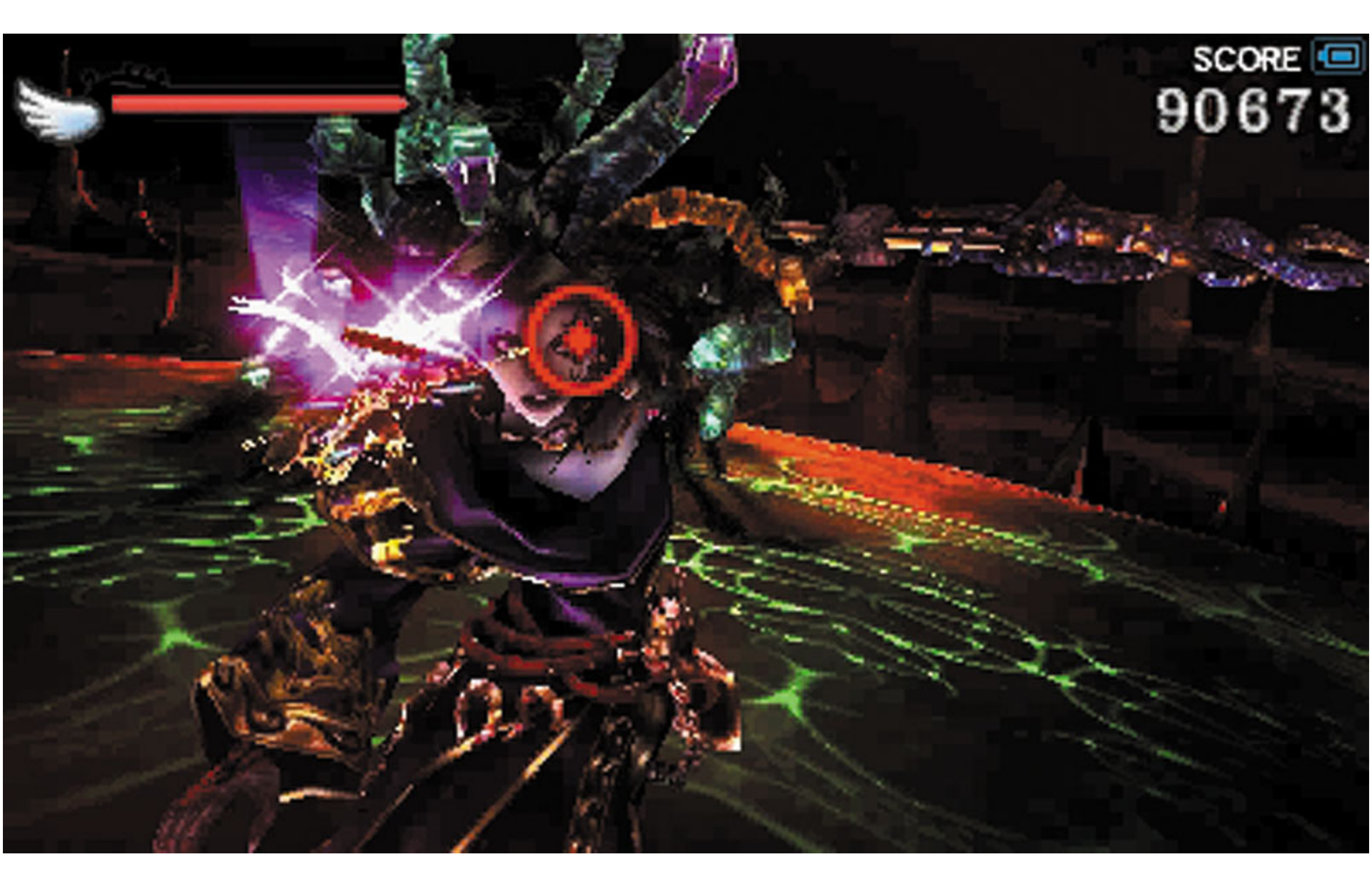


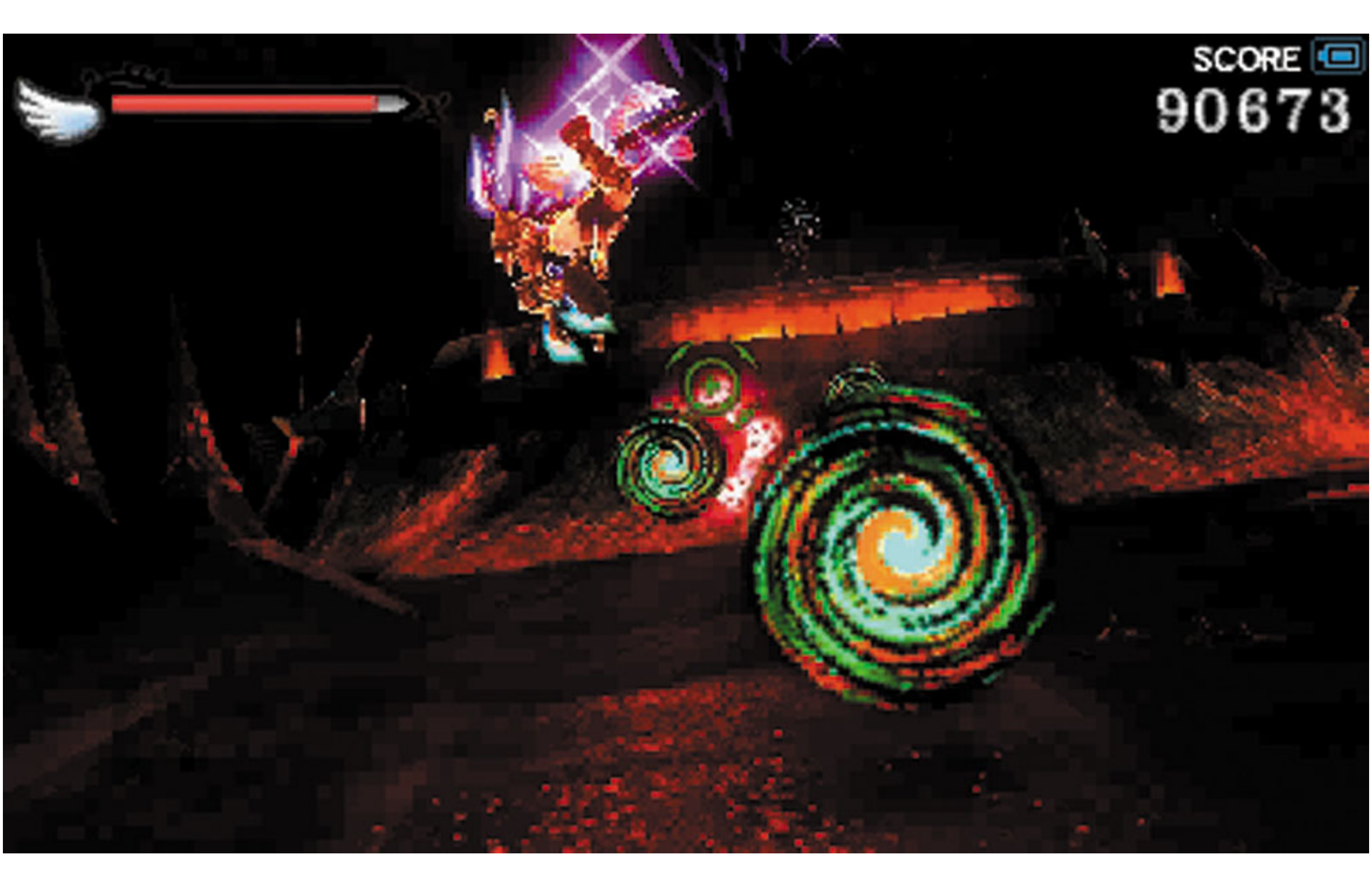
Chapter 9: Medusa's Final Battle

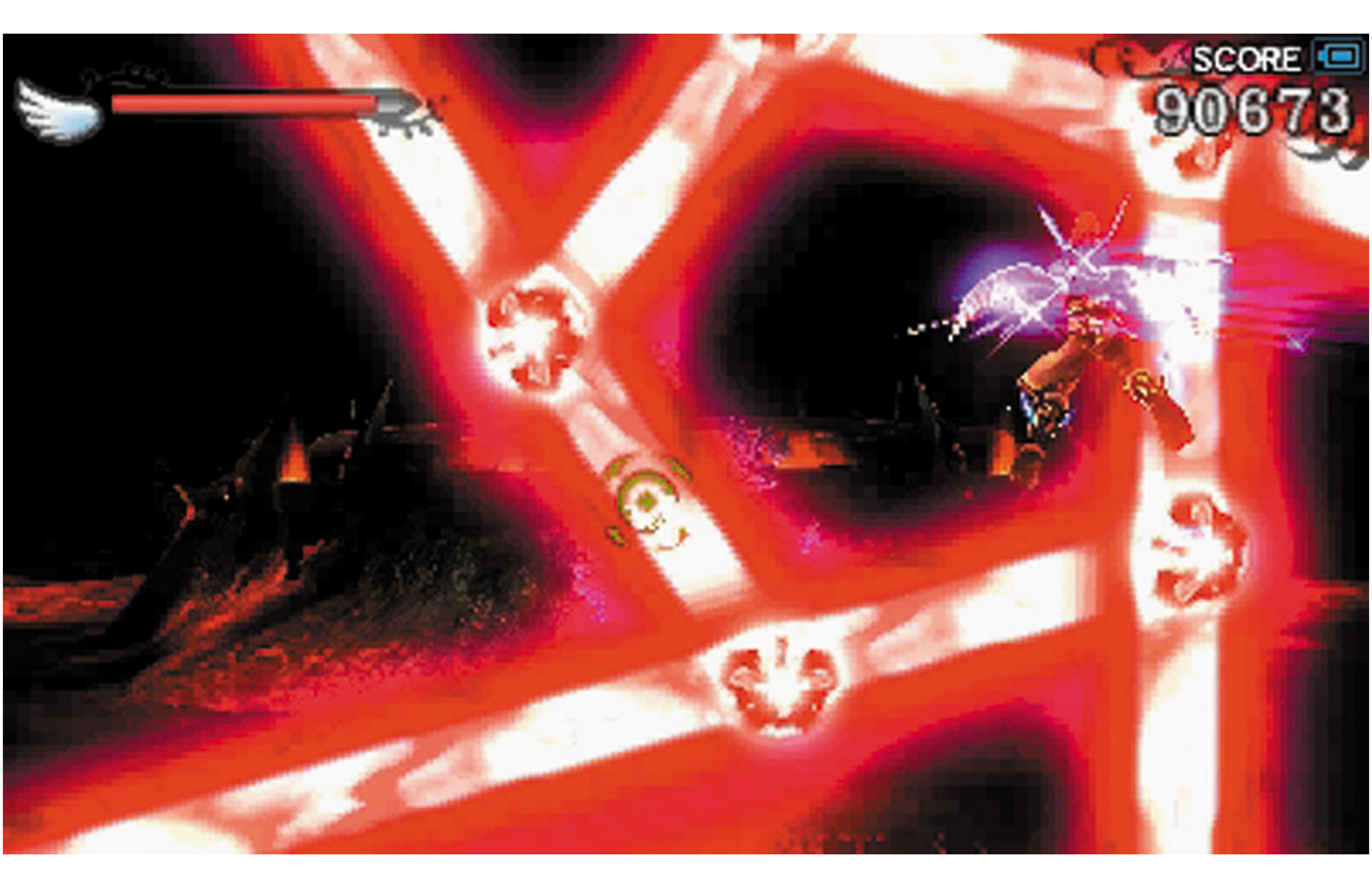
Boss Battle: Medusa, Queen of the Underworld



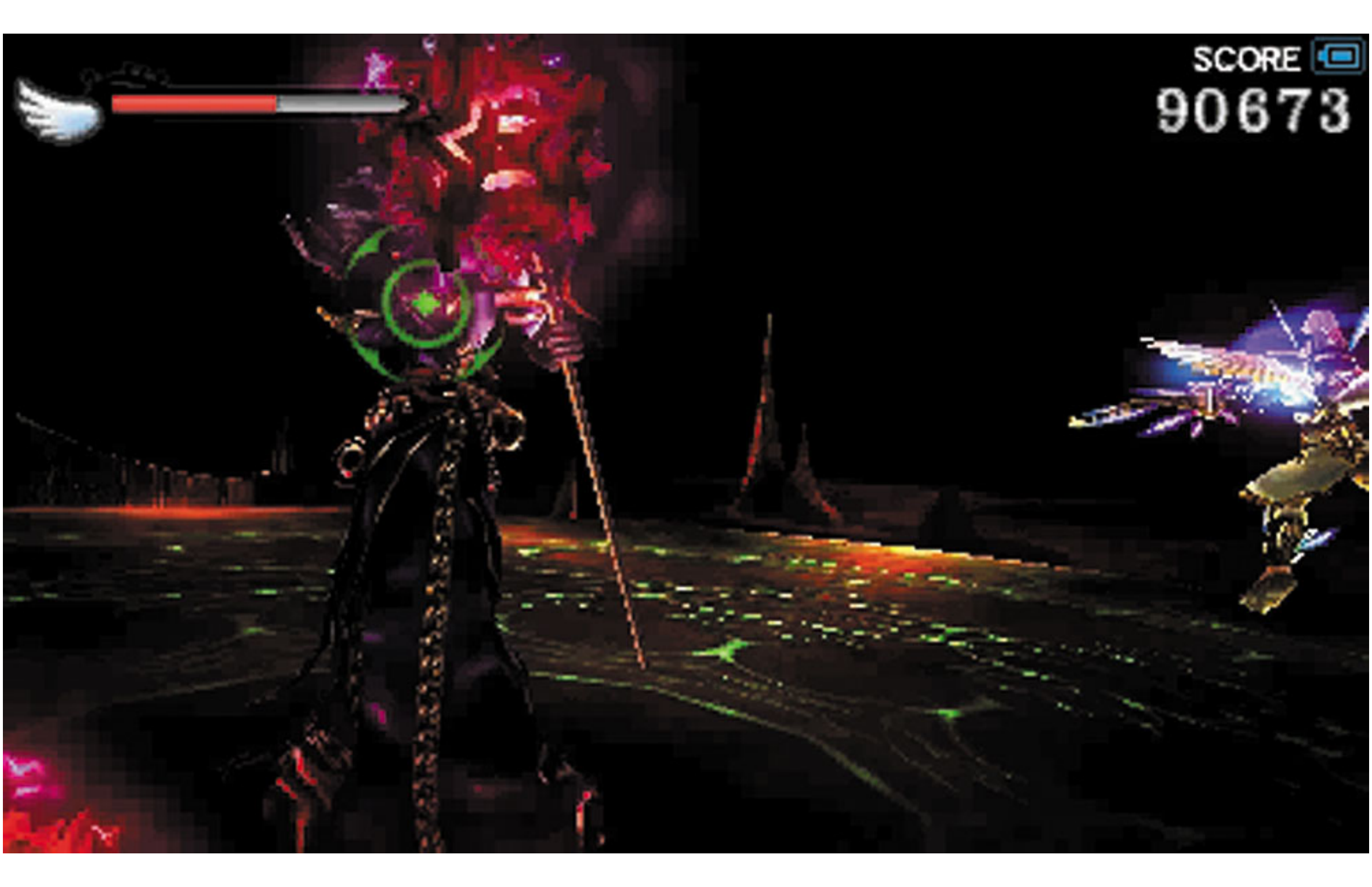
At long last, the fated duel between Medusa and Pit begins. Despite his troubling size disadvantage, Pit braces himself for combat.

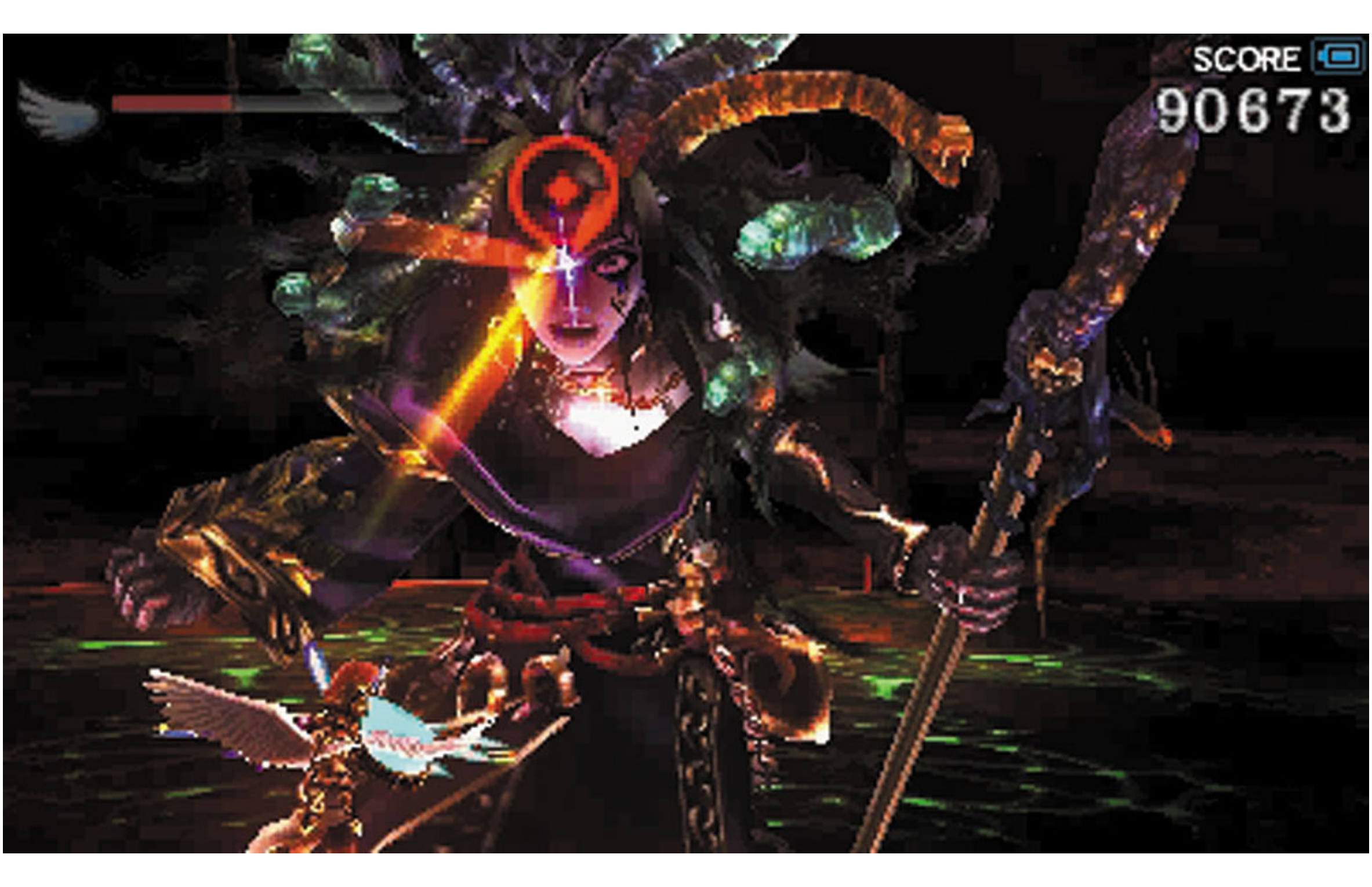




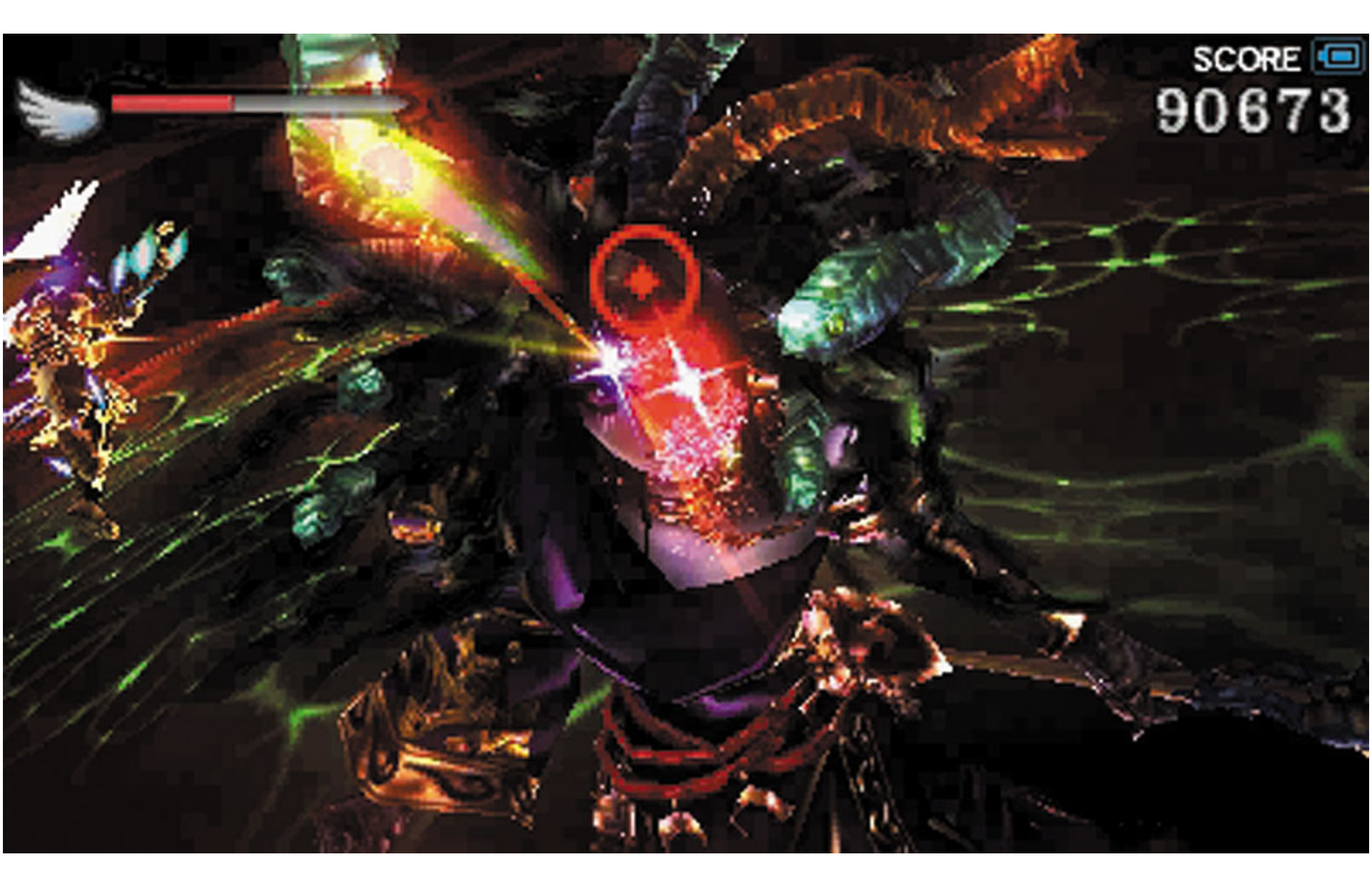


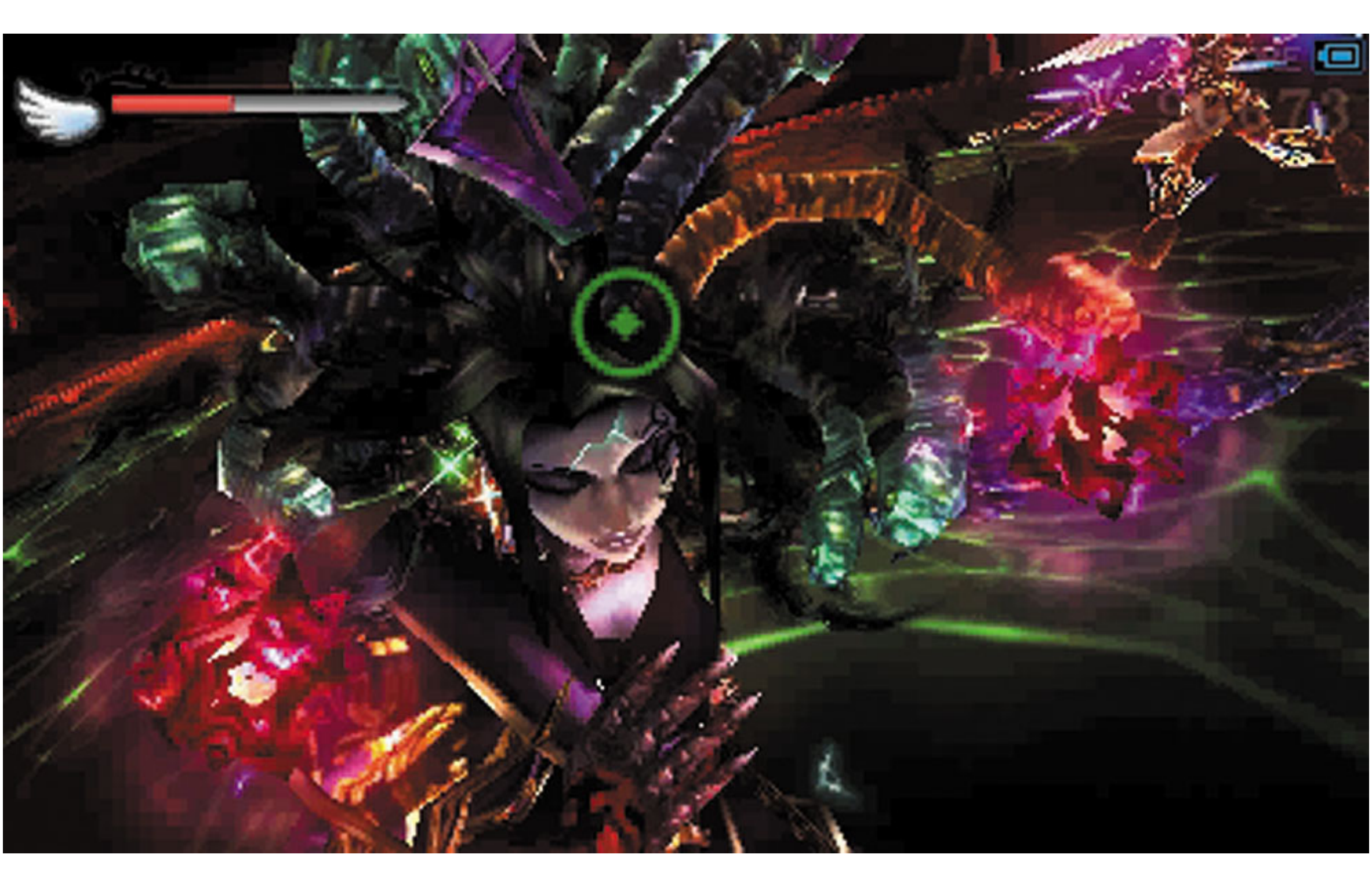
Medusa's first move is to swing her staff so hard that she sends the angel flying far away from her platform. A high-speed barrage of magic chases after Pit, and you need to guide him around the blasts while Palutena tries to bring you back in range to attack. Medusa will also fire off magic circles to try to corral you into the pieces of land being flung your way.



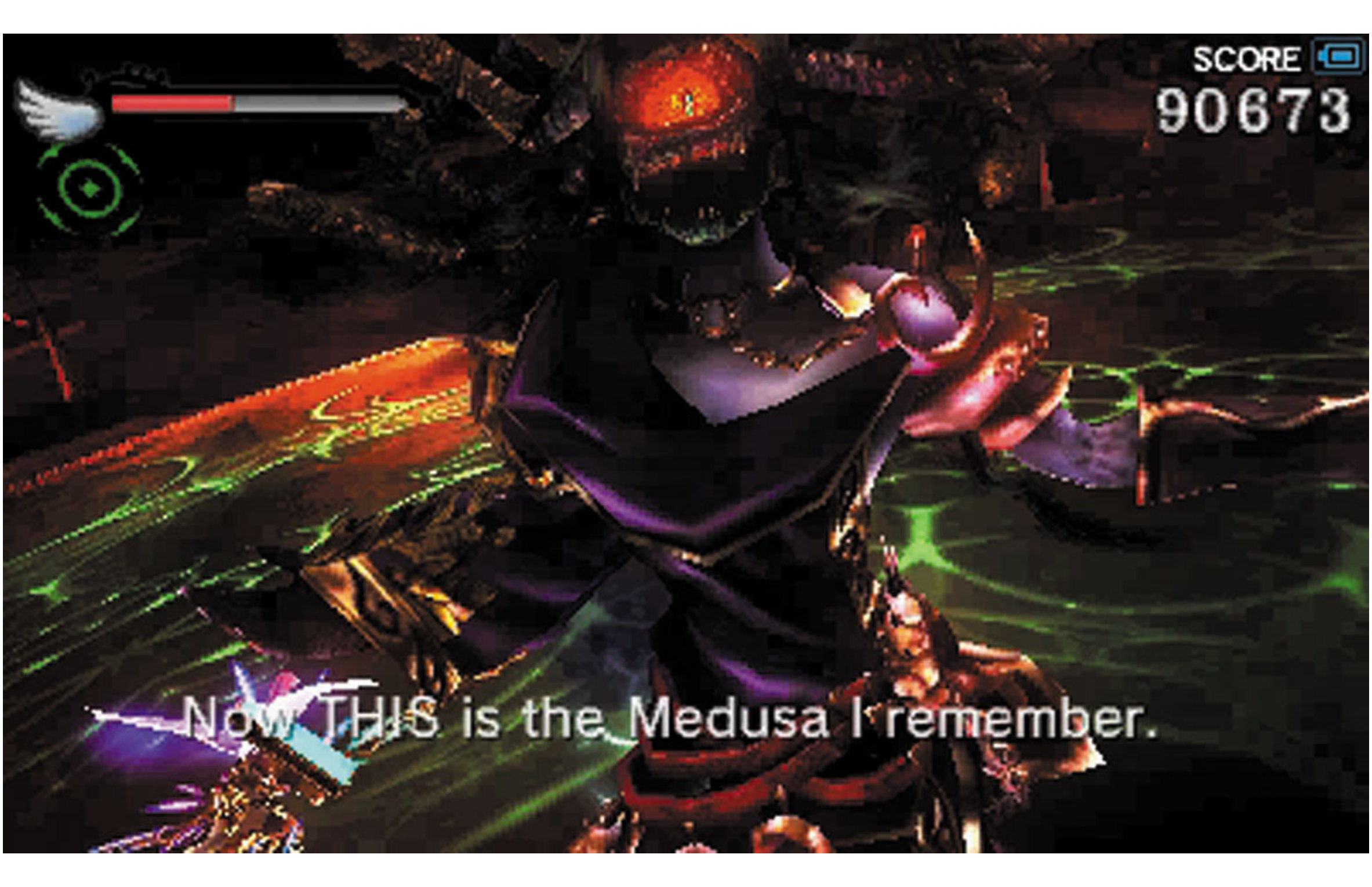


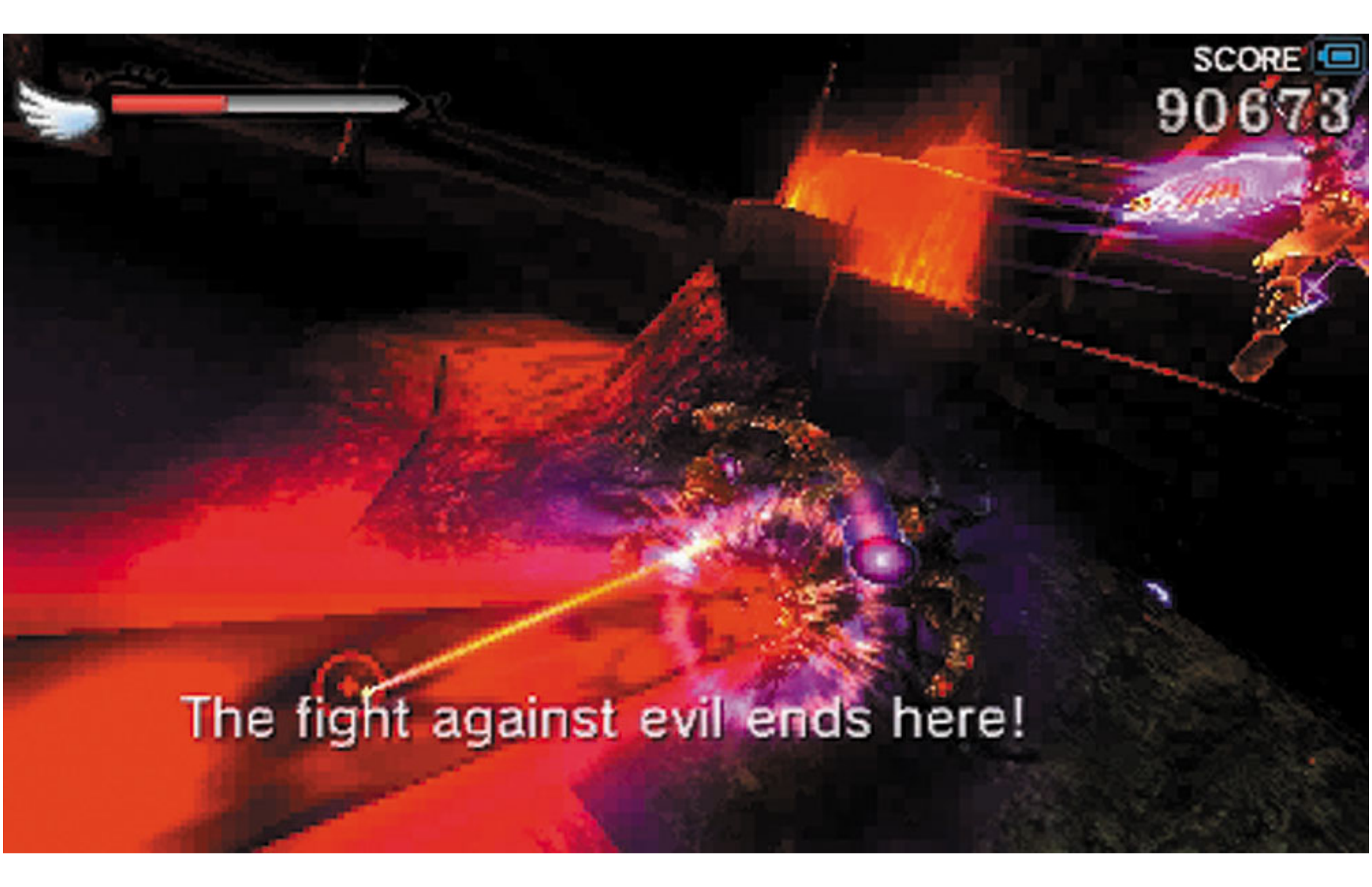
Once you get close, Medusa throws out magic spheres that hover close to Pit. Touching them will set off damaging blasts, so try to stay away from them while concentrating fire on Medusa's head. She will teleport often, even slashing at you with her fingernails occasionally. That attack is telegraphed only very briefly by red claw marks ripping across the screen moments before her hand actually passes, and it can be very tough to evade. After enough damage, Medusa reels back, and Palutena uses her magic to chain Medusa's legs to the ground, disabling her ability to teleport.



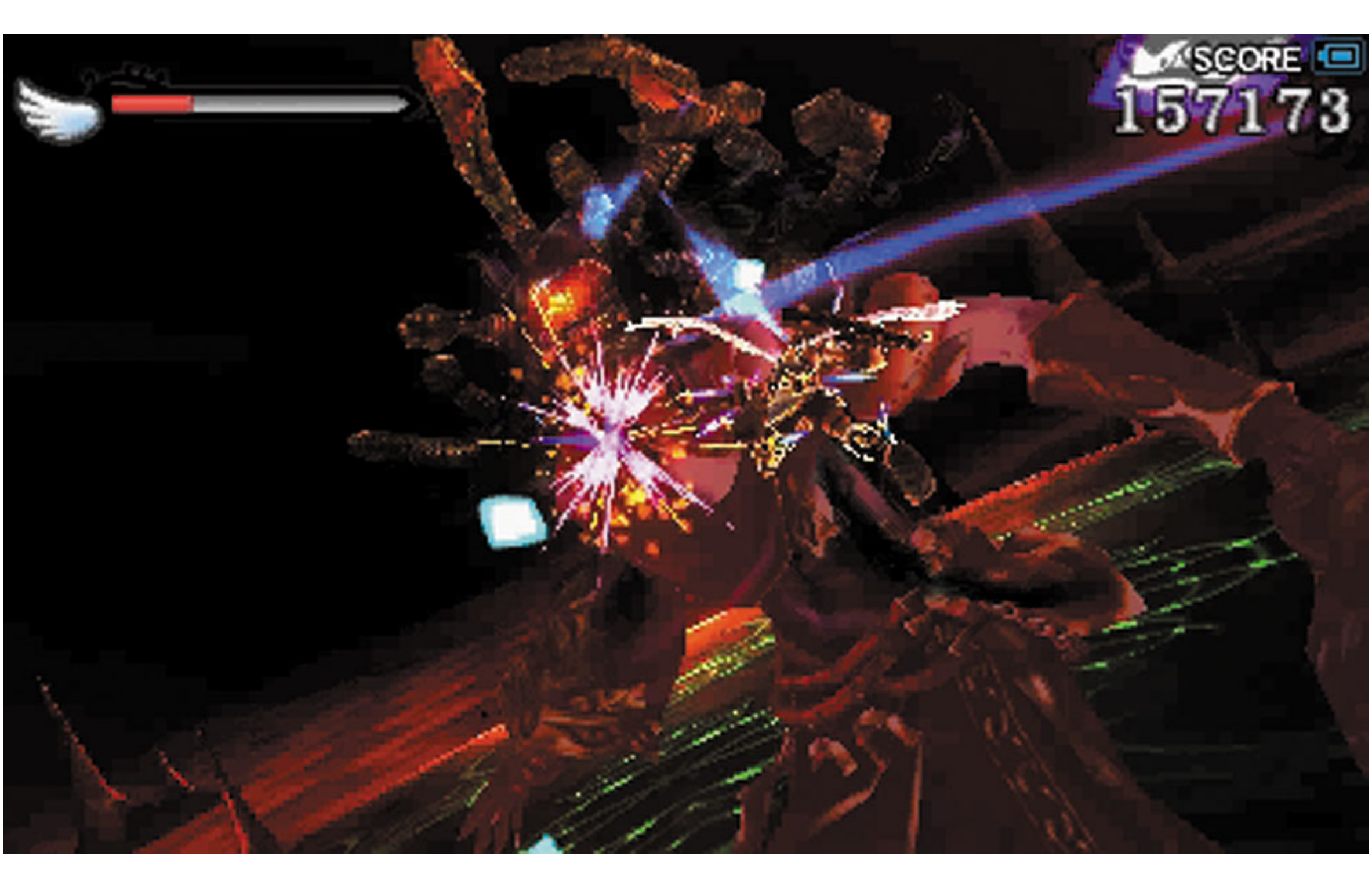


The Underworld queen isn't out of the game yet: She fires energy bolts from her eyes and casts more of the dark energy spheres from the first phase. Keep firing on her head!

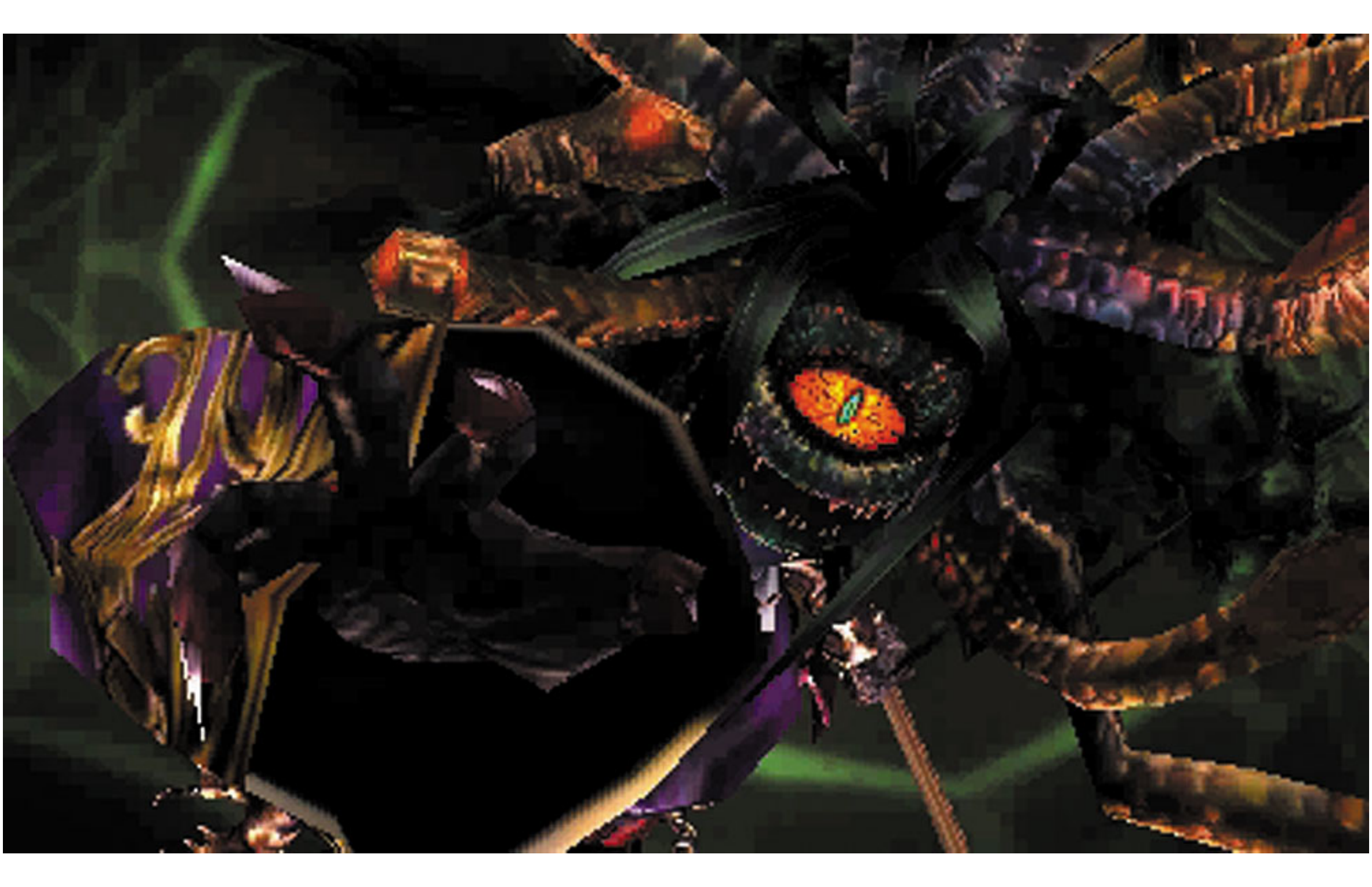




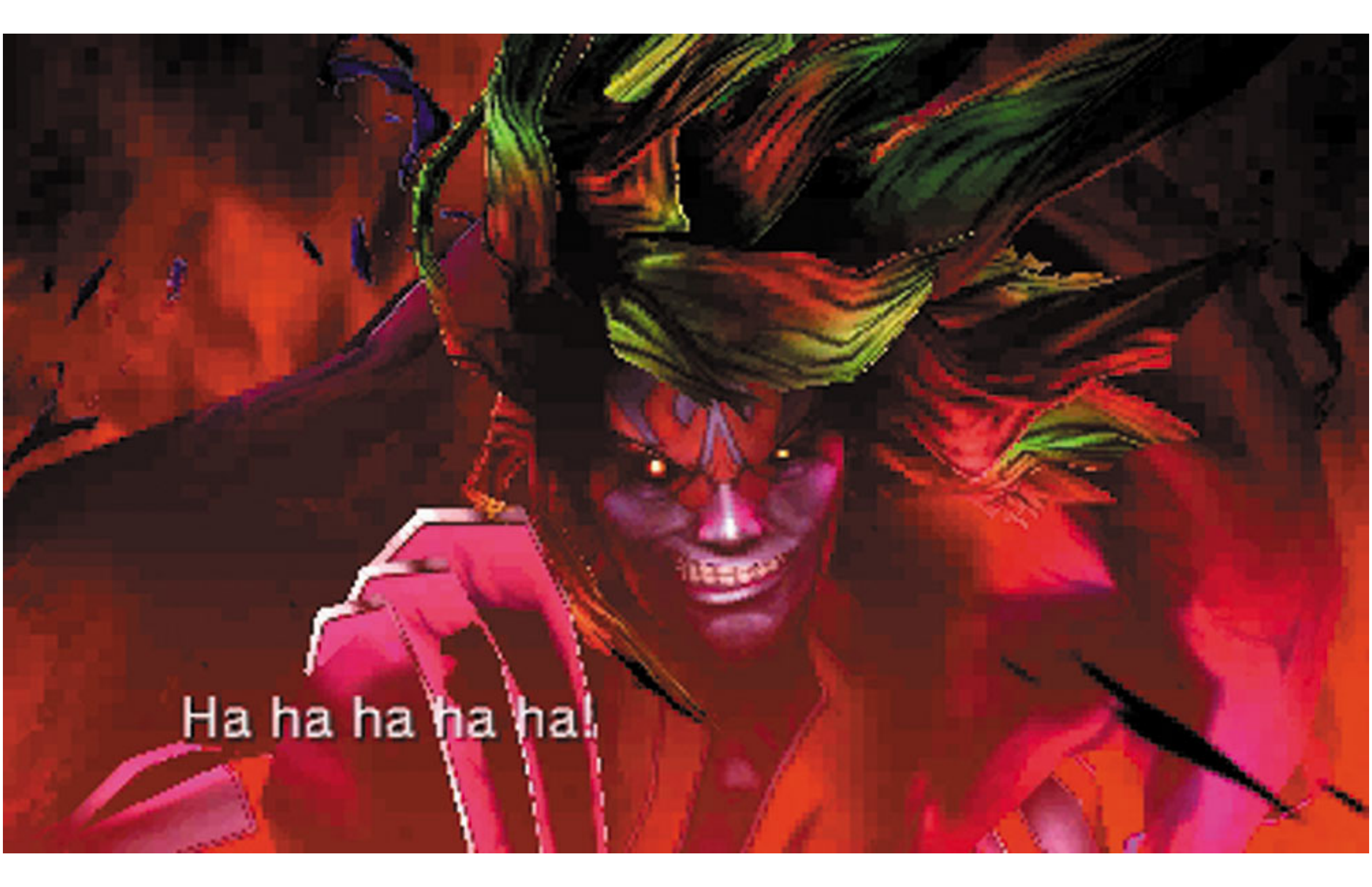
Eventually, Medusa drops all pretenses of her sultry appearance and reveals her horrifying true visage. Her head detaches from its body and gives chase! Evade her spell attacks as best you can, and watch out for the powerful energy beam she charges up.

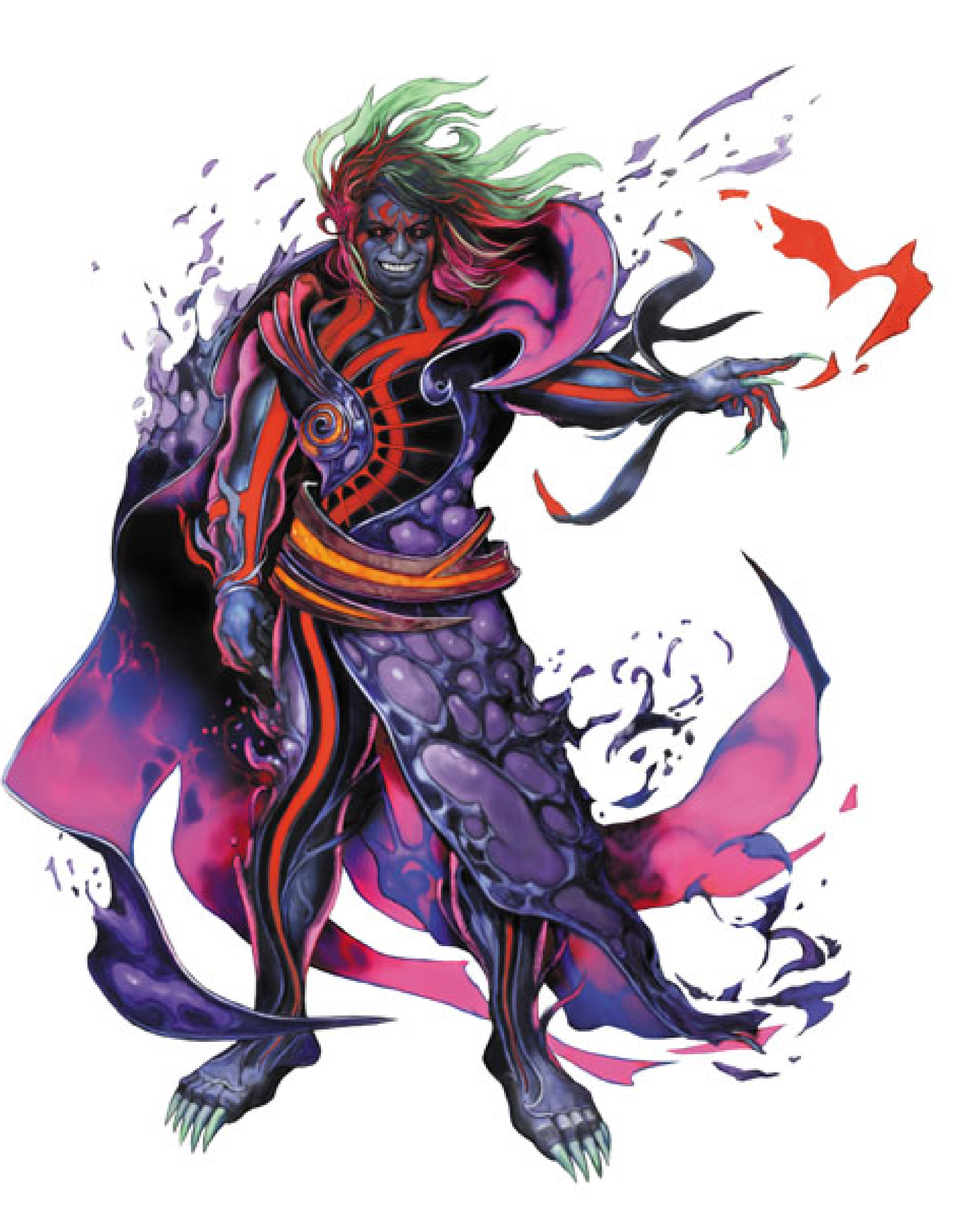


After enough damage, Medusa's head retreats back to her body. Concentrate on her eye to finish her off!

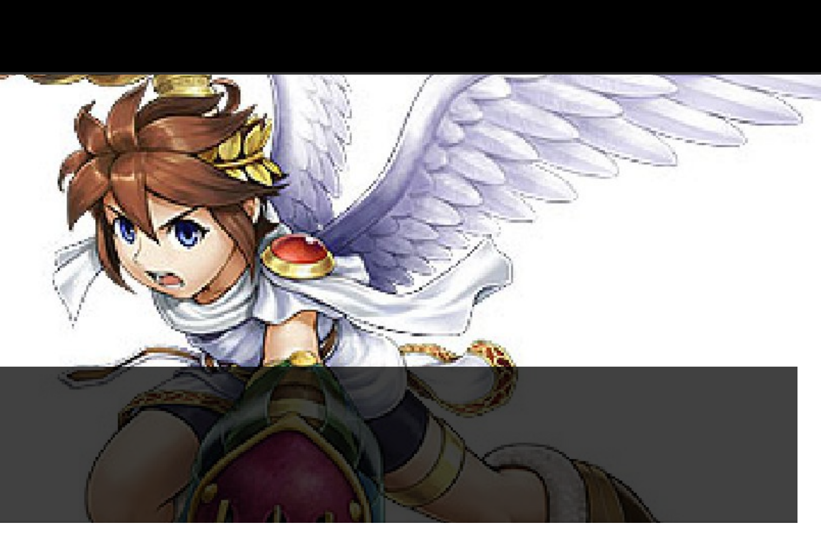


With Medusa's defeat, the threat of the Underworld has passed. The forces of darkness are in full retreat, and better yet, the credits are rolling. Good game, everyone! Go ahead and play some multiplayer!





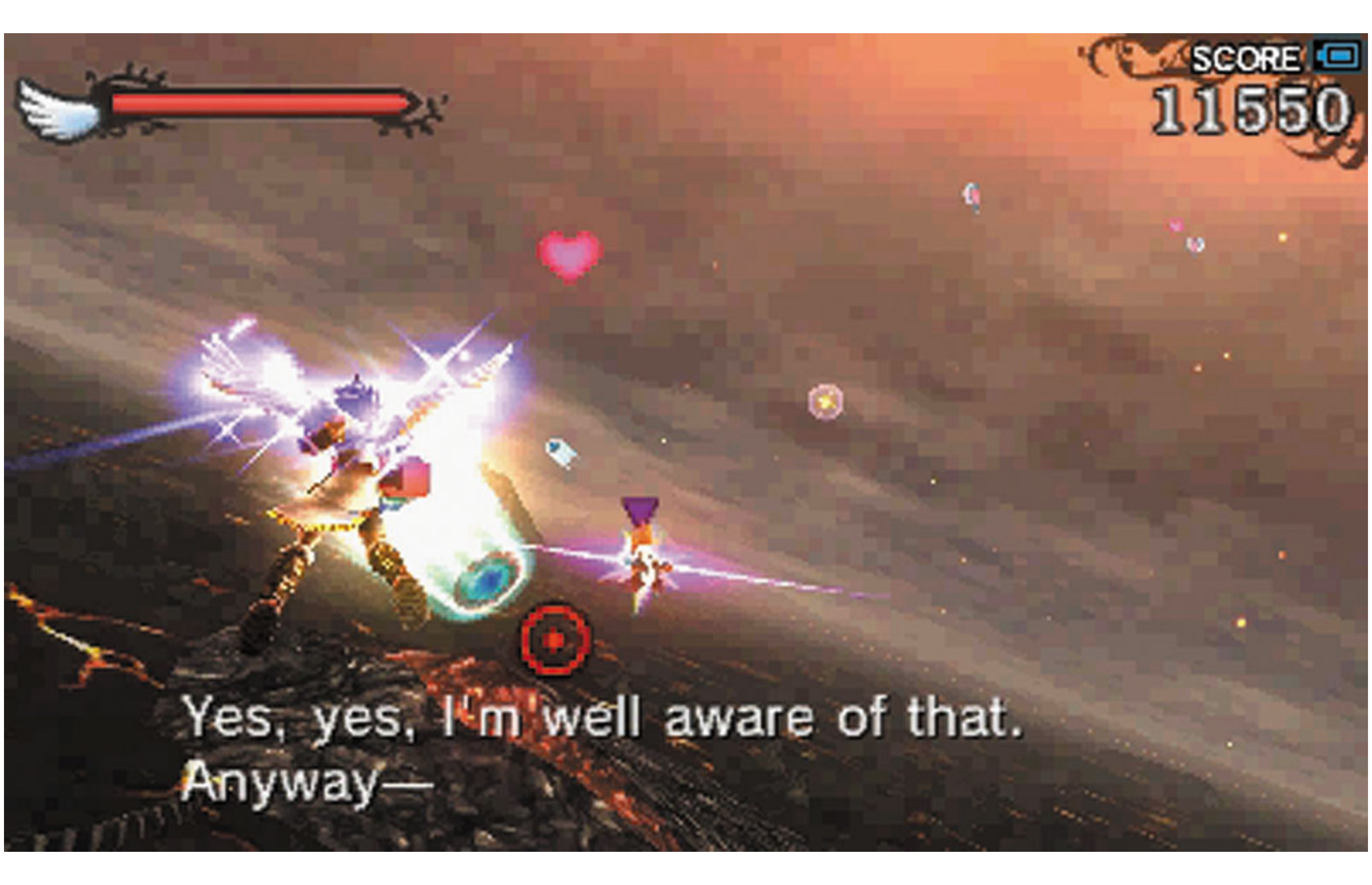
And then there's this guy. The war's not over yet. It has only begun to escalate.

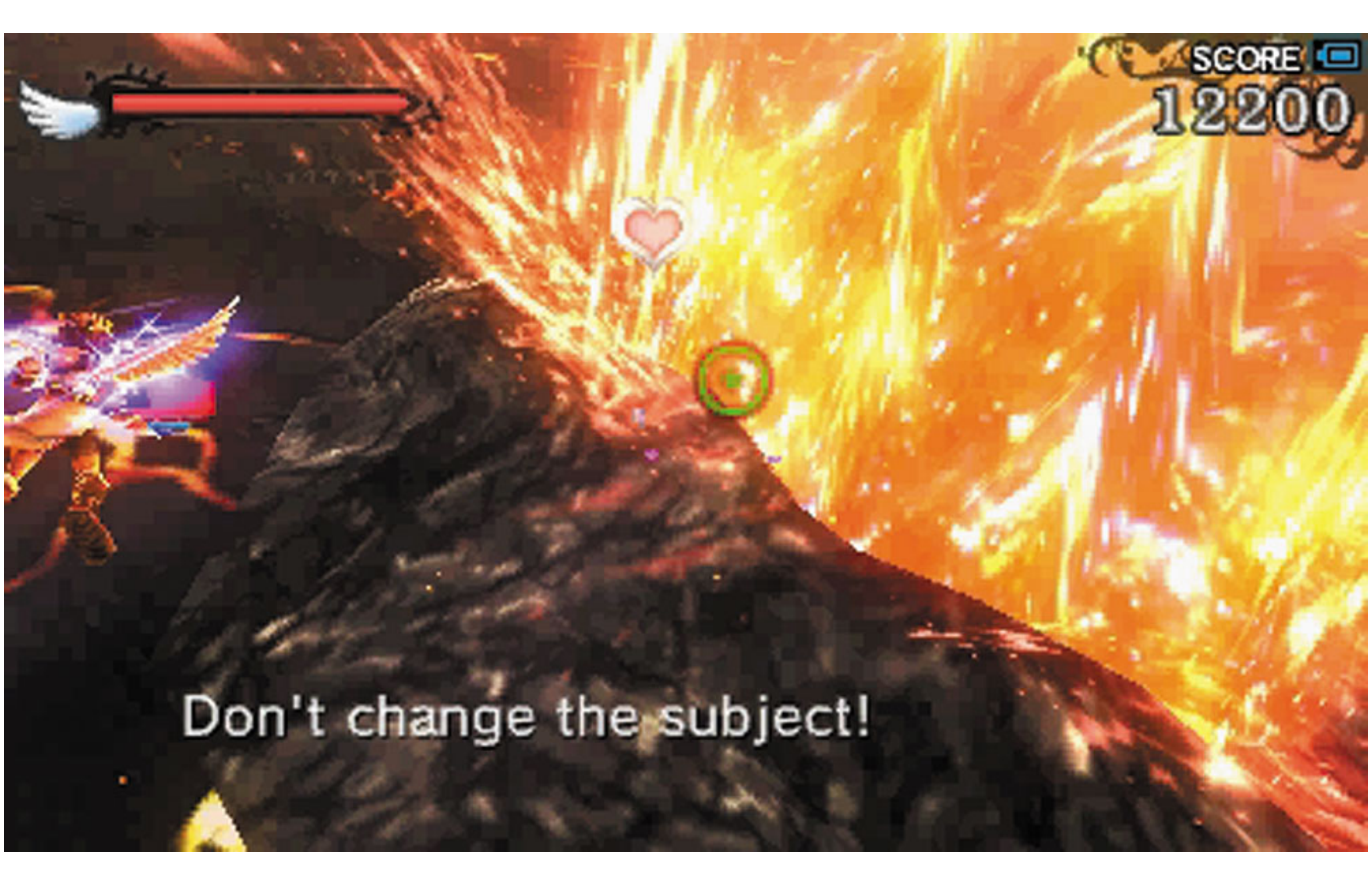


Chapter 10: The Wish Seed

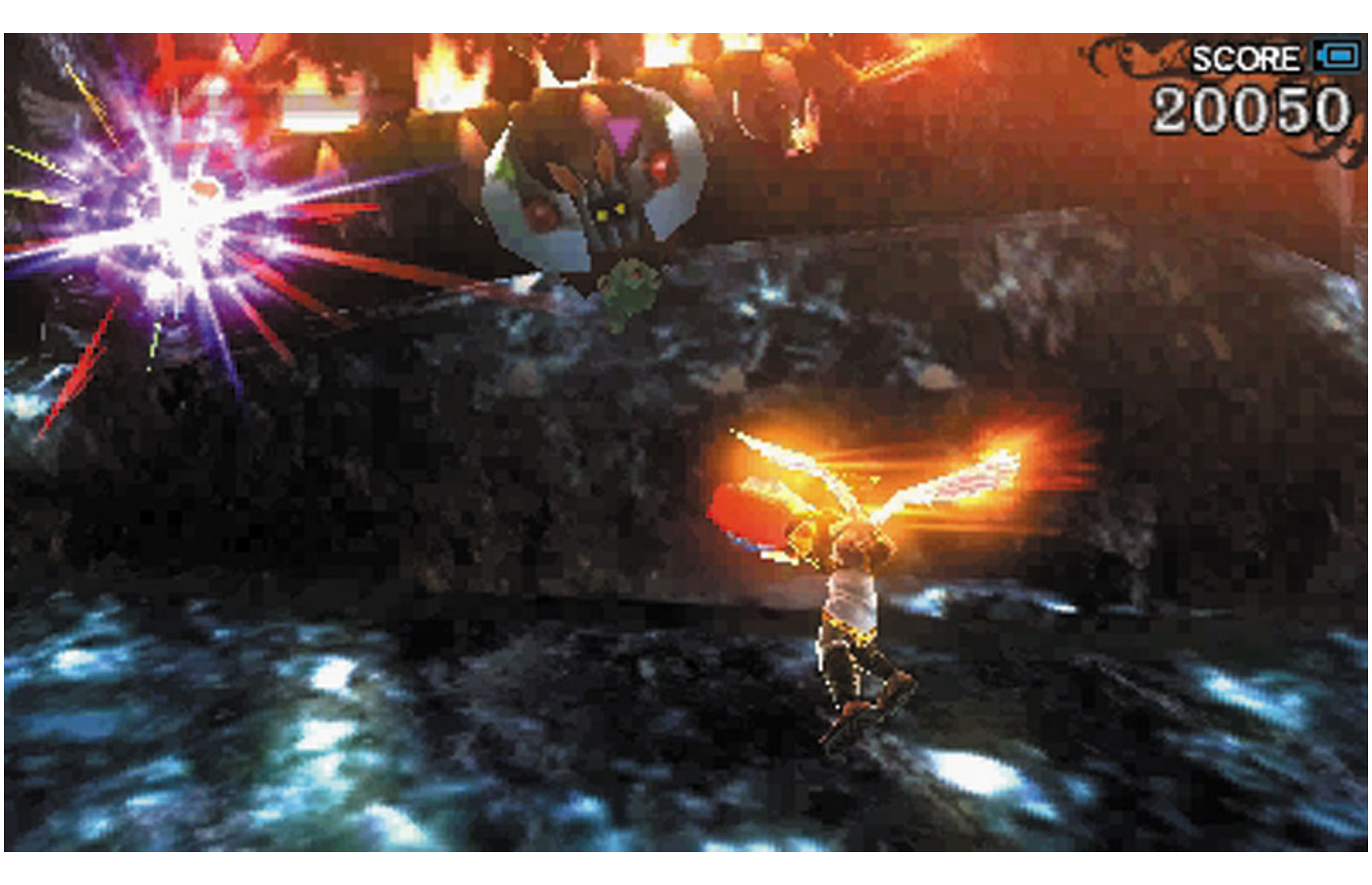
Air Battle

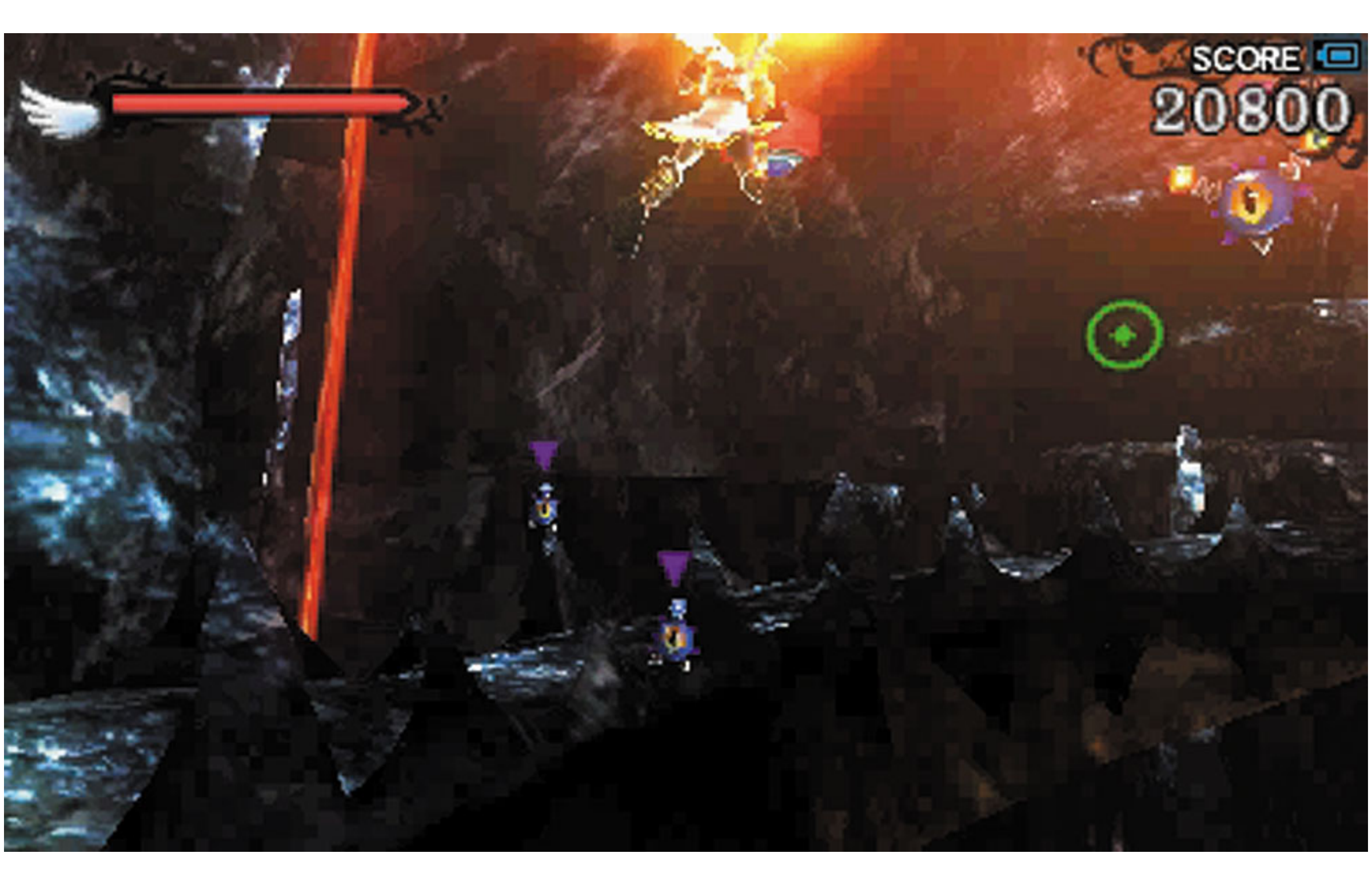
Hades' forces have gathered at a volcano, and according to Palutena, are seeking out the Wish Seed. A powerful magical artifact, it is said to be capable of granting any wish.


SCORE
11550
Yes, yes, I'm well aware of that.
Anyway—

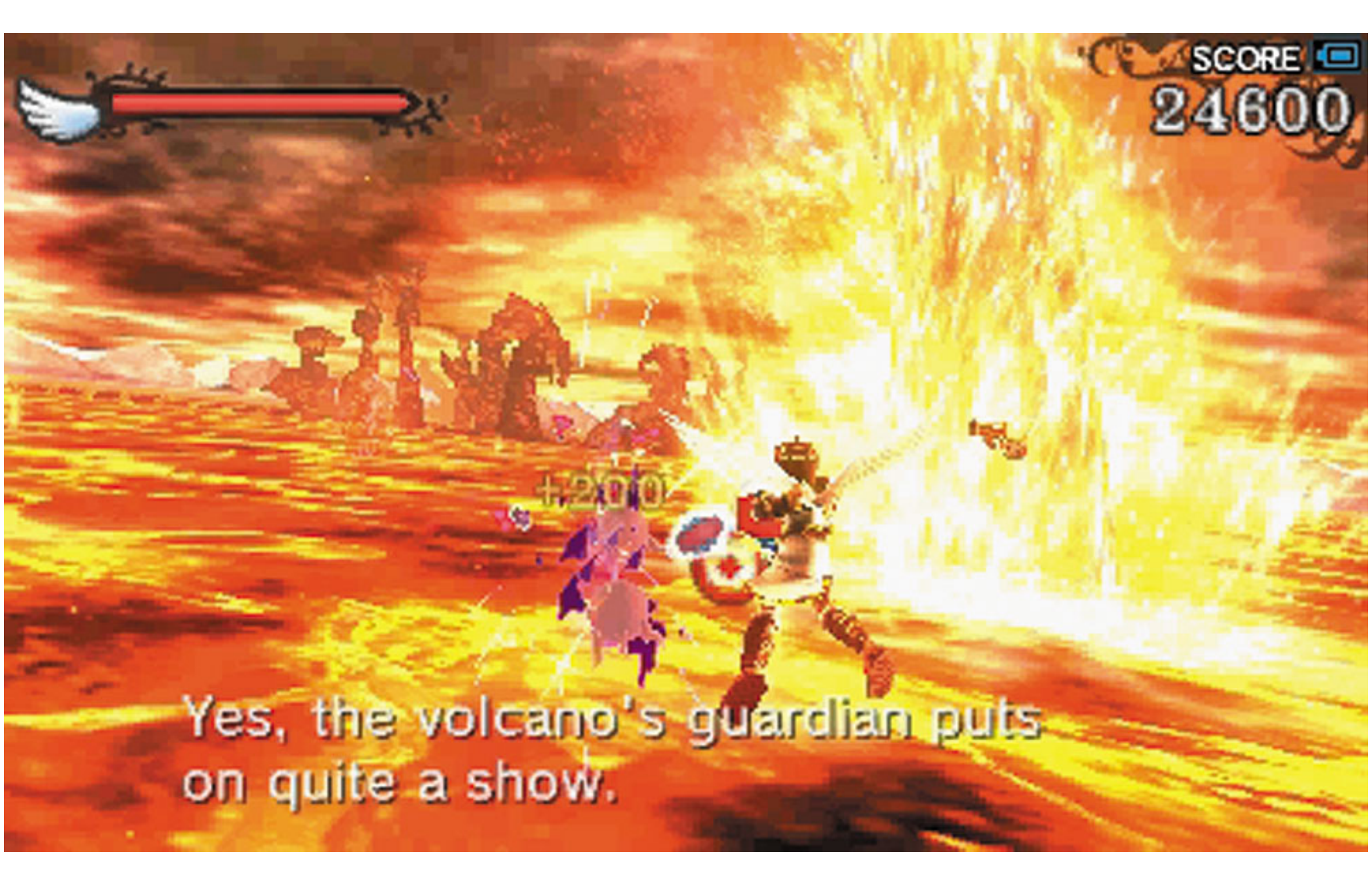

SCORE
12200
Don't change the subject!

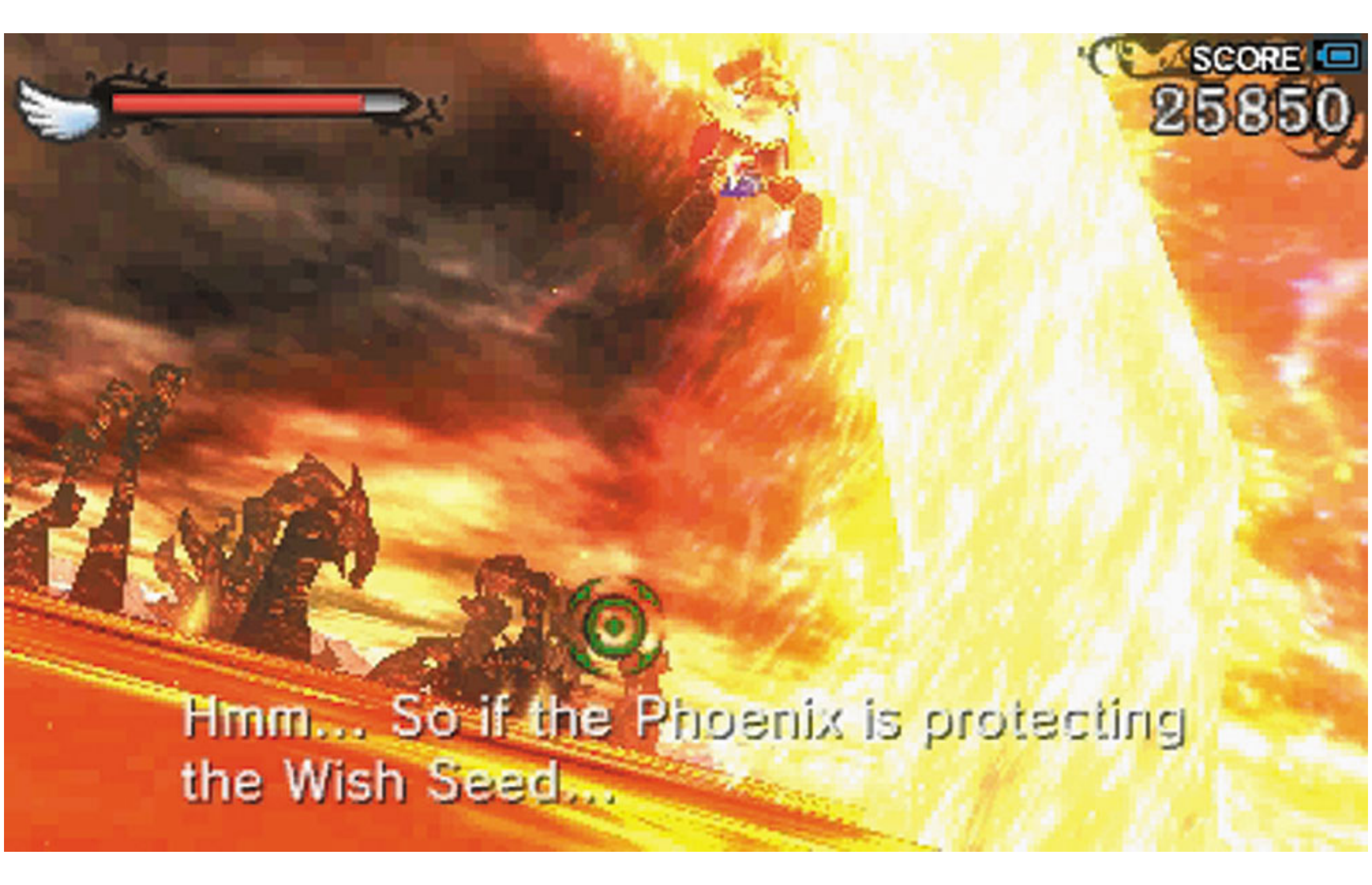
As Pit flies closer to the volcanic lands, watch out for sudden magma geysers bursting through the ground as well as the determined Underworld Army.


SCORE
20050

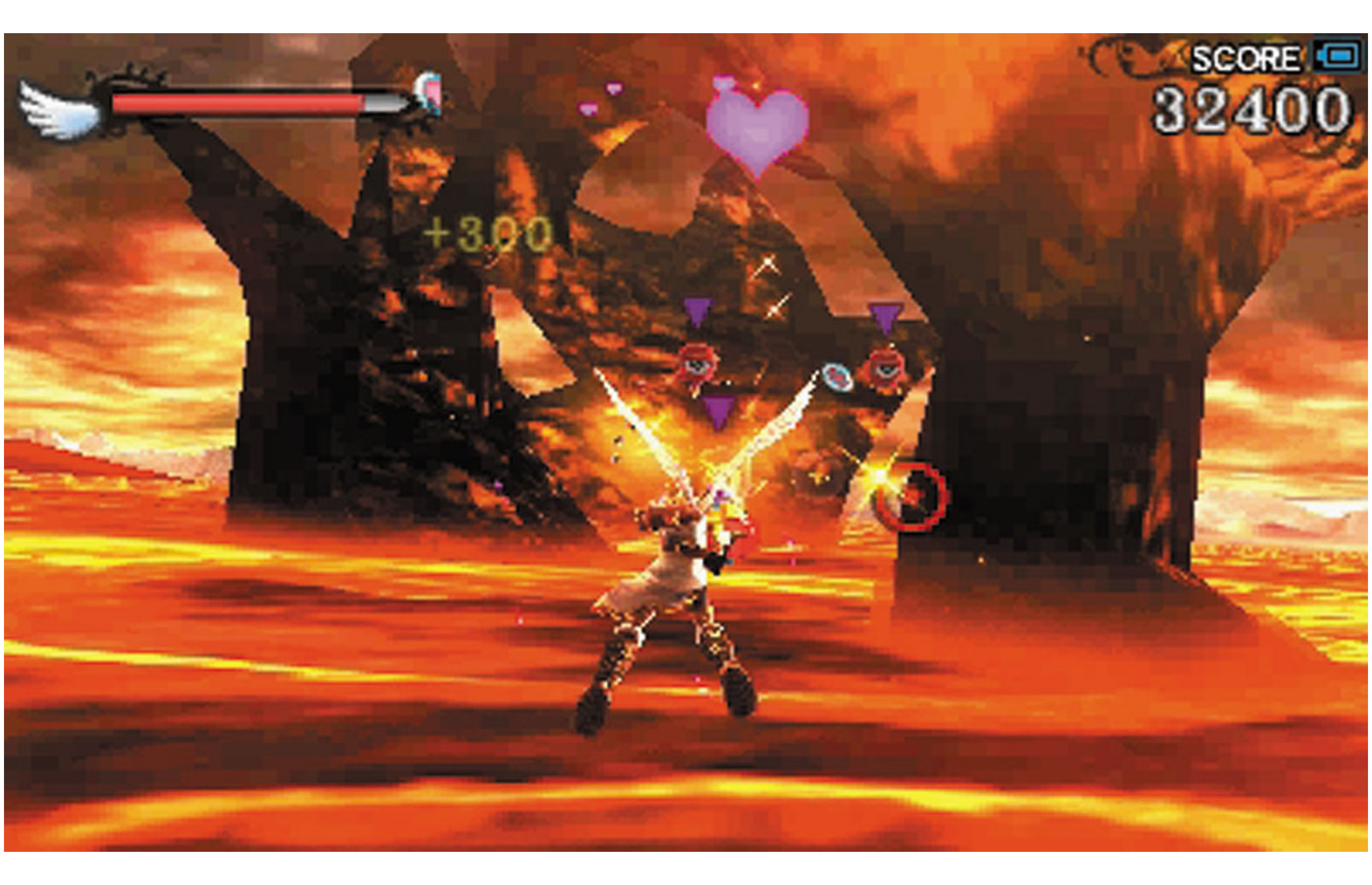

SCORE
20800

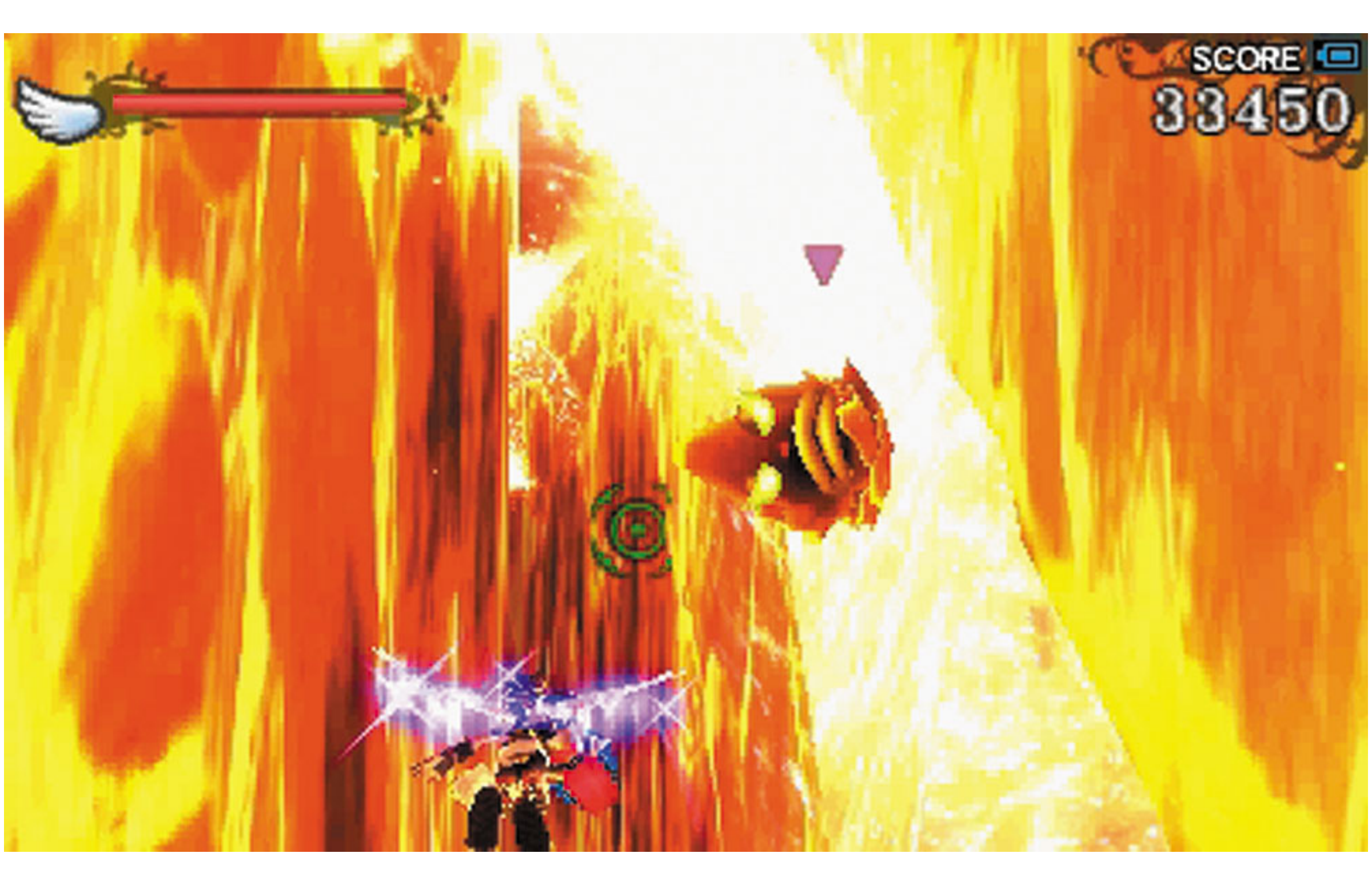
When you enter the cave Palutena calls out, you're attacked by a Fire Wyrm and a Gloomerang, and later by Remoblams.


SCORE
24600
+200
Yes, the volcano's guardian puts
on quite a show.

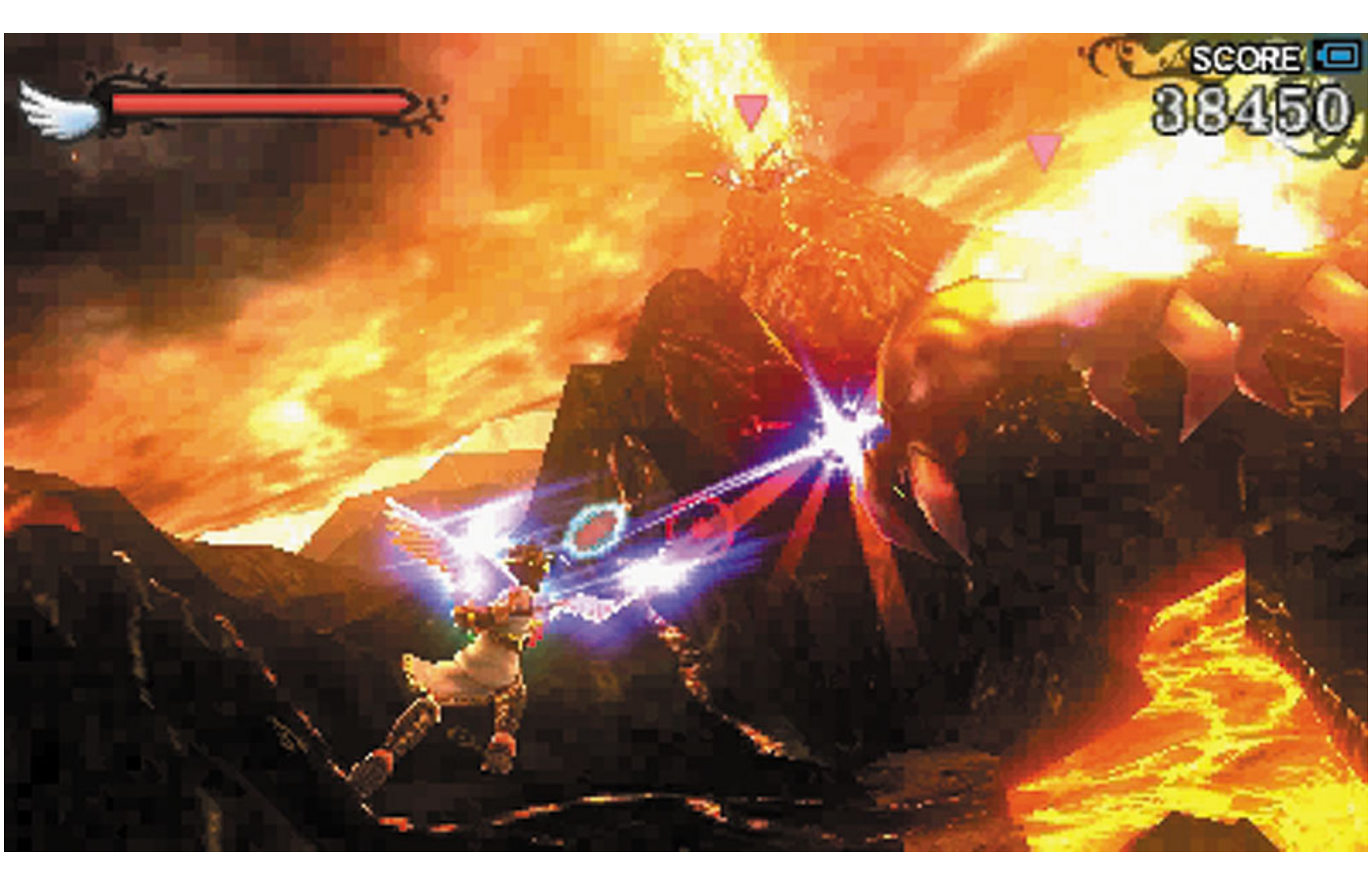

SCORE
25850
Hmm... So if the Phoenix is protecting
the Wish Seed...

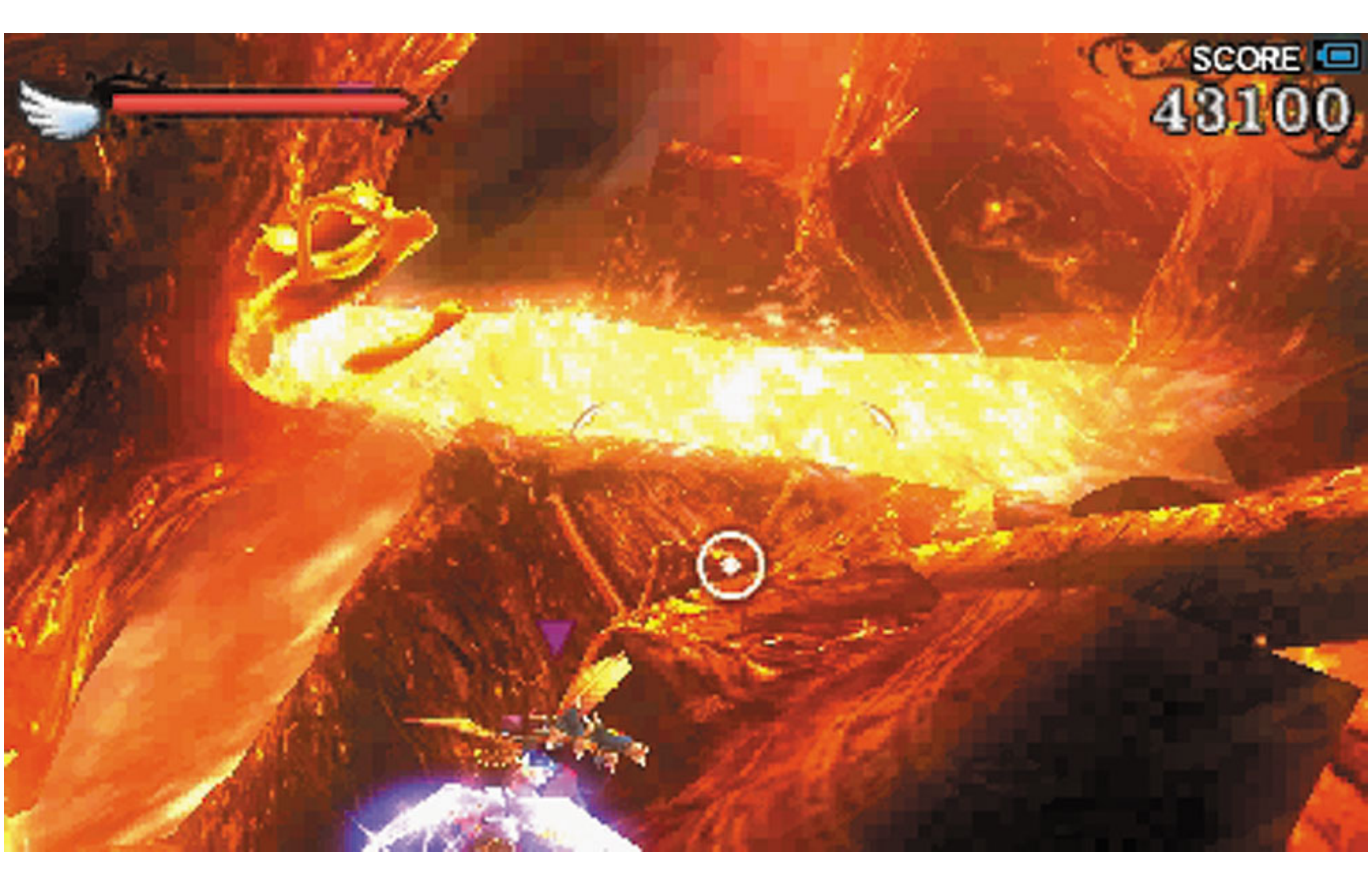
The cave leads you to a lava lake with titanic gouts of fire arcing across the sky. These will burn you pretty badly, so mind your position while fending off the enemy.

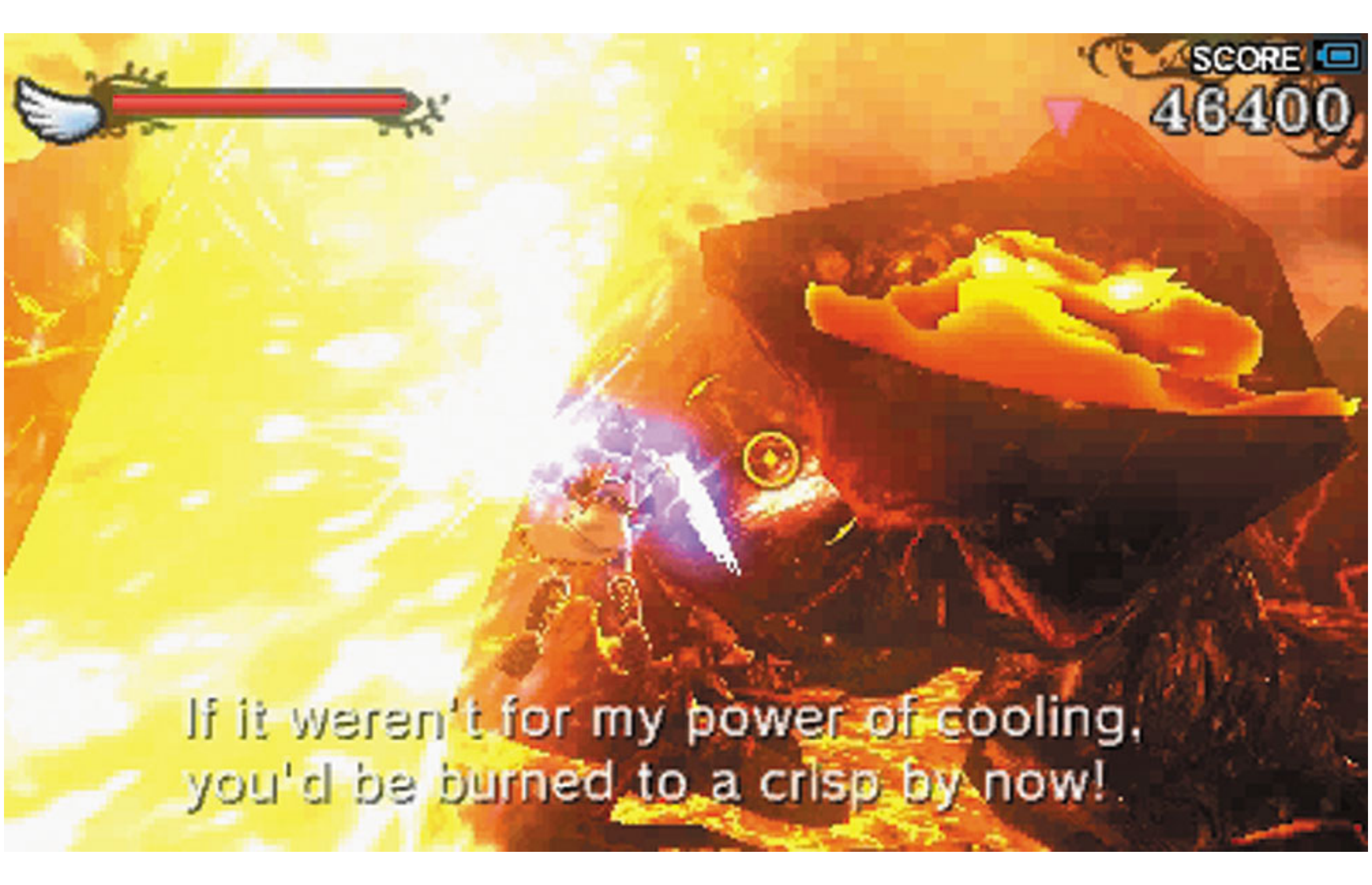

SCORE
32400
+300

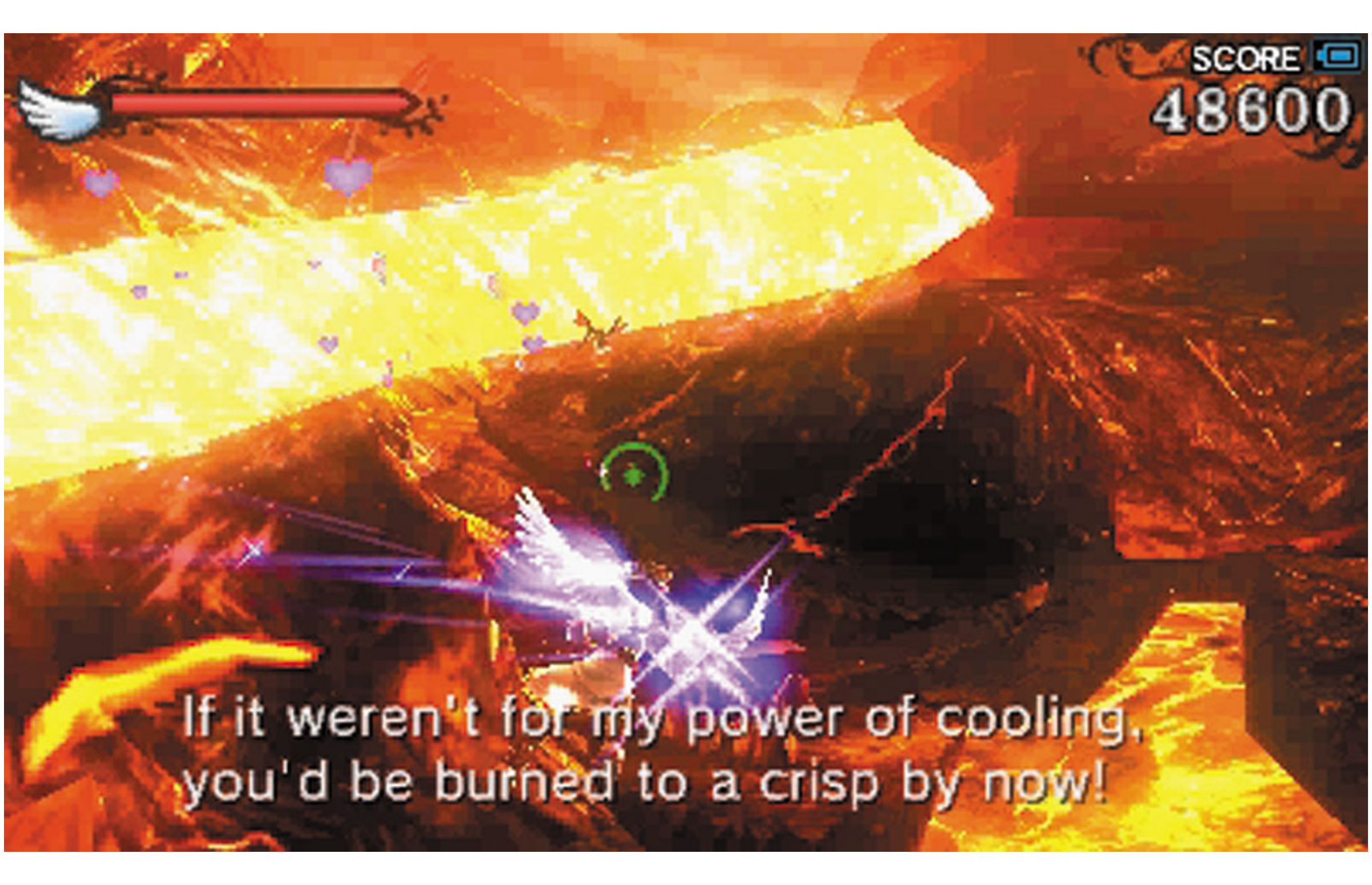

SCORE
33450

When you escape the lava lake, you take a detour through a ravine where the walls are entirely covered by lava flows. Once you slip through this natural defense, Palutena offers two routes. Going to the right is the more direct approach, but it is fraught with the most danger. The left route promises to be cooler, but is also supposed to take longer to get to your landing site.

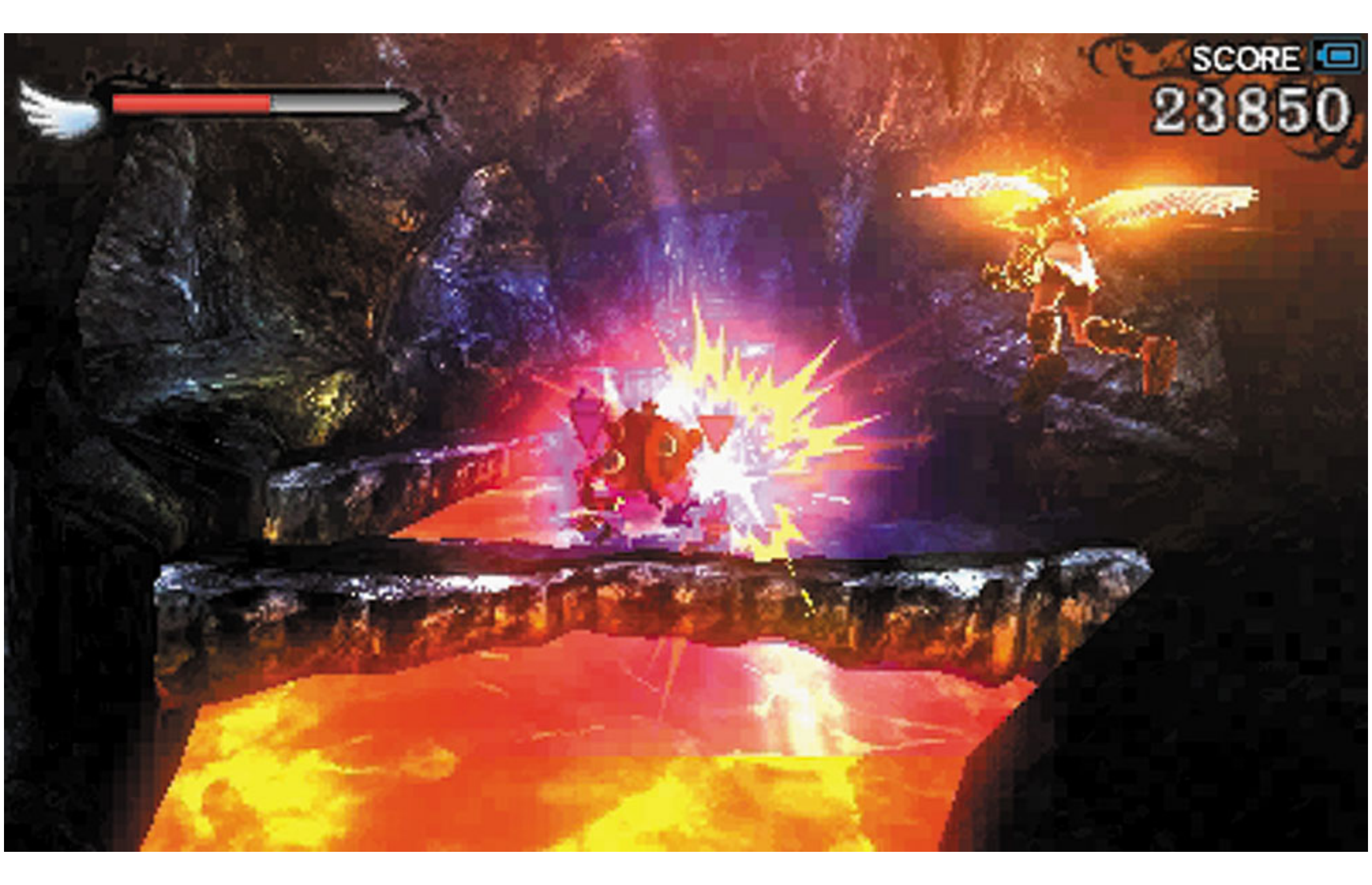

SCORE
38450

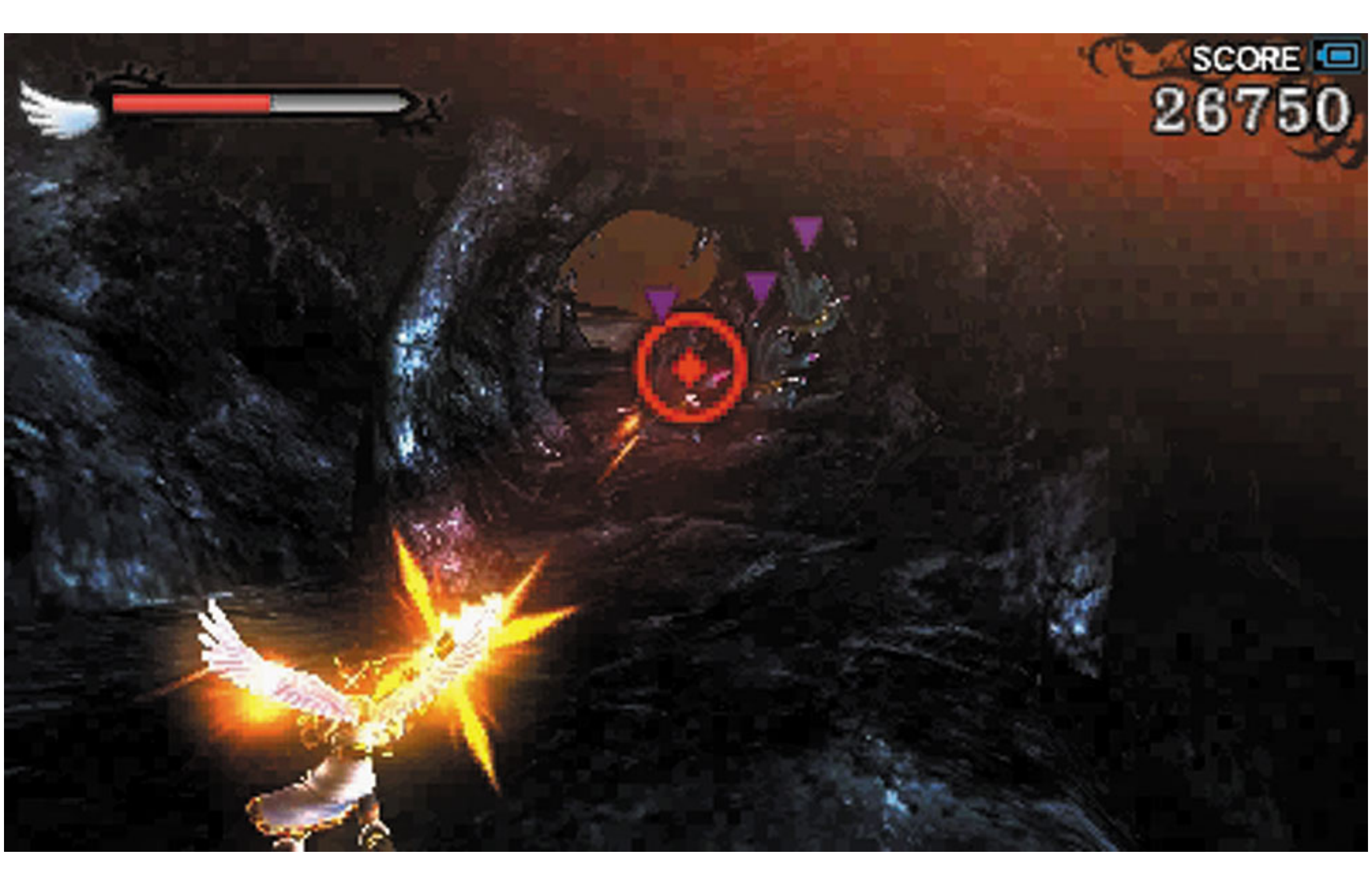

SCORE
43100

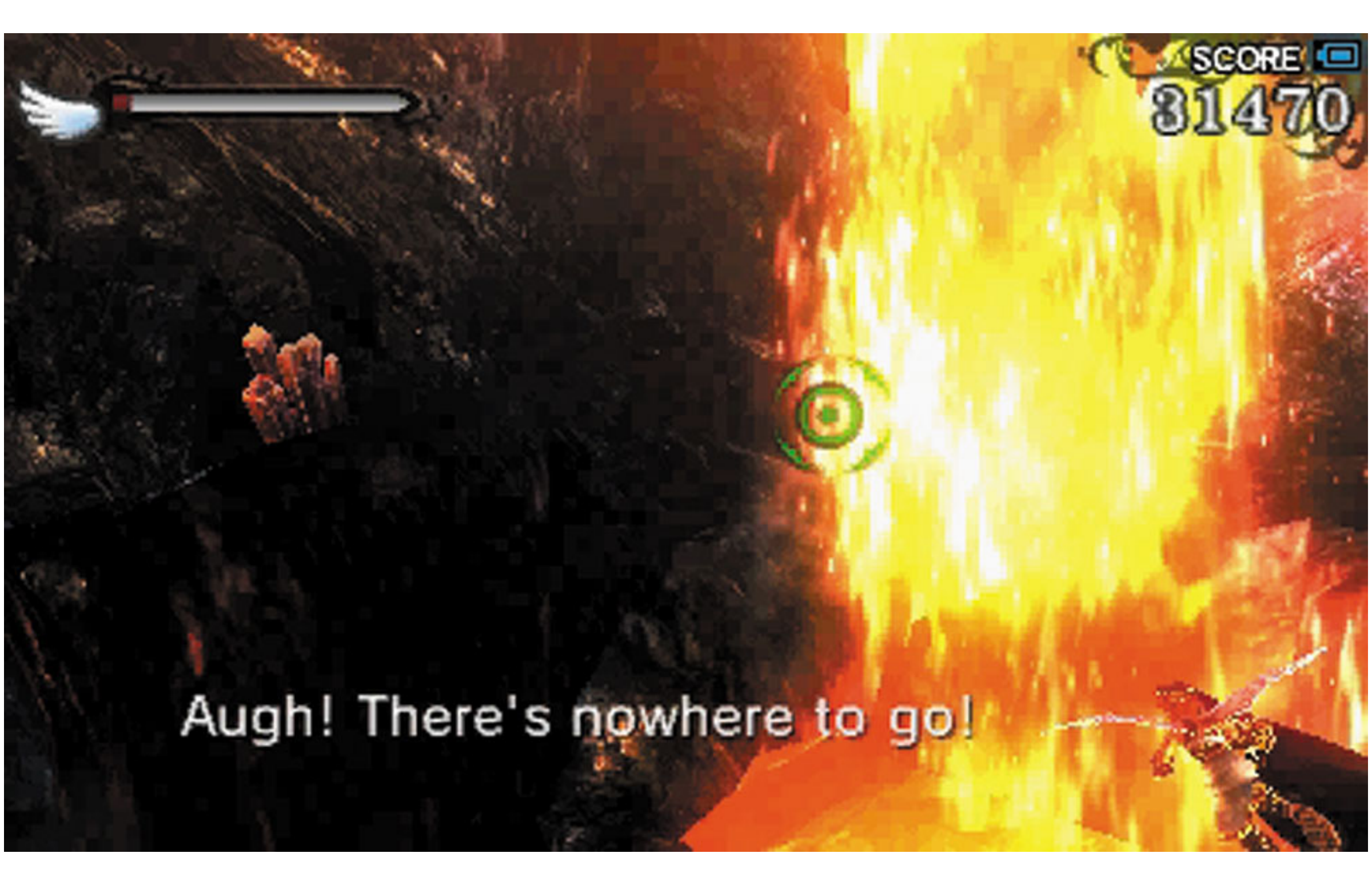

SCORE
46400
If it weren't for my power of cooling,
you'd be burned to a crisp by now!


SCORE
48600
If it weren't for my power of cooling,
you'd be burned to a crisp by now!

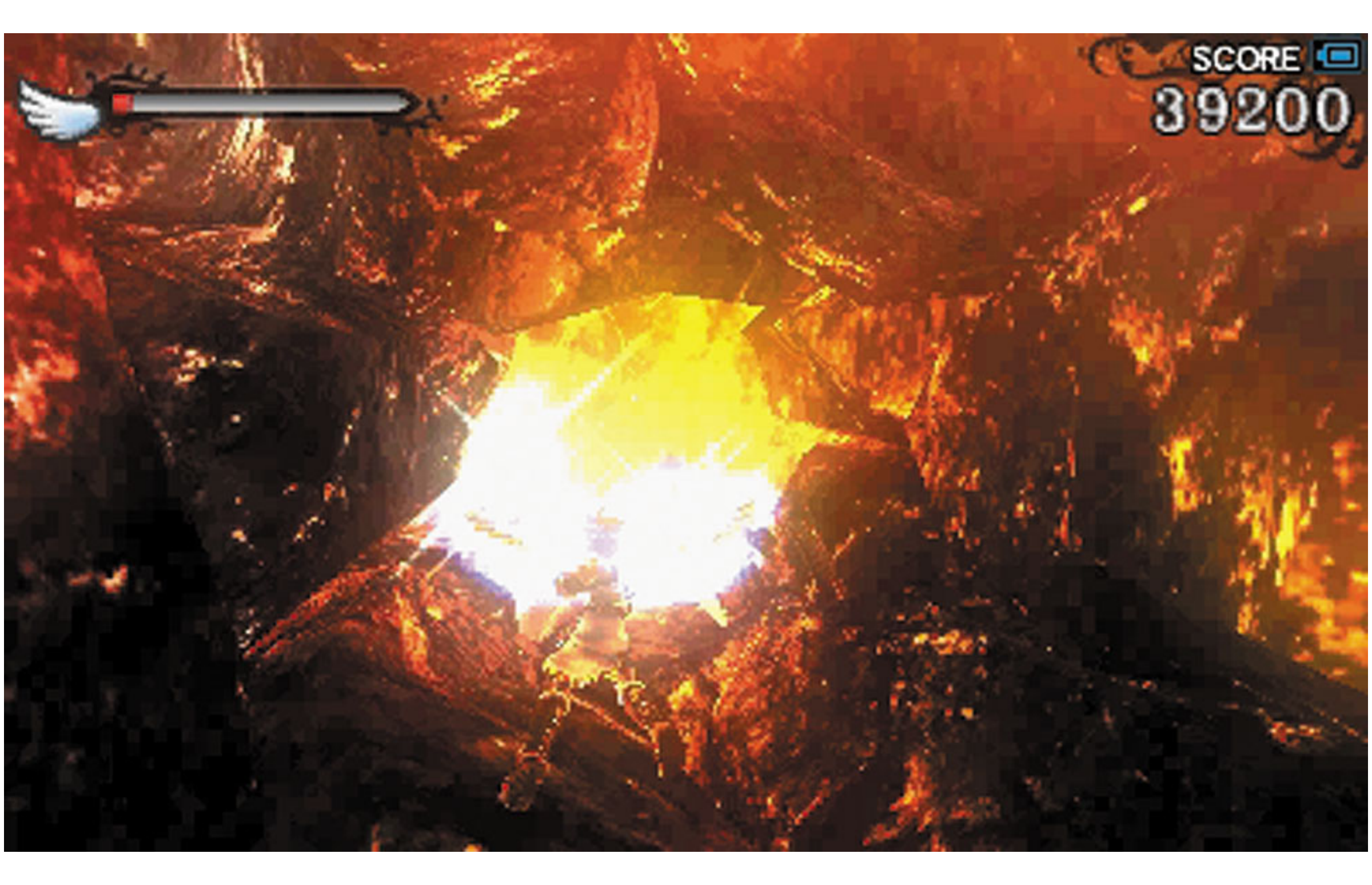
The right route takes you through a series of floating islands that are bursting with magma streams. It's amazingly easy to have a bad few seconds of dodging everything headed your way and suffer heavy damage from a single mistake.

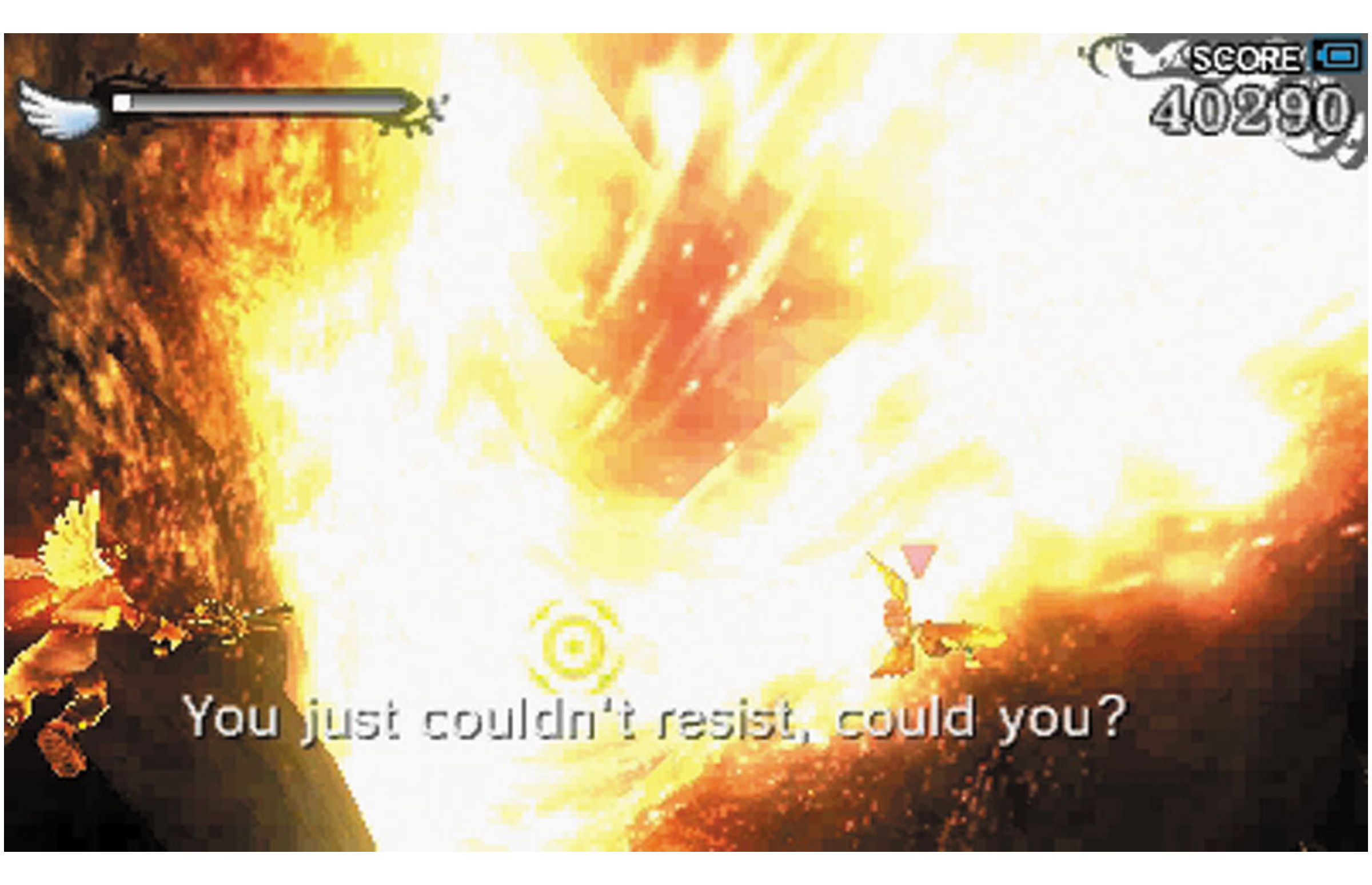

SCORE
23850


SCORE
26750

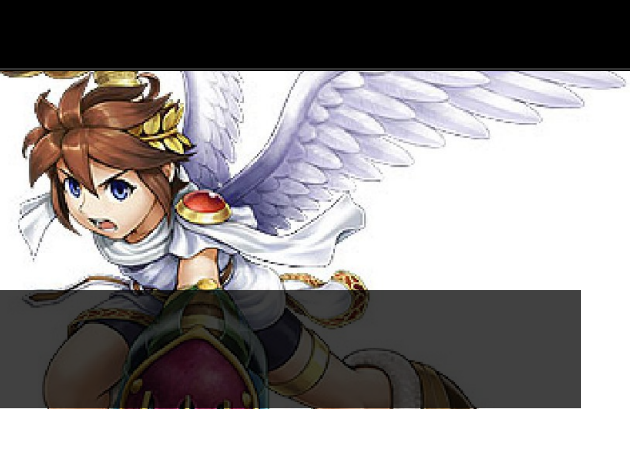

SCORE
31470
Augh! There's nowhere to go!

The left route contains more enemies, which means more hearts. You still have to contend with some magma and fire spouts, but nothing quite as bad as the other route.


SCORE
39200

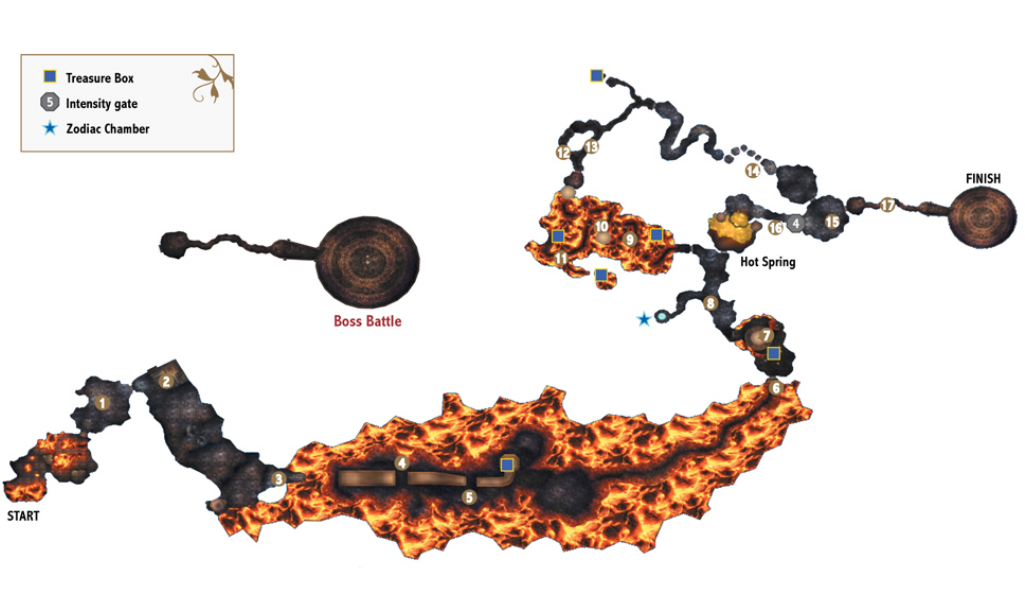

SCORE
40290
You just couldn't resist, could you?

But then the lava flow explodes behind Pit, and you have to race out of the cave system. Between the two routes, neither could be considered the correct choice, but if you're farming for hearts, the left route is a target-rich environment. Either way, once you get clear of your chosen flight path, the landing zone is very close.



Chapter 10: The Wish Seed

Land Battle



Treasure Box
Intensity gate
Zodiac Chamber
Boss Battle
START
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
Hot Spring
FINISH

Whoa. Whoa whoa whoa. Whoa!

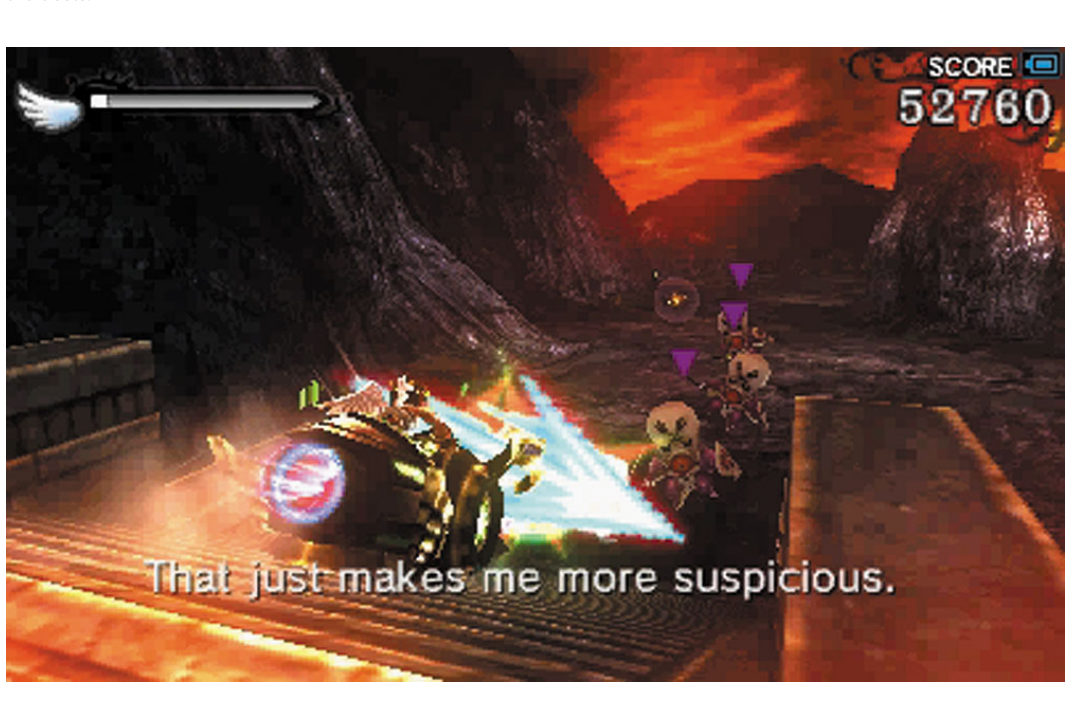
After a precarious landing, Pit now finds himself in a race to the Wish Seed, and the Underworld Army has a head start. The first lesson you'll learn very quickly is to avoid touching the magma! Many battles require you to show some finesse while fighting close to the stuff. If you dash around without paying attention, you could be taking a lot more damage than you would if you were more careful.

SCORE
46590
Well, hellooooo there! Glad to see you made it!

SCORE
48640
Is it all kittens and rainbows, or is it something more...interesting?

SCORE
48640
You see this poor child? Both of her parents are dead. Awww...

1. This is an ambush consisting of Porcuspines, Wave Anglers, a Tortolunk, and a group of Petribombers. You can make this battle much easier by shooting the explosive jars that are scattered throughout the room—just take care not to get too close to the blasts.

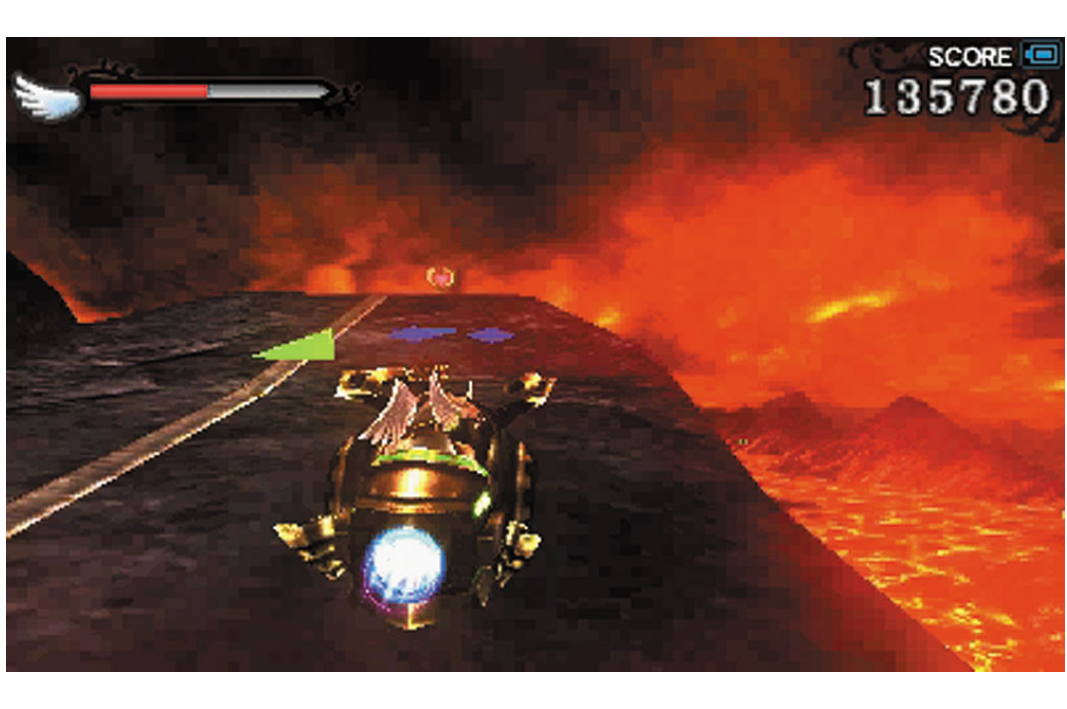


SCORE
52760
That just makes me more suspicious.

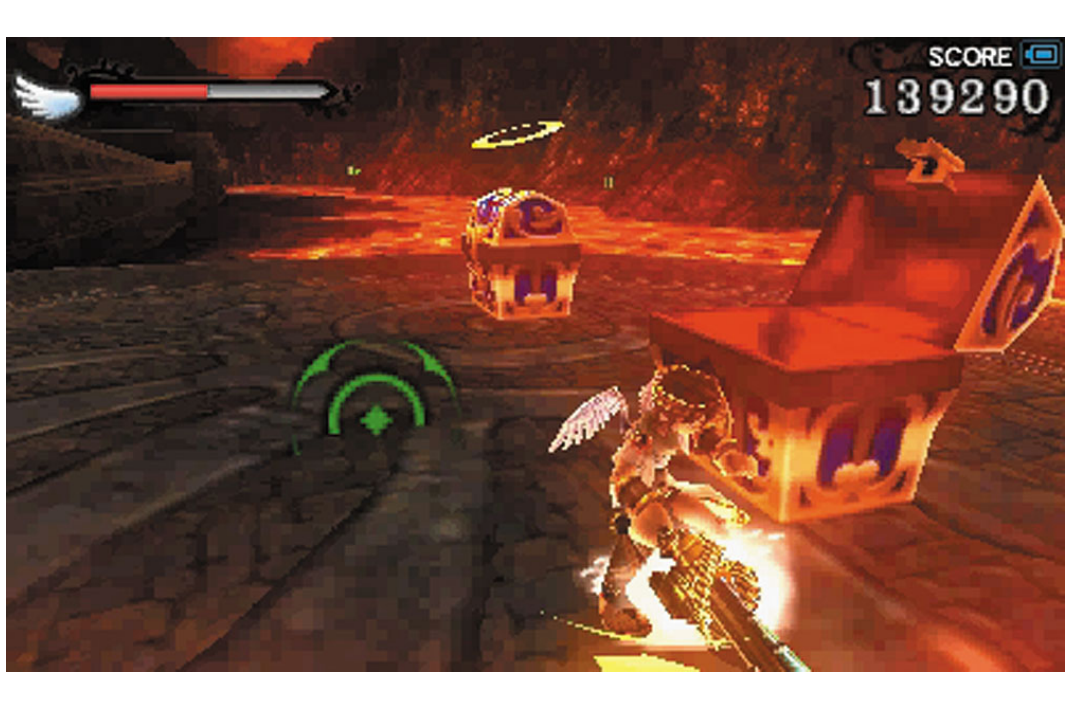
2. Grab the Exo-Tank here. You'll need it to grab a pair of Treasure Boxs and it also makes the first section of this Land Battle go by a little faster.

Tip

Exo-Tanks can drive through lava without sustaining any damage.



SCORE
135780



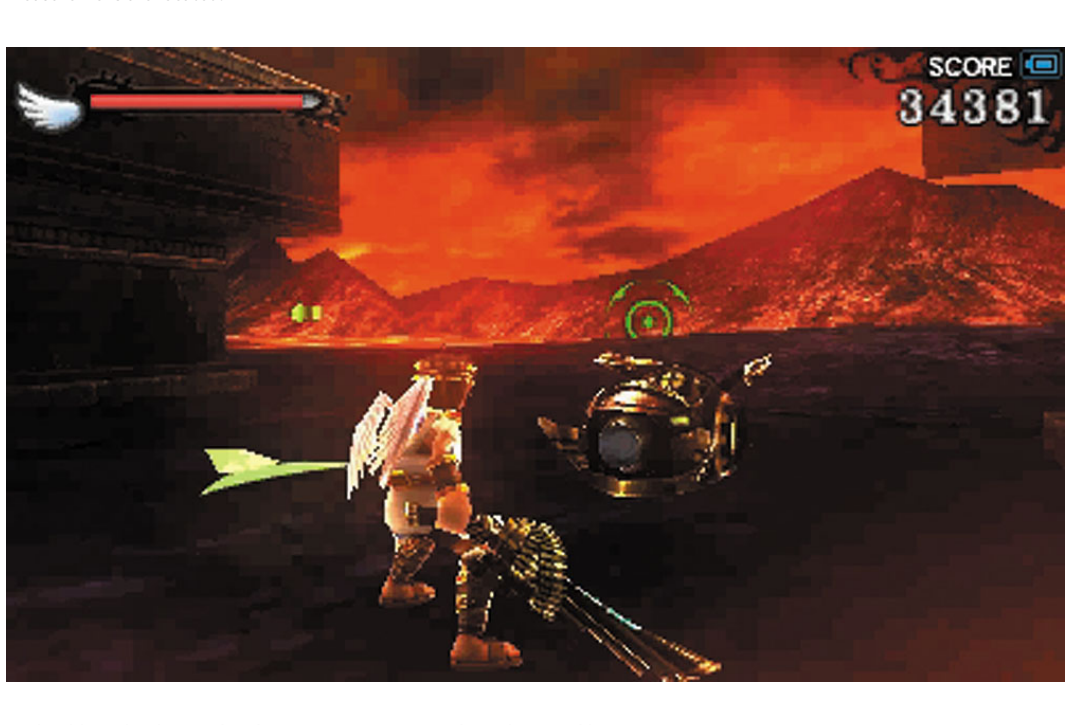
SCORE
139290

3. For this set of three jumps, make sure you're lined up straight on with the first ramp. Wave Anglers try to interfere with your jumps, but the Exo-Tank ploughs through them with great ease. You will probably want to use the Exo-Tank boost for the first two jumps. For the third, do not boost. You should have enough speed to land on the last platform just fine. Slow down, exit the Exo-Tank, and collect your two Treasure Boxs. Then retrieve the Exo-Tank and continue following the main road if you want to keep moving.

SCORE
58660

SCORE
62560

4. If you are not in a hurry, the area surrounding the ramps is a place where Magmoos can be found and the Exo-Tank can run them all over. The extra hearts aren't a bad benefit; just beware of a chained Clubberskull close to the platform where the two Treasure Boxs are located.



SCORE
34381

5. Should you be defeated in this area, a spare Exo-Tank can be found here.

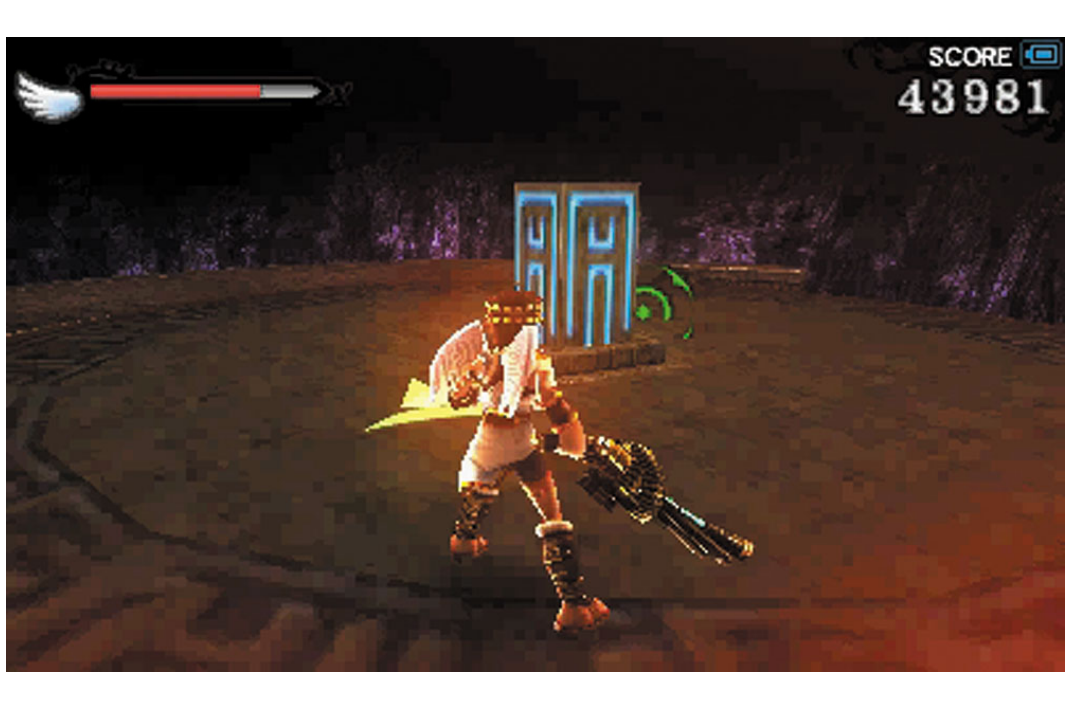
SCORE
42371

6. The Exo-Tank must be abandoned here in order to proceed.

SCORE
42641
You can wipe them all out at once by eliminating their leader first.

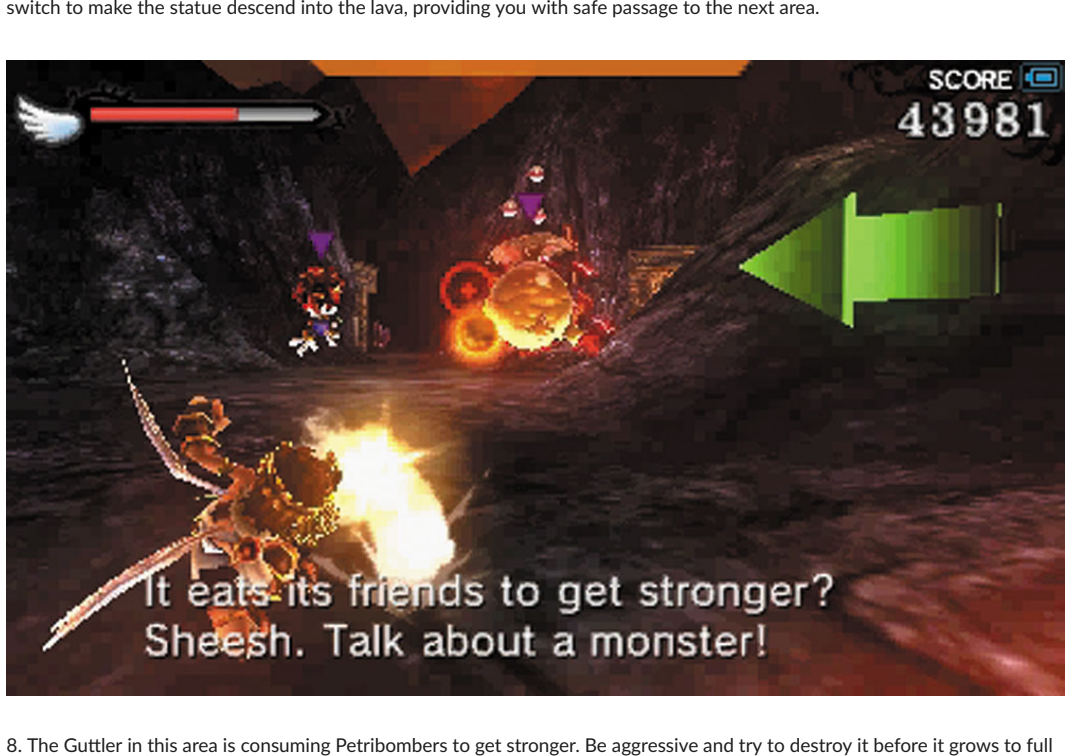
7. Remoblams and Remoblamlings are the first opponents of this room. Remember to hit the Remoblams first to make the Remoblamling explode in concert with them.

SCORE
43041



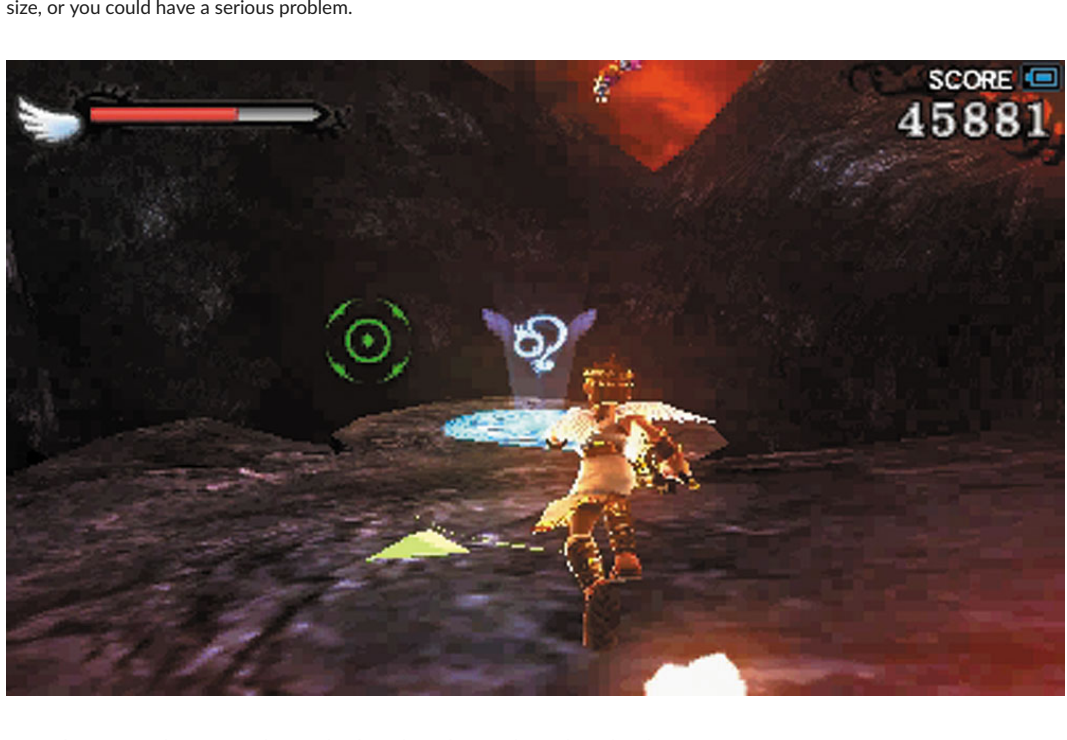
SCORE
43981

Take the jump pad to the room above the lava and you'll find a large statue with stairs leading up to a large switch. Hit the switch to make the statue descend into the lava, providing you with safe passage to the next area.



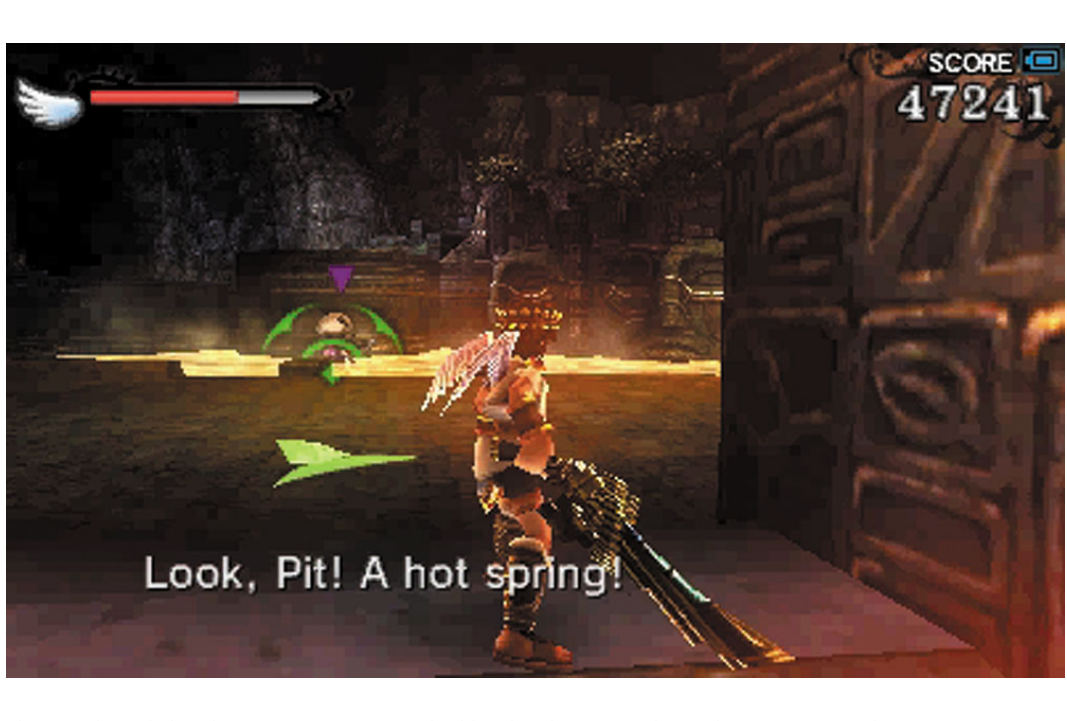
SCORE
43981
It eats its friends to get stronger? Sheesh. Talk about a monster!

8. The Guttler in this area is consuming Petribombers to get stronger. Be aggressive and try to destroy it before it grows to full size, or you could have a serious problem.



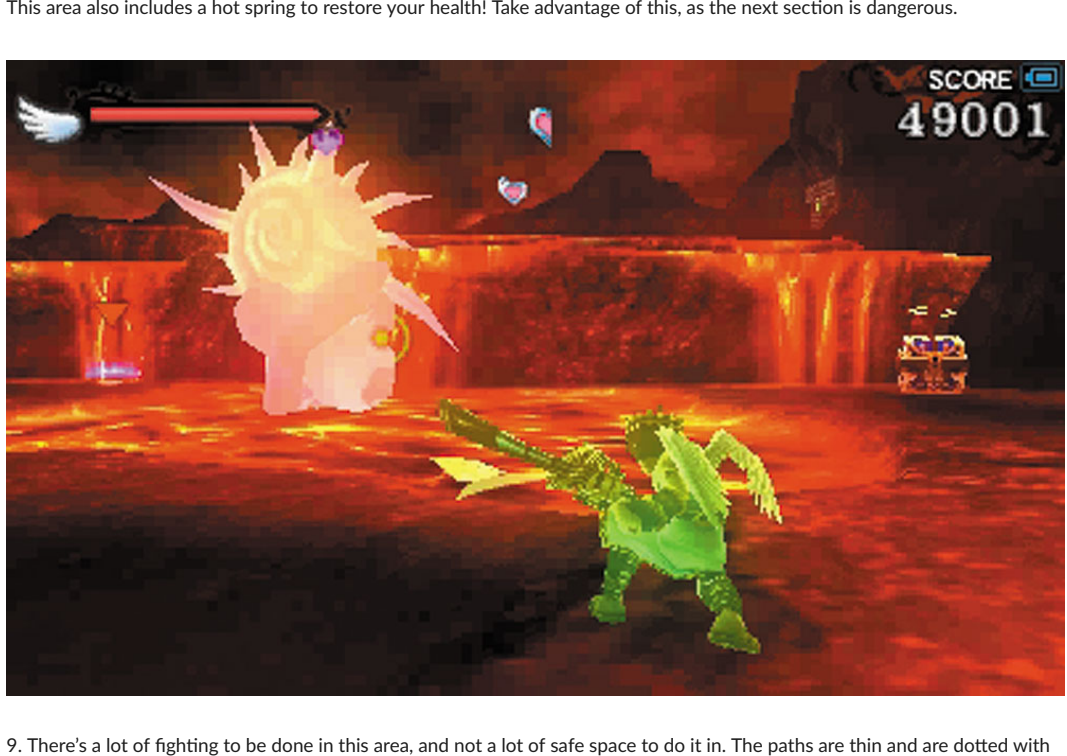
SCORE
45881

After clearing out the enemies here, take the side path to find a Zodiac Chamber.



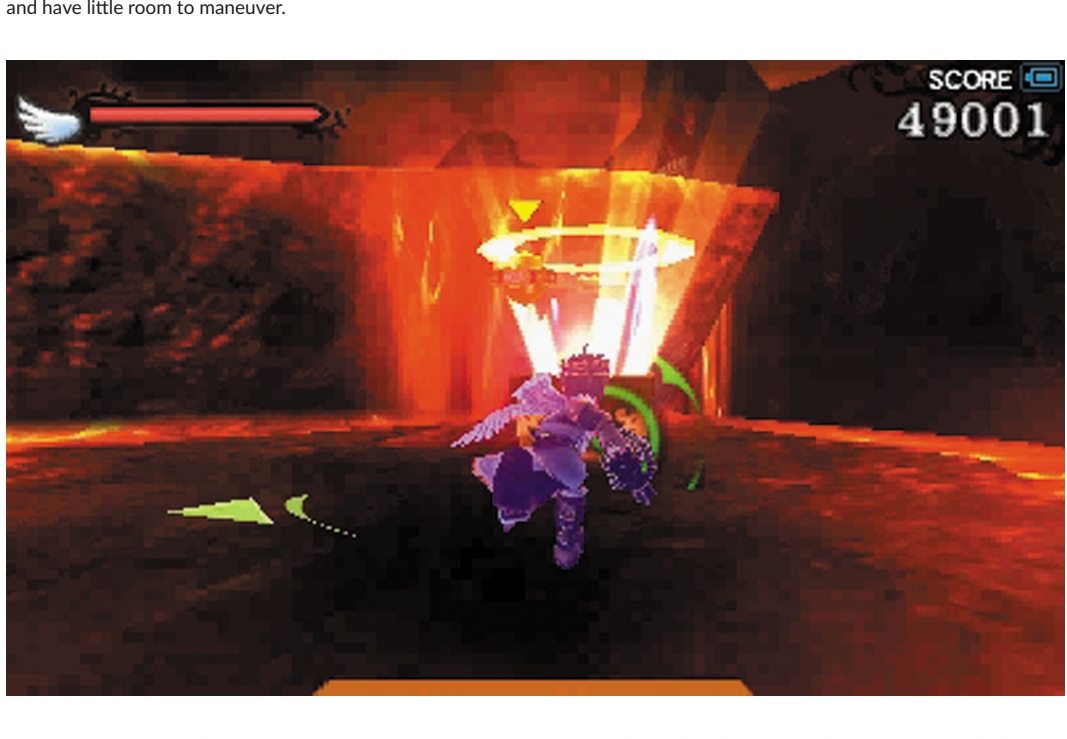
SCORE
47241
Look, Pit! A hot spring!

This area also includes a hot spring to restore your health! Take advantage of this, as the next section is dangerous.



SCORE
49001

9. There's a lot of fighting to be done in this area, and not a lot of safe space to do it in. The paths are thin and are dotted with magma geysers. Enemy encounters here can be quite tense due to the fact that you are surrounded by lava most of the time and have little room to maneuver.

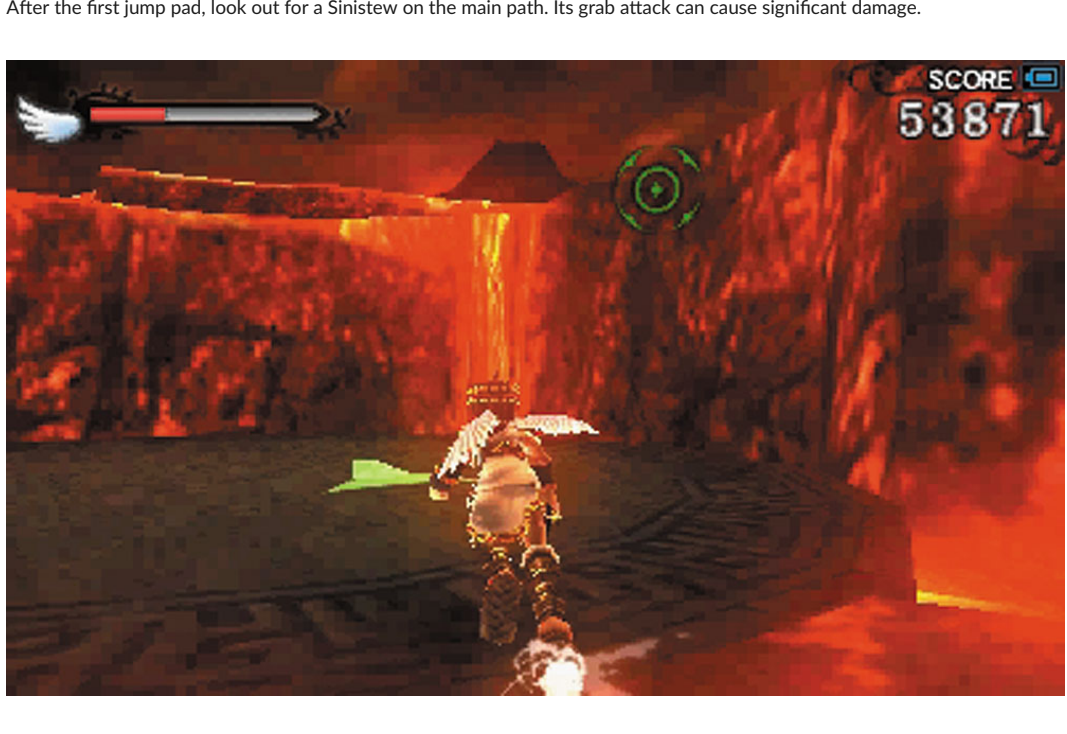


SCORE
49001

The Treasure Box near the start of this section contains a Grenade. Try to defeat the Gloomerang that appears once the box is opened without wasting the Grenade right away.

SCORE
51161

After the first jump pad, look out for a Sinistew on the main path. Its grab attack can cause significant damage.



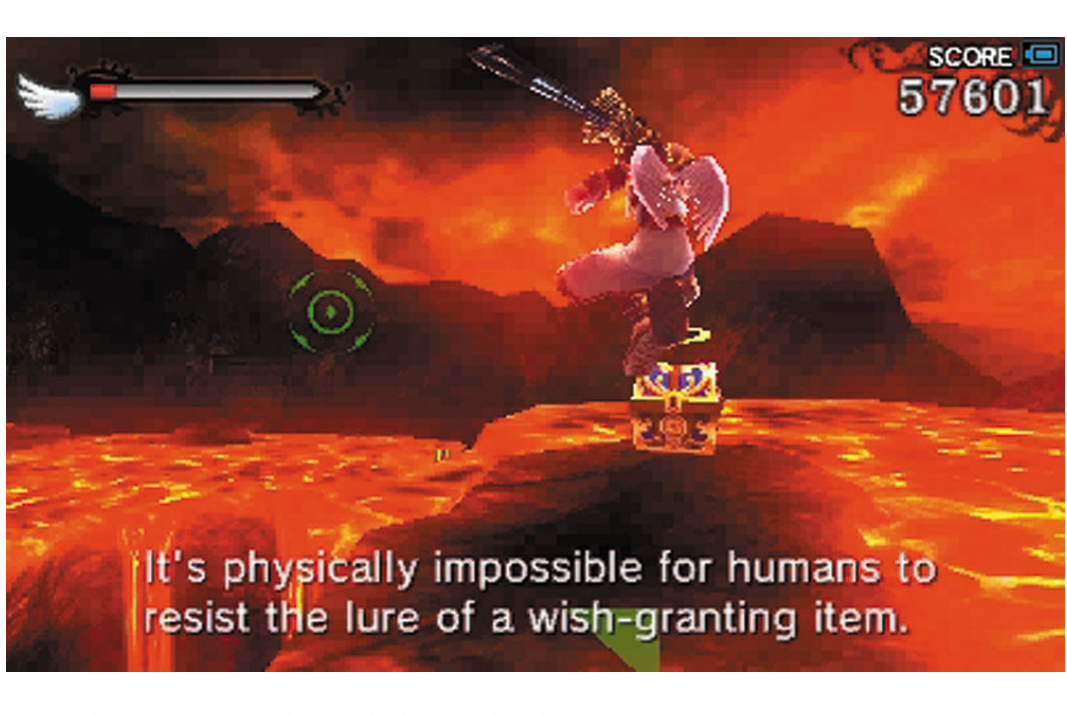
SCORE
53871

SCORE
54071
You're a sharp one. How'd you guess?

SCORE
54881
Dang. I was totally gonna be like, "I wish for... a kazillion wishes!"

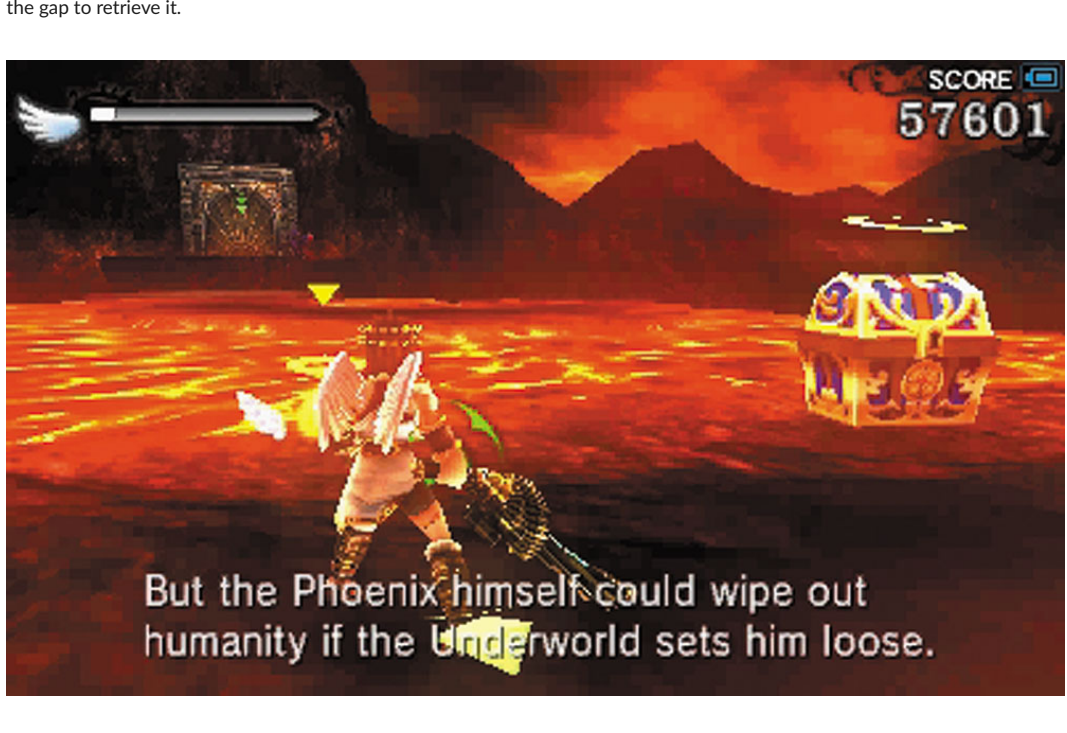
10. A basic rule of thumb in Kid Icarus: Uprising is to always go opposite to where the game initially tells you to go. After the first circular platform takes you up one level, follow the path away from the jump pad. You'll encounter a Shelbo and a Girin on this route.

SCORE
57601
To make everyone—us included—believe that it's real.



SCORE
57601
It's physically impossible for humans to resist the lure of a wish-granting item.

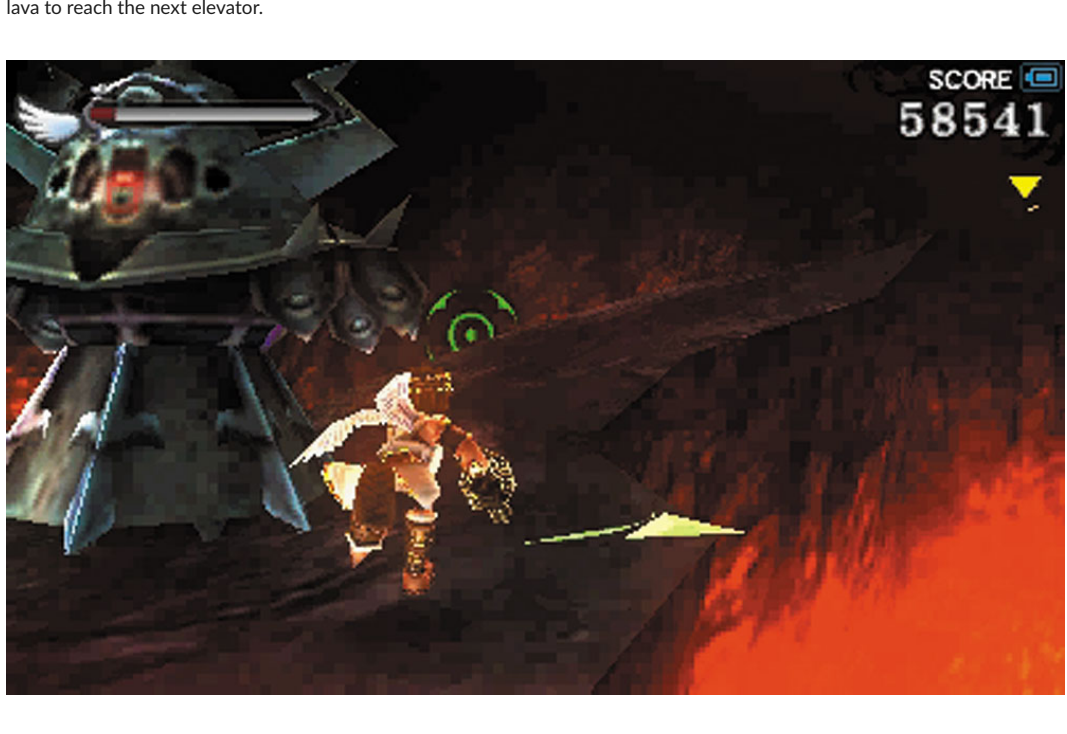
11. After those two monsters are beaten, take the side path until you see a Treasure Box sitting atop a stone spire. Jump across the gap to retrieve it.



SCORE
57601
But the Phoenix himself could wipe out humanity if the Underworld sets him loose.

SCORE
58541
Flattery will get you nowhere, my dear!

Another box is close by. Follow the stone ramp up to it to snag a Grenade and a Power-Up Drop that will allow you to cross the lava to reach the next elevator.



SCORE
58541

SCORE
58541

12. A Suit of Skuttler stands in the path leading to some food. It's easier to just run past the Suit of Skuttler rather than to fight it on such a narrow path.

SCORE
59751

SCORE
59751

SCORE
60961

13. Shulms appear here. Remember to melee them to prevent their poisonous explosions. A little further down, a Sinistew lies in wait. Don't forget to collect the Treasure Box in this room before heading out the door.

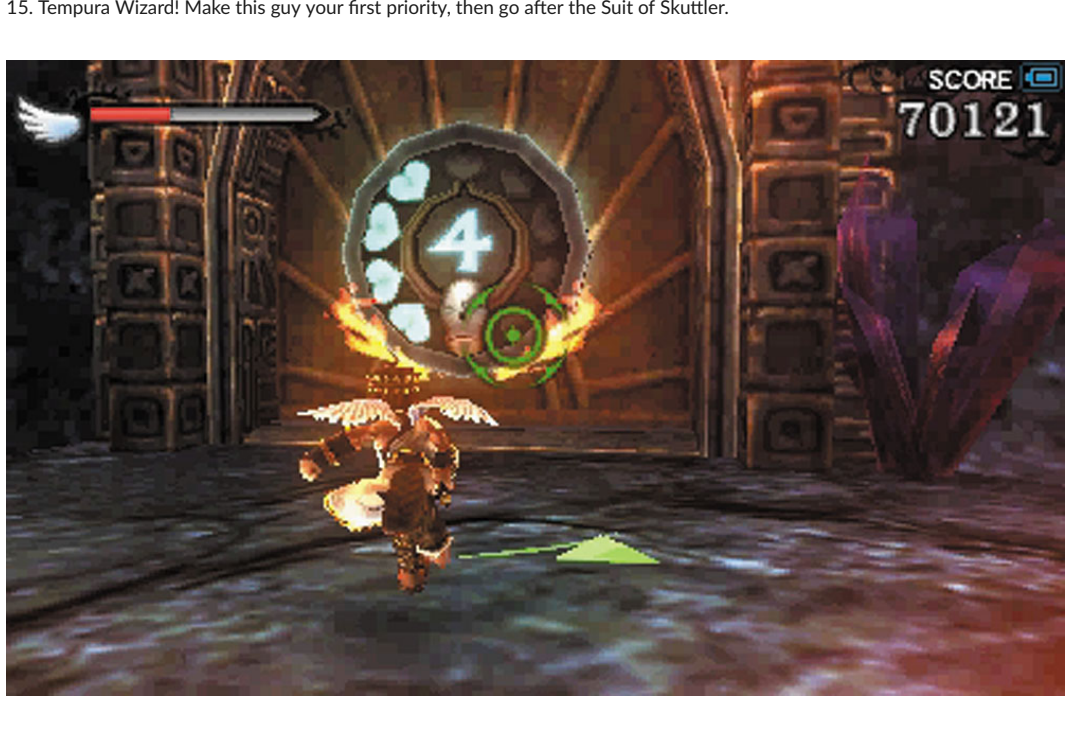
SCORE
65271

14. The Porcuspine here is placed to interfere with your jumps across the platforms. Engage it from a distance.

SCORE
67411

SCORE
69311

15. Tempura Wizard! Make this guy your first priority, then go after the Suit of Skuttler.



SCORE
70121
4

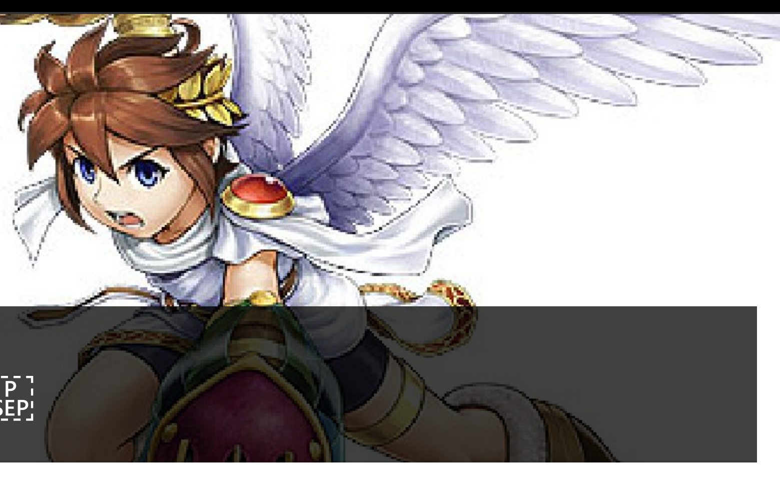
SCORE
89031
Yessss! It's hot-spring time!

16. If you're playing at Intensity level 4, you can access the second level of the hot spring you passed earlier in the level. The way to the healing waters is defended by a Girin and a Sinistew.

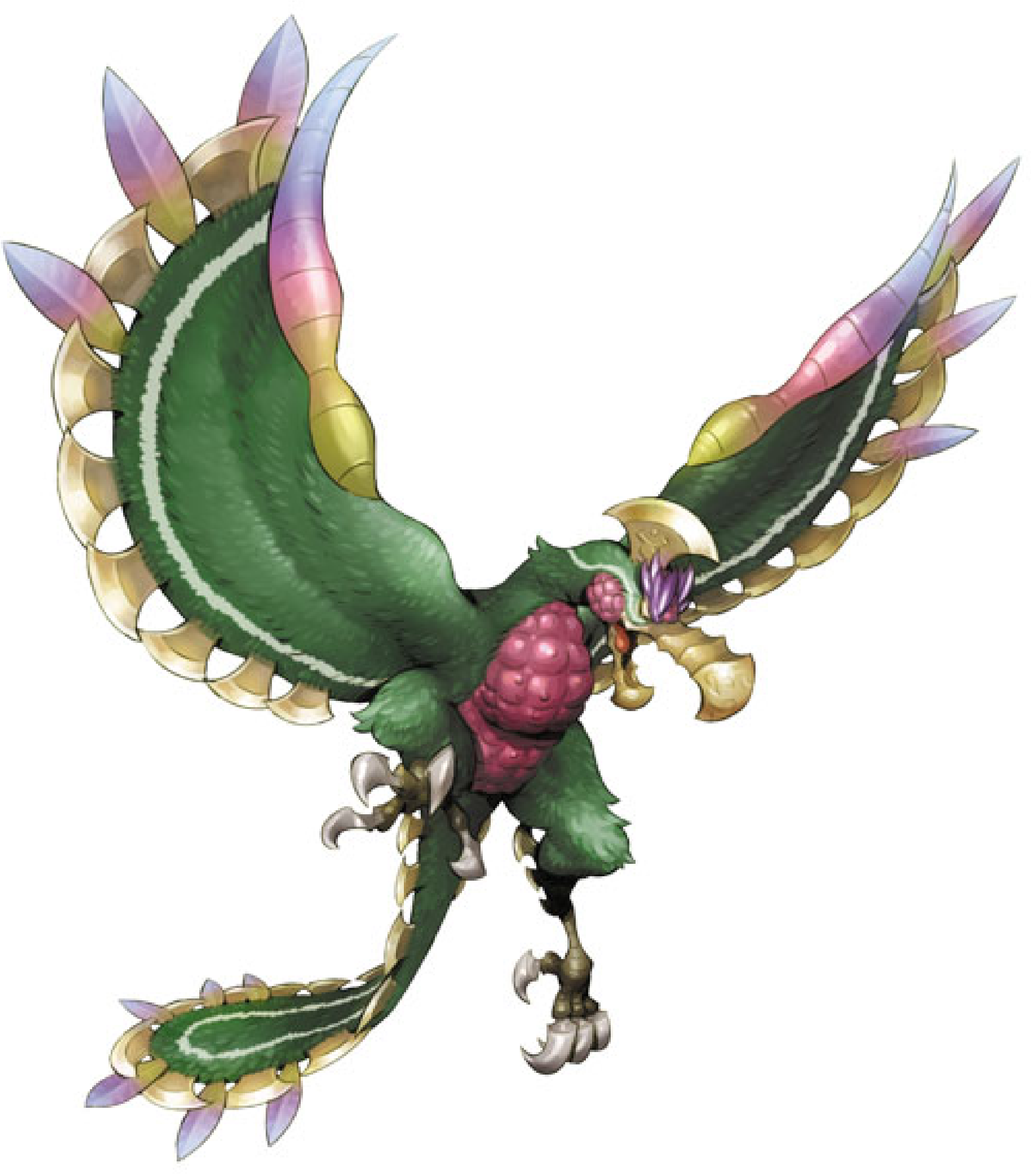
SCORE
92231

Next to the hot spring is a Mimicutie. It can drop a weapon upon defeat, so consider taking it on if you're hunting for gear.

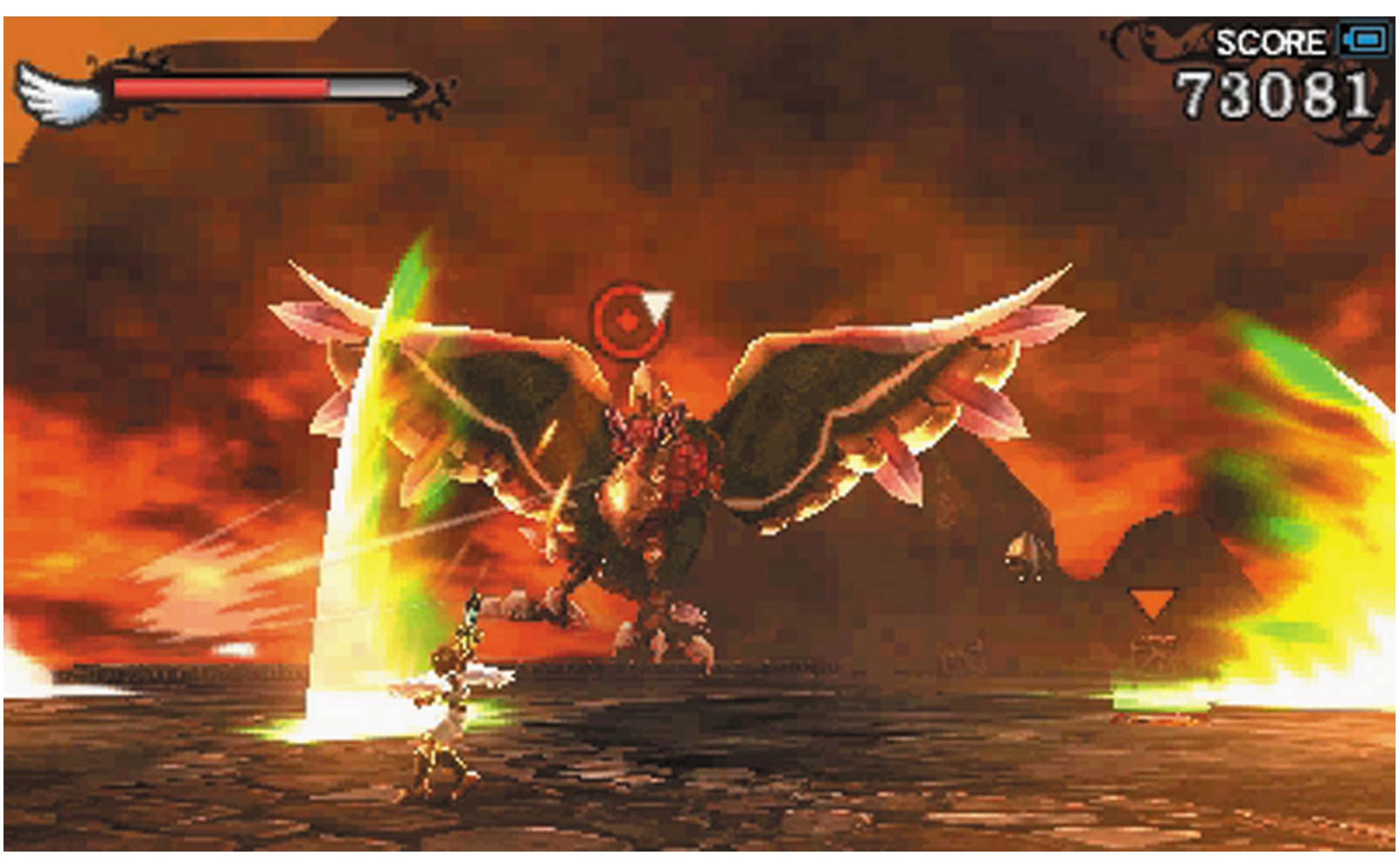
17. The last stretch to the Phoenix is defended by Wave Anglers, a Porcuspine, Petribombers, and a Skuttler. Once they are overcome, collect the Drink of the Gods and prepare to fight the Phoenix!



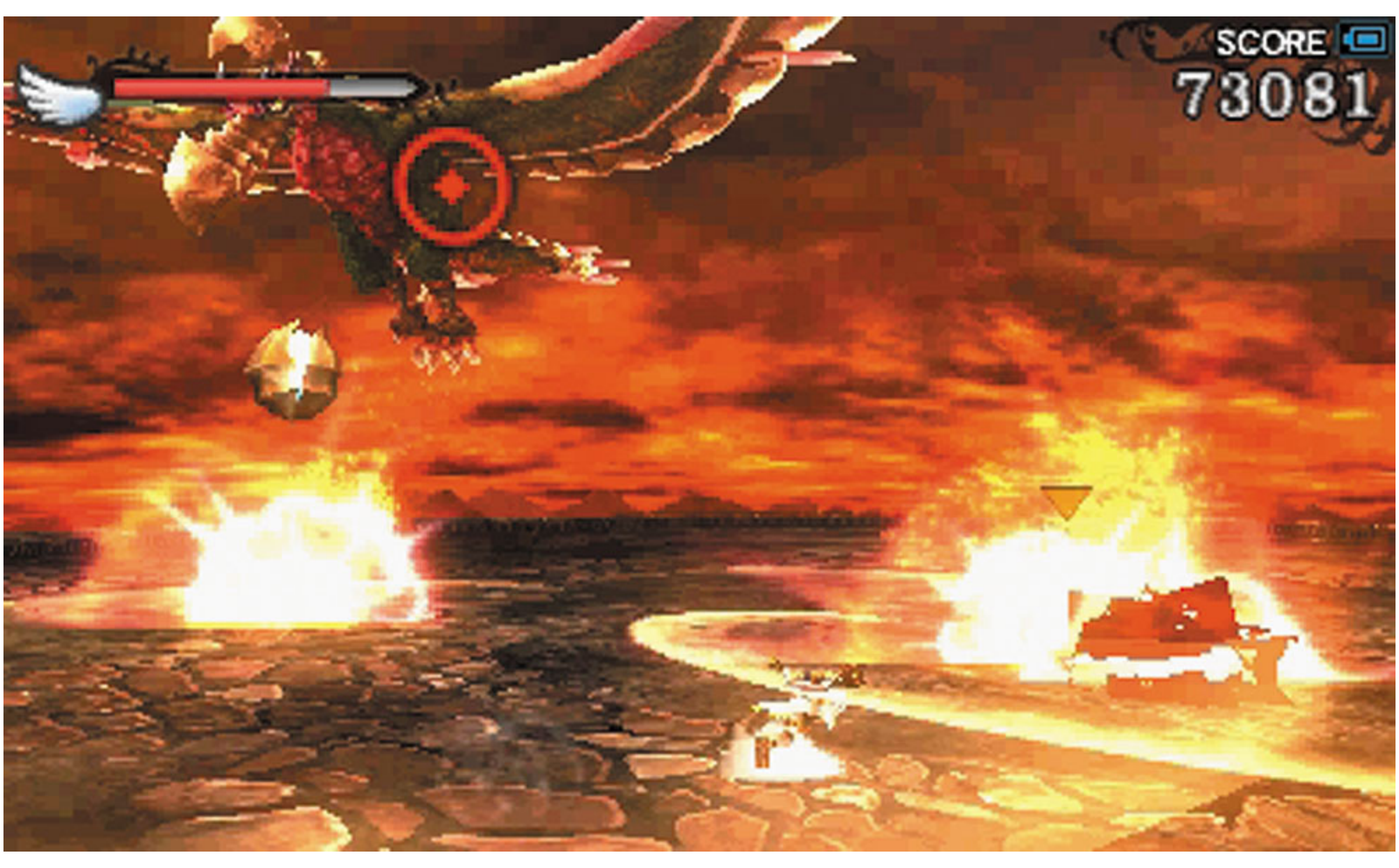
Boss Battle: The Immortal Phoenix

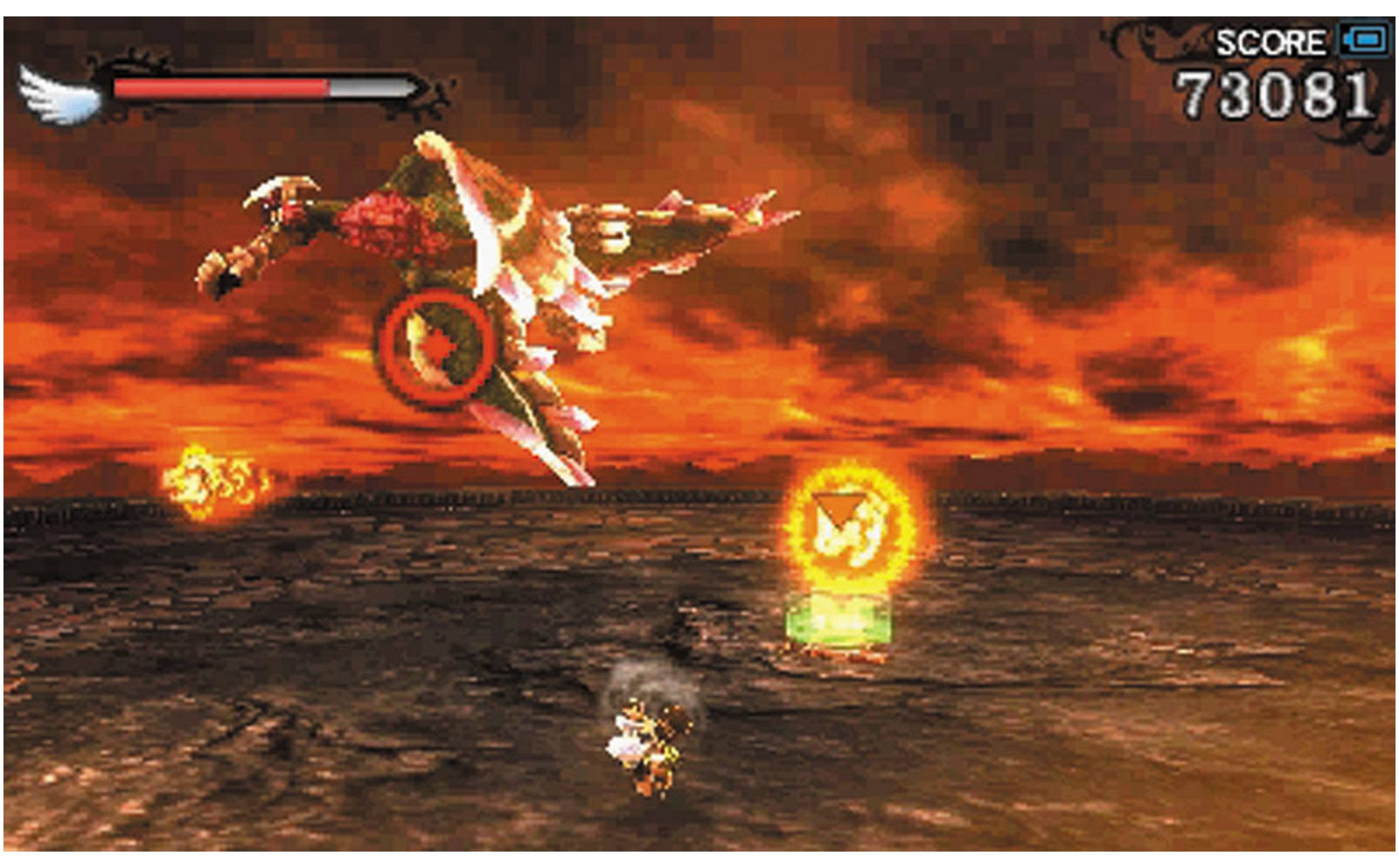


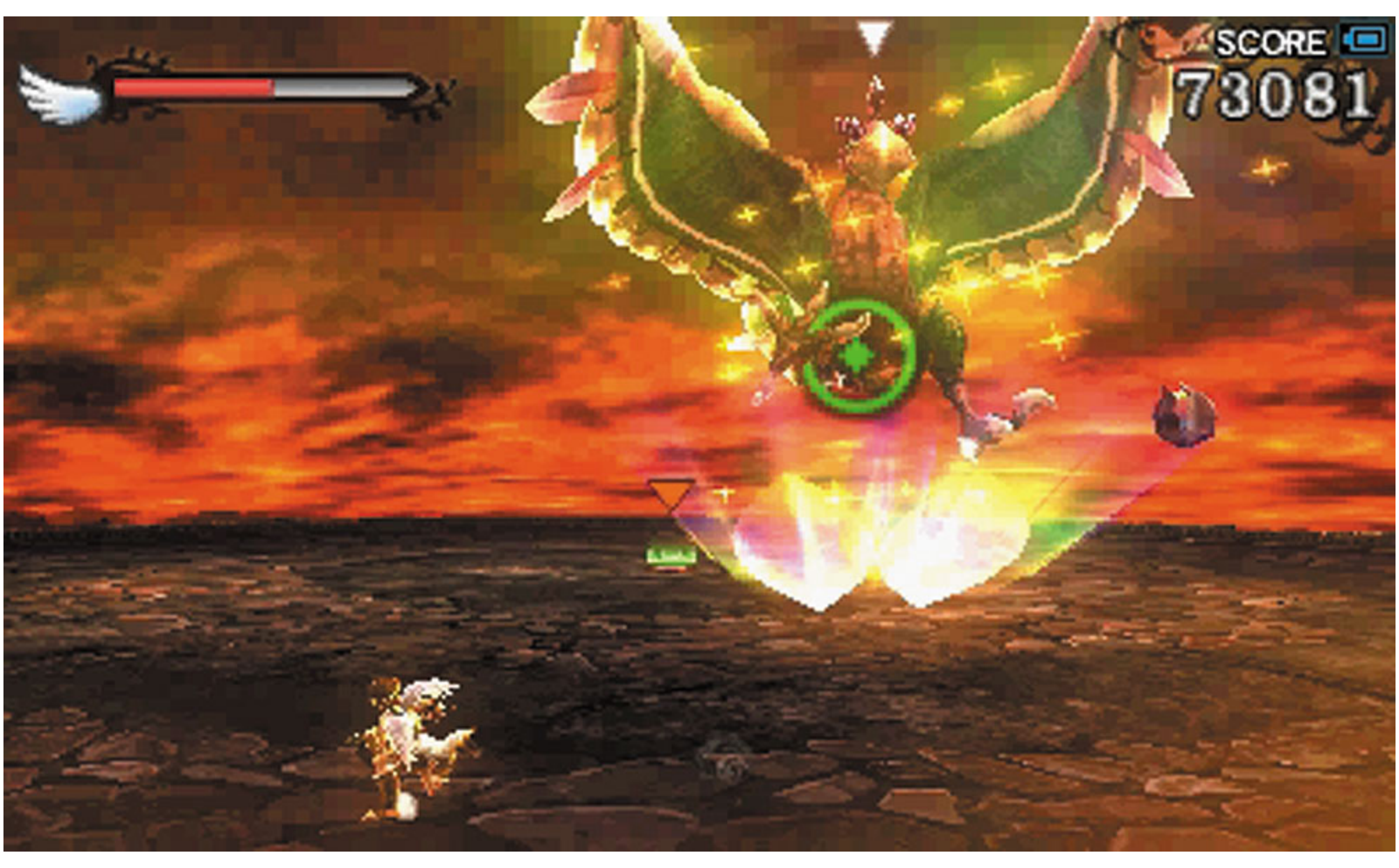
Hopefully you brought a solid ranged weapon for this battle. As can be expected from a legendary bird said to reincarnate through flames, the Phoenix has a hot and varied arsenal. It can shoot fireballs while it is on the ground.



The three-way vertical shock wave it fires is also quite powerful, but these are fairly easy to dodge.





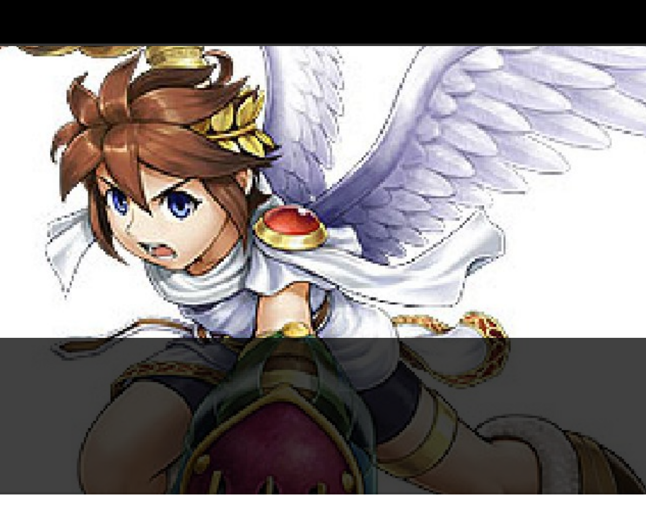


When the Phoenix takes to the air, it becomes a tougher target to hit. It retains its fireball attacks as well as the ability to flap its wings to shoot another set of shock waves, and can even cast a stream of flame onto the battlefield. Watch out if the Phoenix begins to glow bright orange. That's the cue that it will use its charging attack, flying low across the arena and causing heavy damage to Pit on contact. It's possible to dodge it, but a safer bet is to use the jump pad at the center of the arena to leap over the attack.

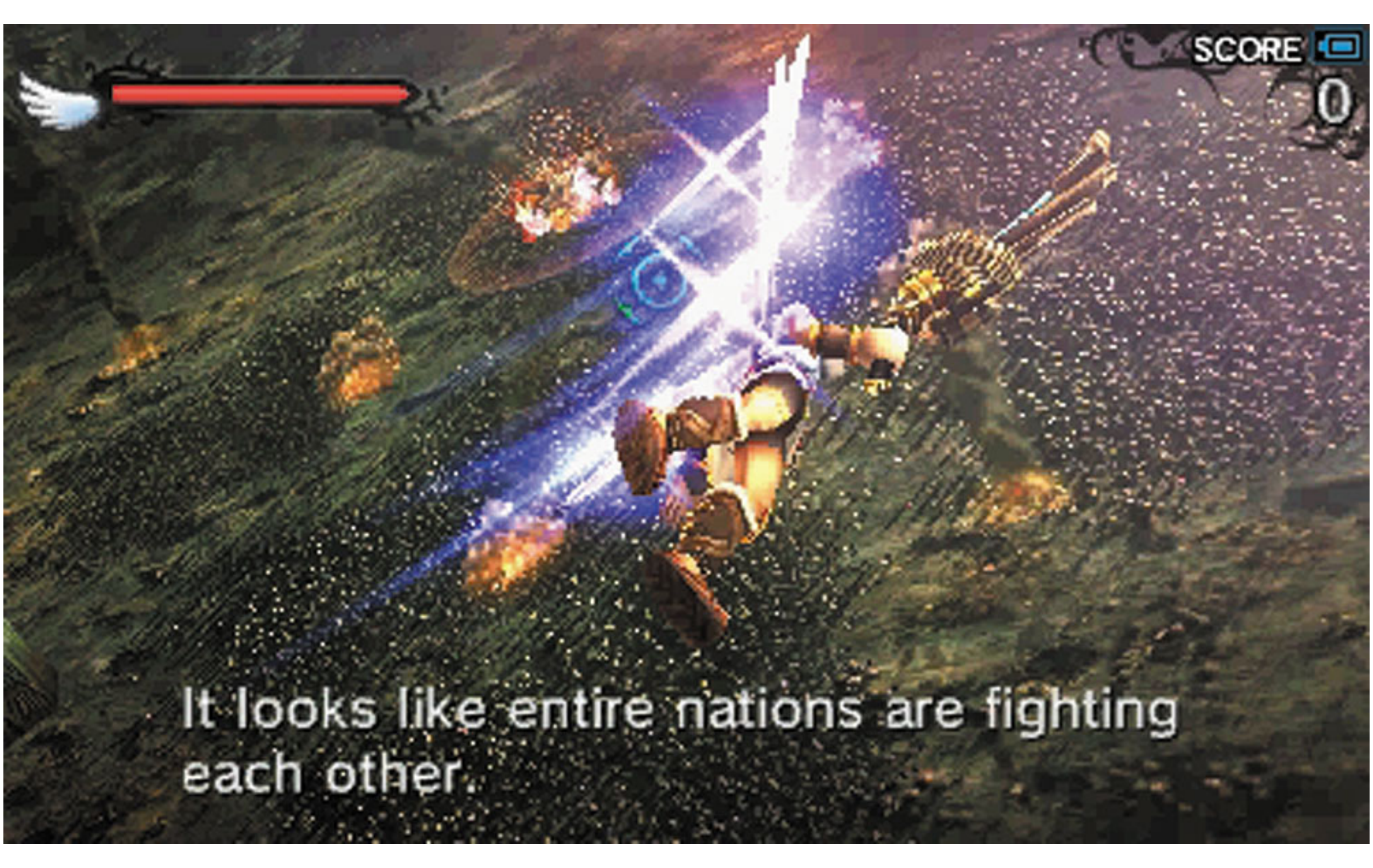
The Phoenix does not shoot fireballs while on the ground. The Phoenix is always flying around the arena or hovering above it, except when it stomps on the ground to use its three-way vertical shock wave.

People of the world, the Wish Seed has been liberated!

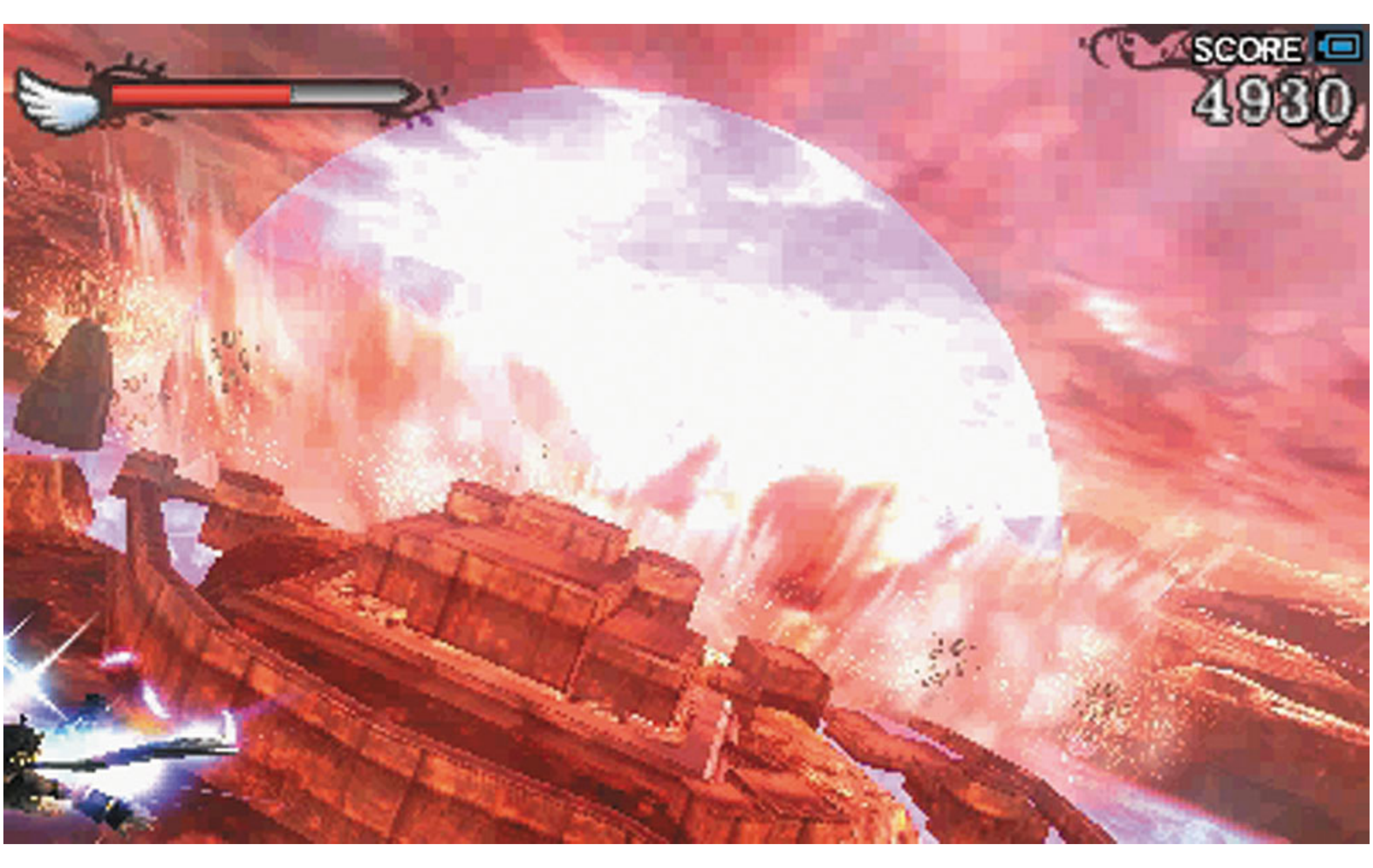
When the Phoenix is finally killed, Underworld Army forces attempt to steal the Wish Seed, only to have it blow up in their faces. Despite the Wish Seed being a fake, the beacon of the Phoenix's demise, along with some "helpful" nudging from Hades, threatens to galvanize the human world into conflict. For now, Hades has won the first round.

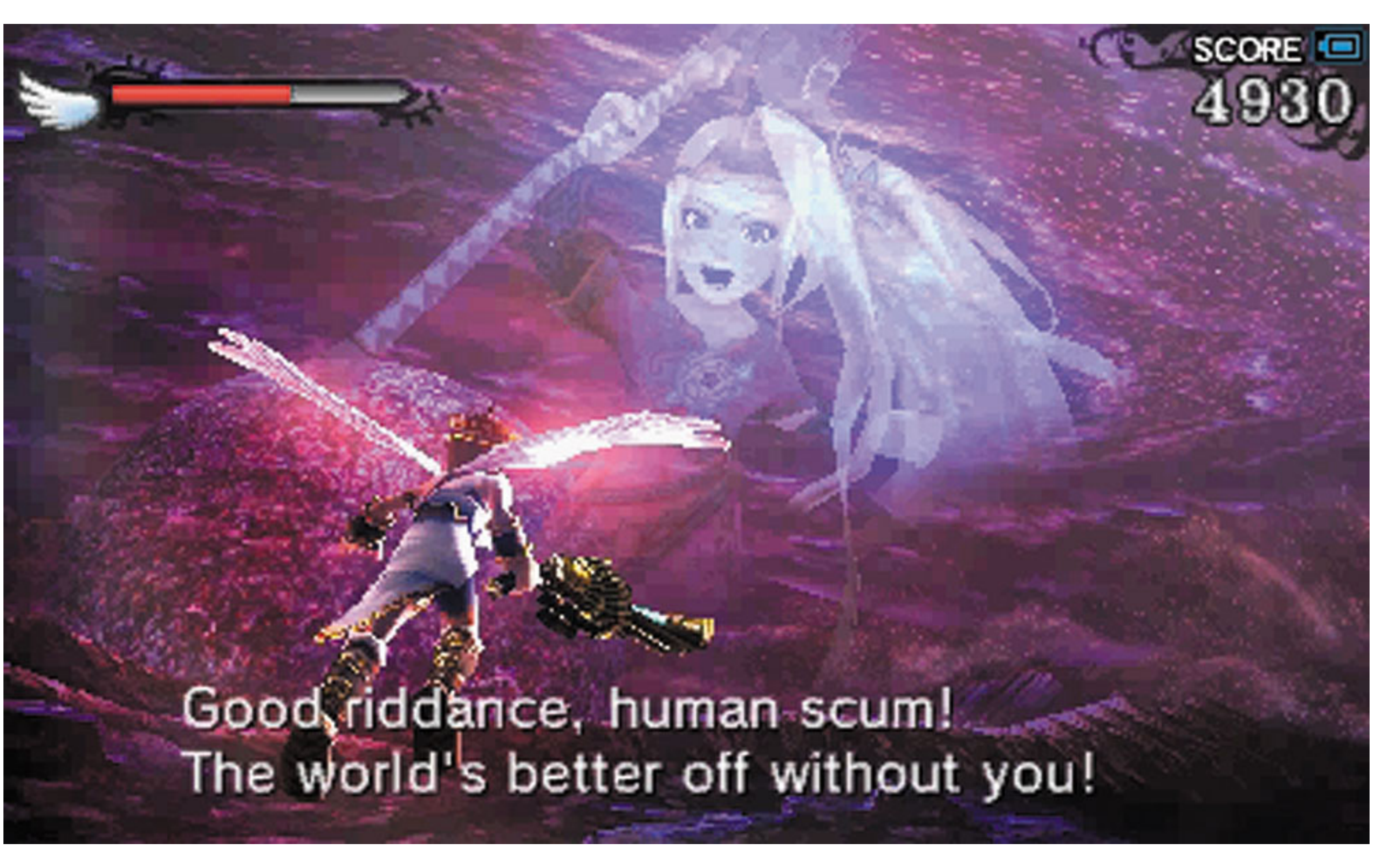


Air Battle

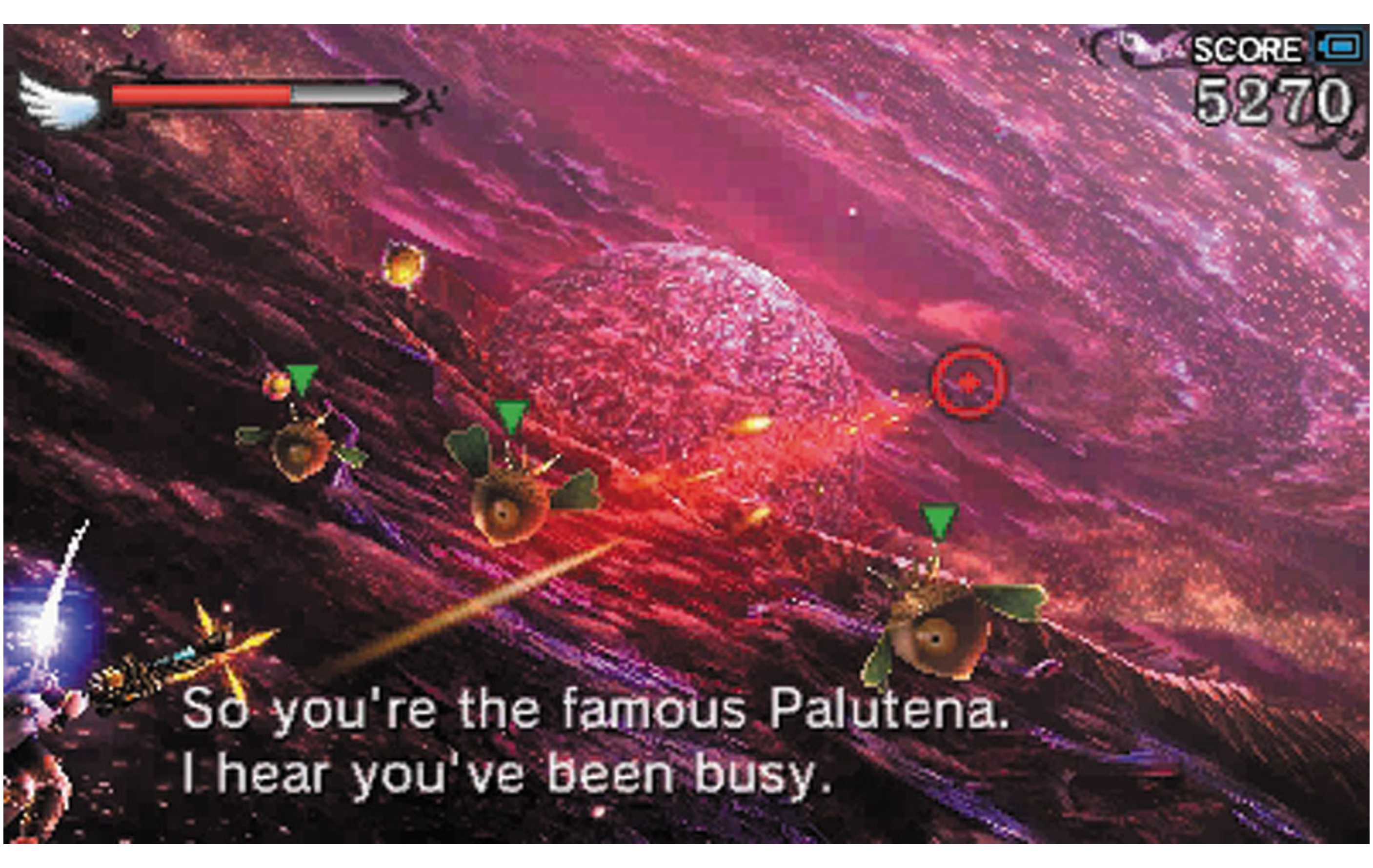

SCORE
0
It looks like entire nations are fighting
each other.

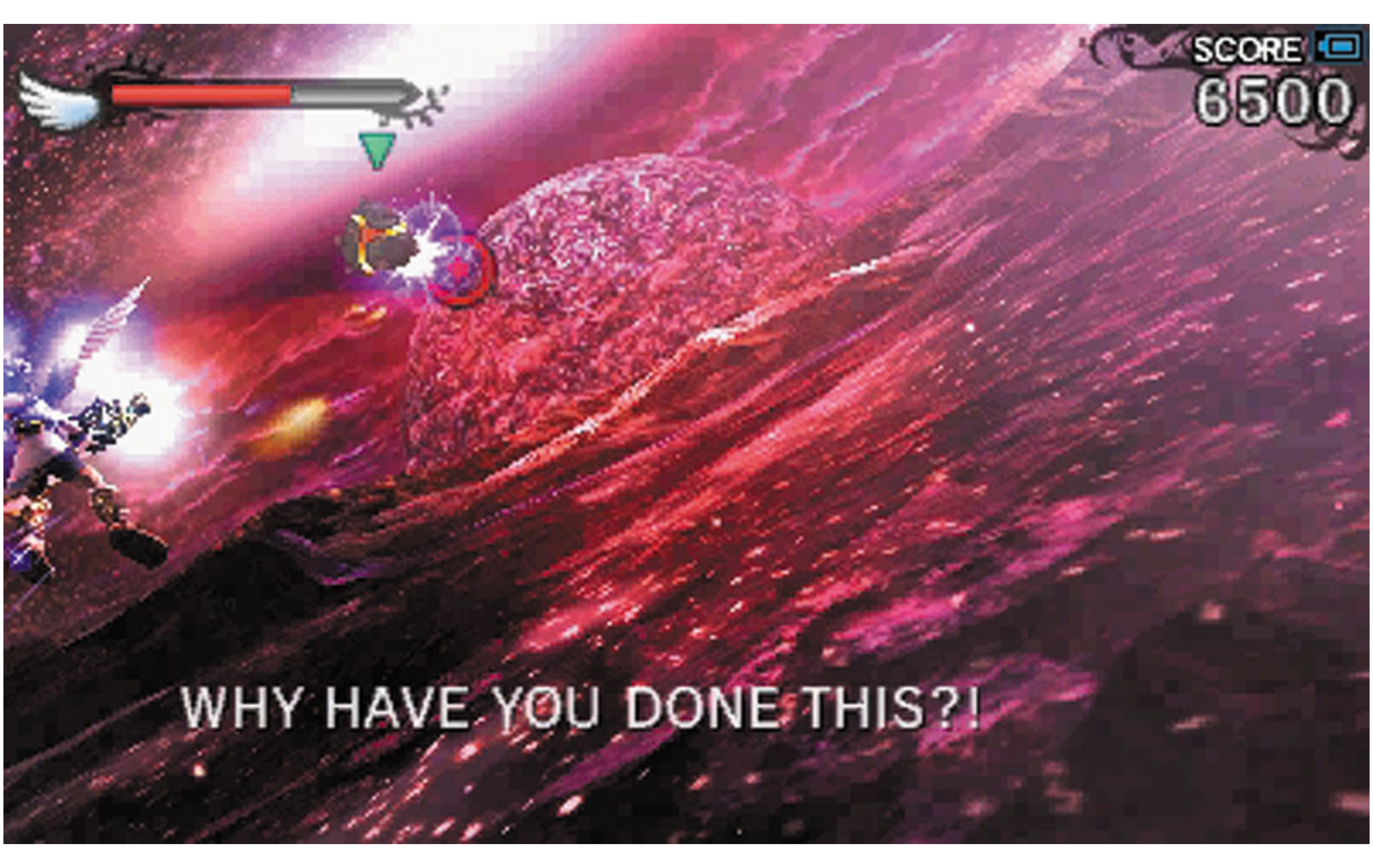
Hades has succeeded in starting wars between human nations and the Underworld Army now lurks over each battle, harvesting the souls of the fallen.

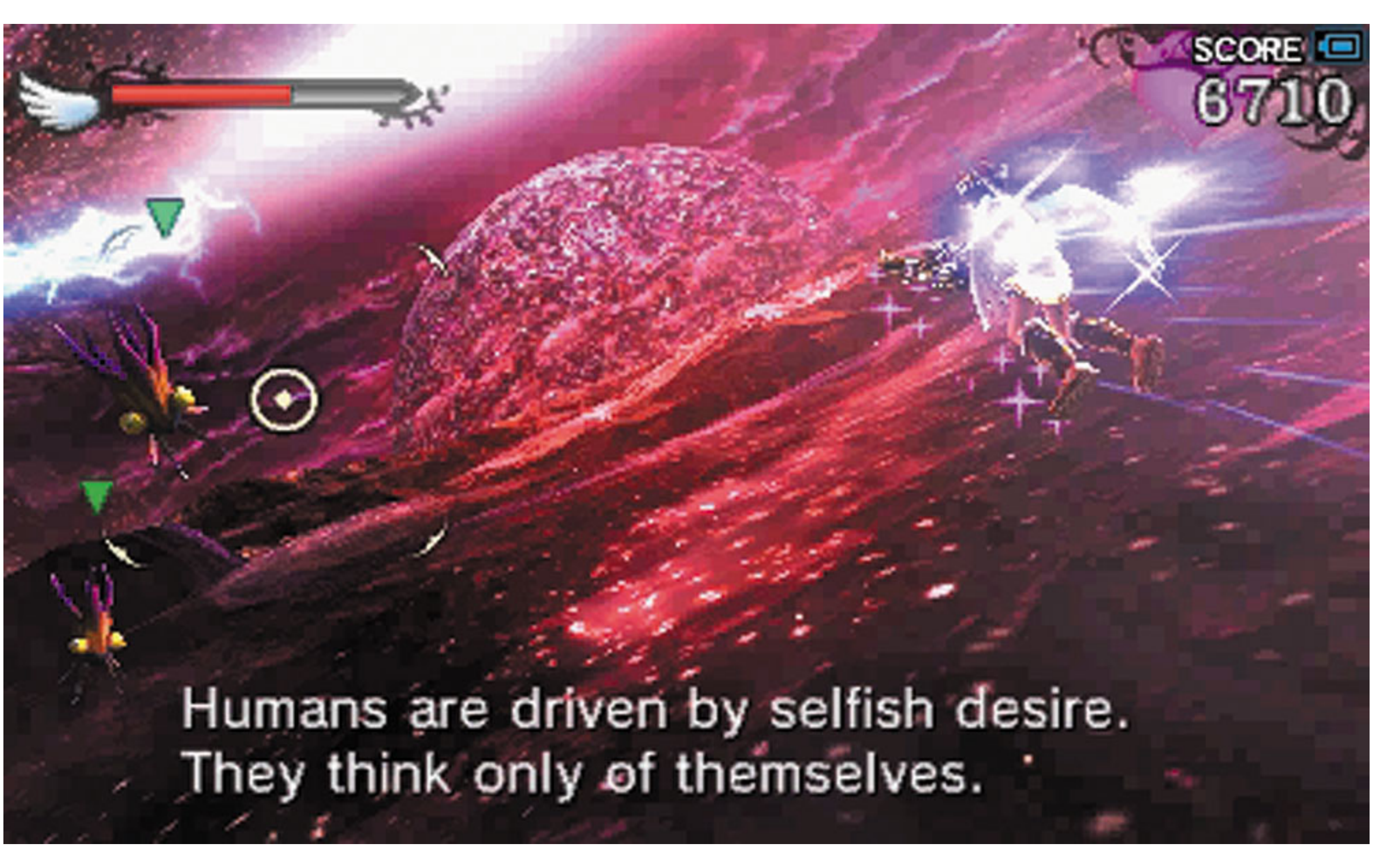



SCORE
4930
Good riddance, human scum!
The world's better off without you!

And in the middle of all the carnage on the ground, a massive bomb wipes out the warring armies. Palutena pulls Pit back in the nick of time. Enter Viridi, the haughty Goddess of Nature. Enraged at the humans for disturbing the natural order, she has launched a war of annihilation against them as well as the Underworld Army.


SCORE
5270
So you're the famous Palutena.
I hear you've been busy.

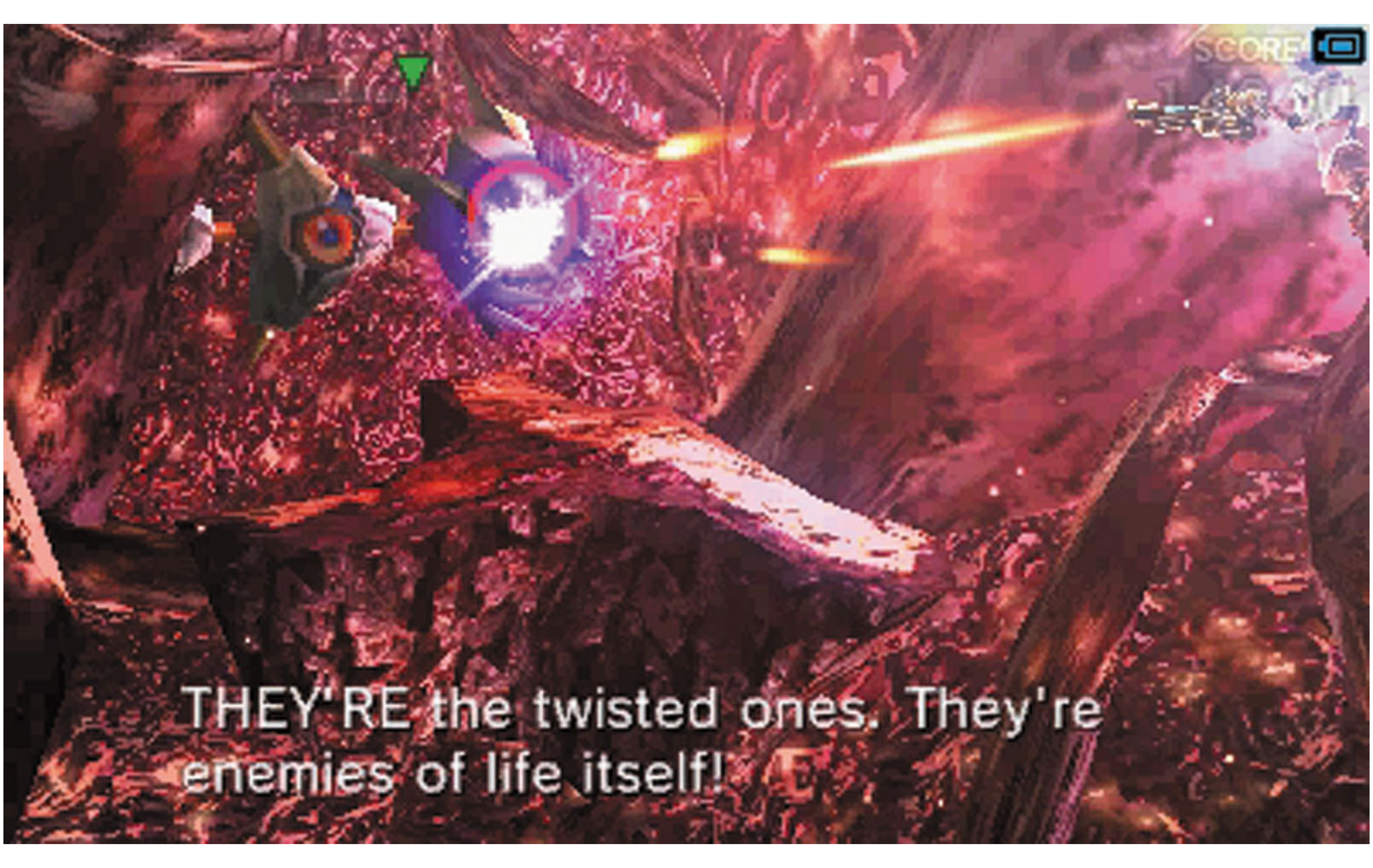

SCORE
6500
WHY HAVE YOU DONE THIS?!

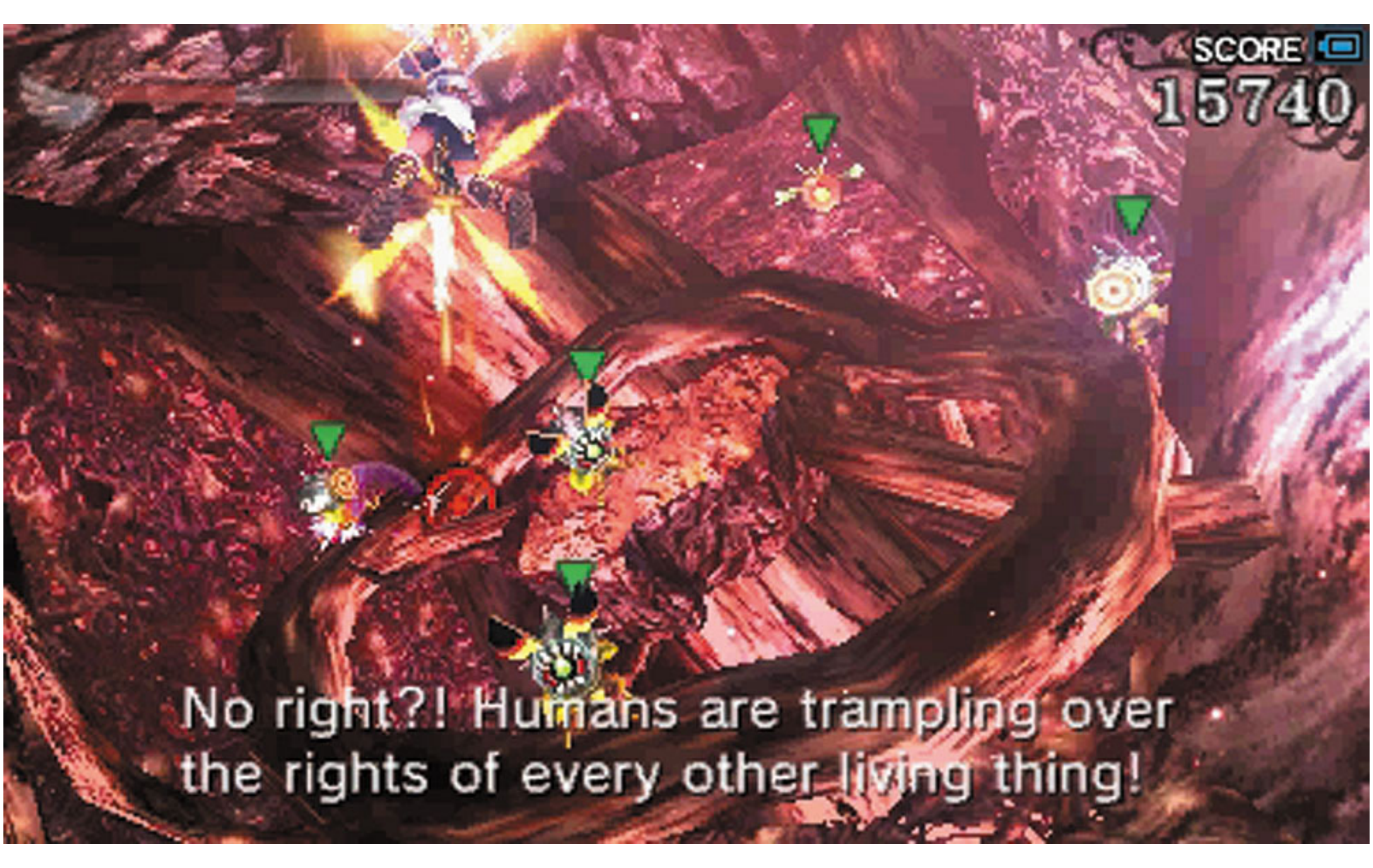

SCORE
6710
Humans are driven by selfish desire.
They think only of themselves.

Nutskis are the first enemies that you meet from the Forces of Nature. They are roughly equivalent to Monoeyes in function. You also encounter Trynamites. They sacrifice themselves to fire a trio of projectiles at Pit. Zerts are also in the mix; they use concentrated electric blasts on the angel.

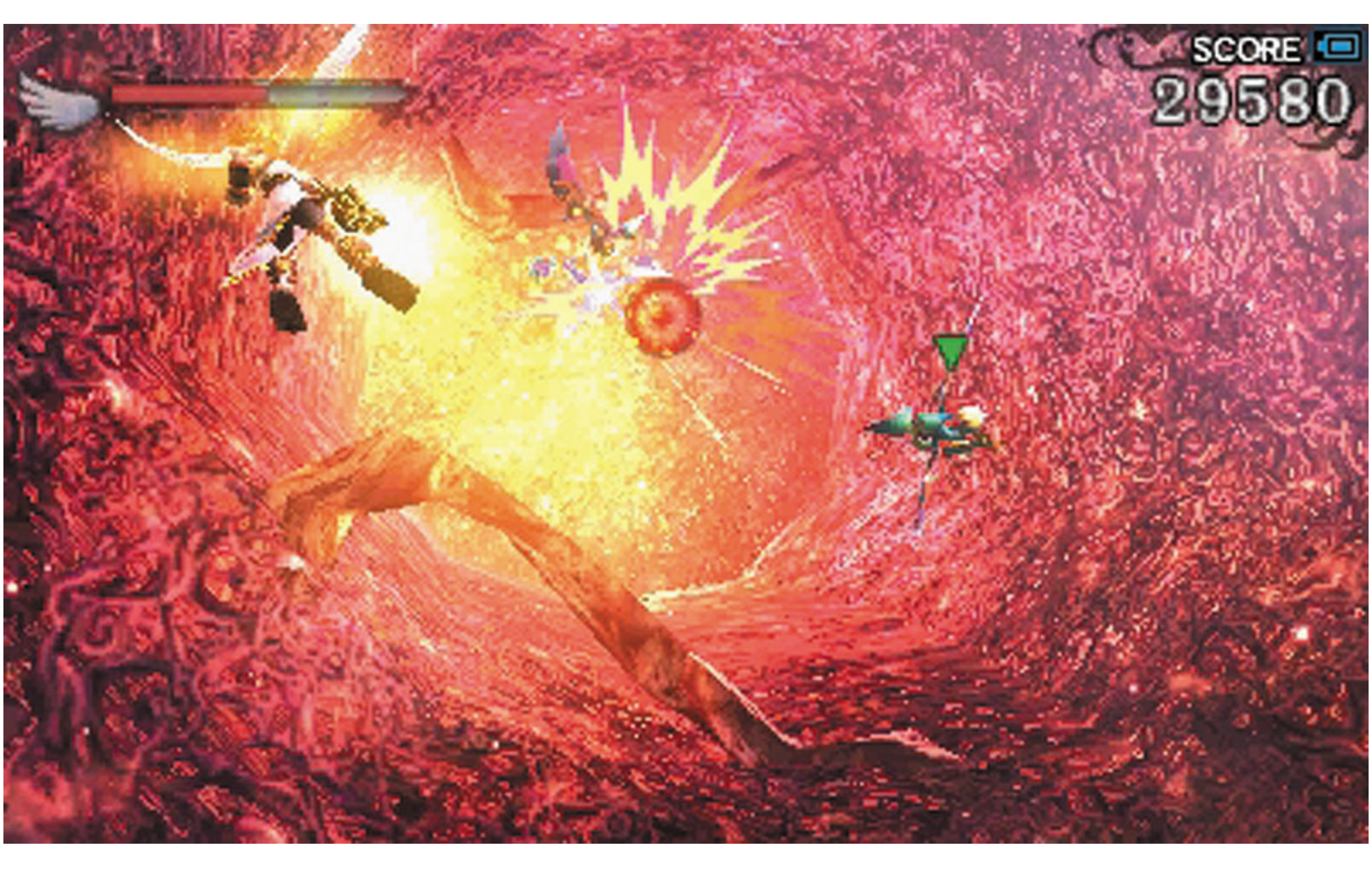
SCORE
12450

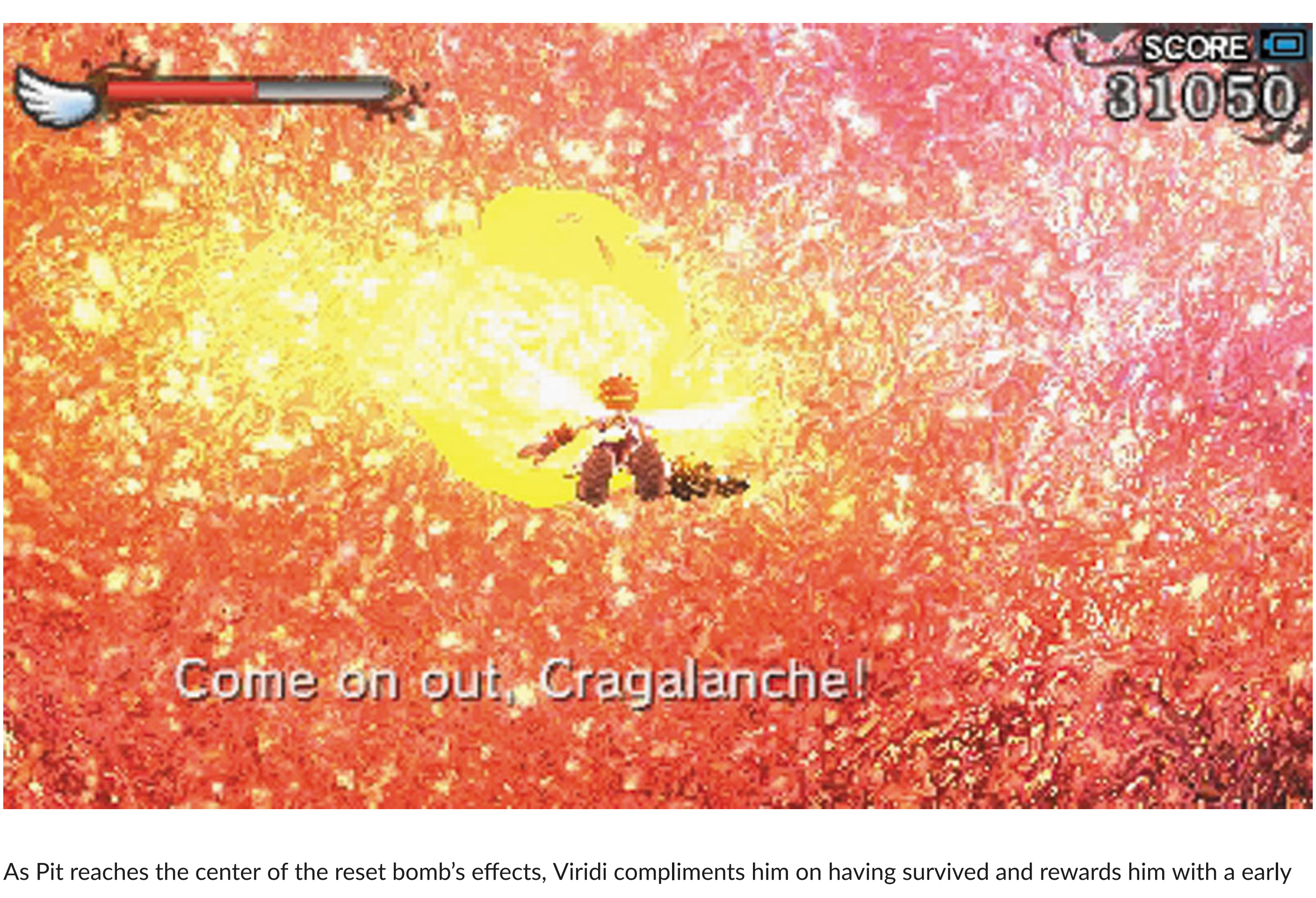
The aftermath of Viridi's Reset Bomb seems to have left the former battlefield barren of human life, replacing it entirely with a growing forest.


SCORE
THEY'RE the twisted ones. They're
enemies of life itself!

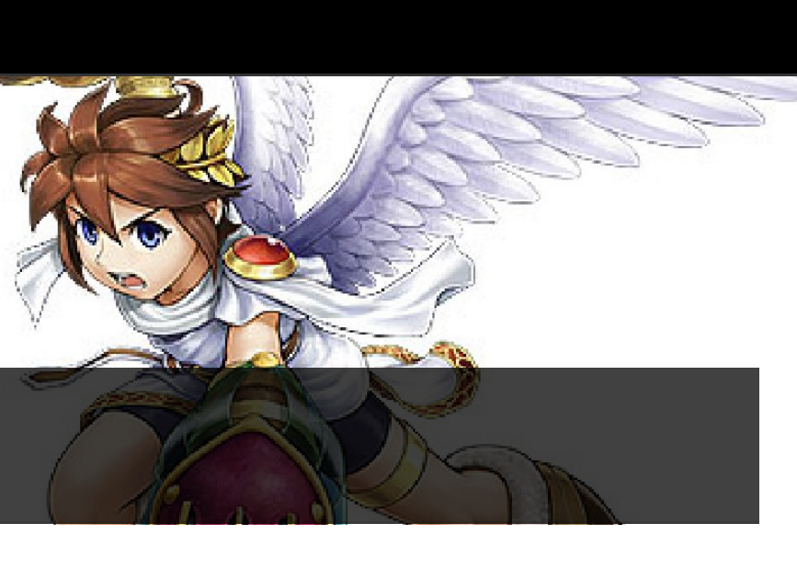

SCORE
15740
No right?! Humans are trampling over
the rights of every other living thing!

Within the trees, you'll also encounter Lurchthorn, Parashooters, and Pew Pew cannons.


SCORE
29580

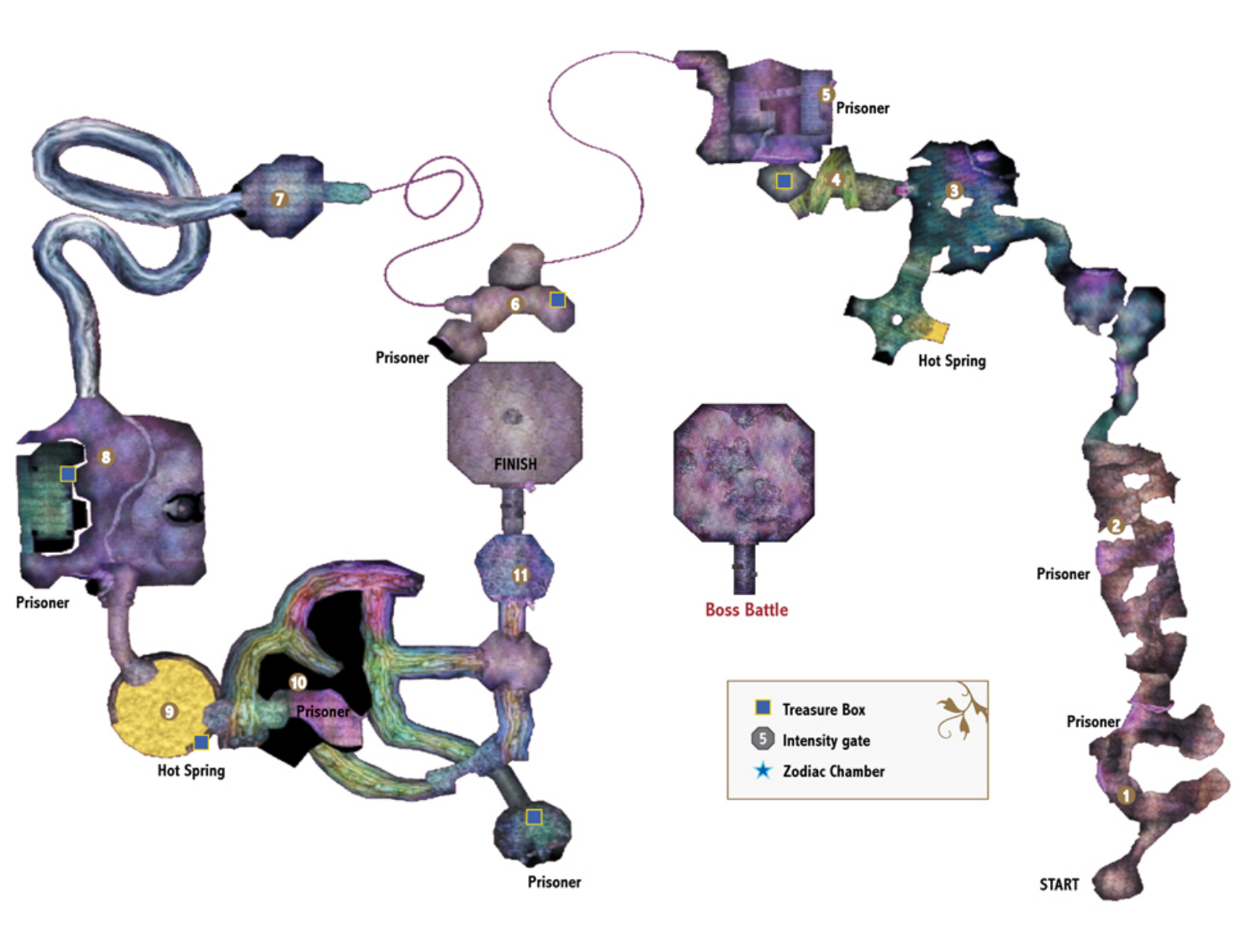

SCORE
31050
Come on out, Cragalanche!

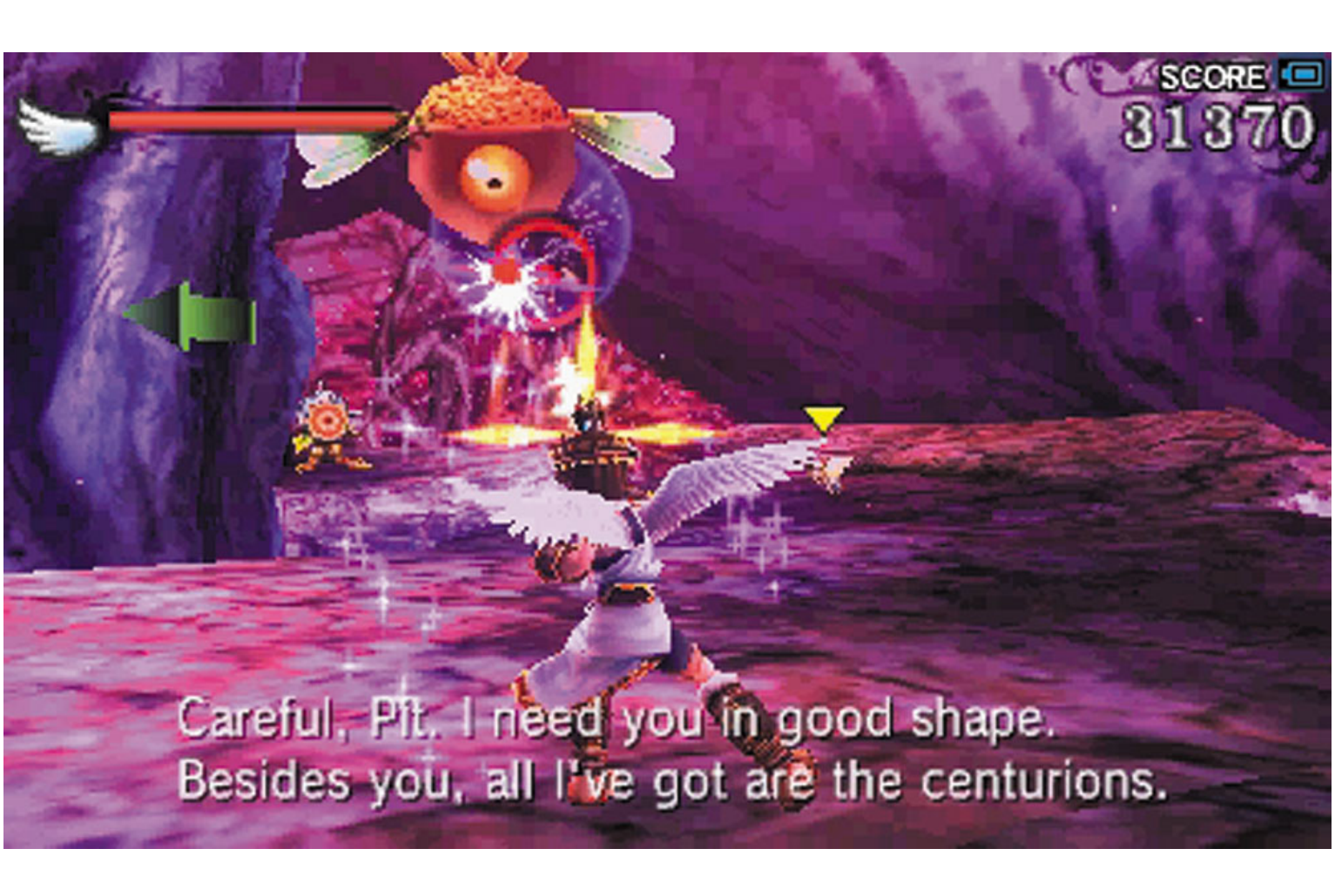
As Pit reaches the center of the reset bomb's effects, Viridi compliments him on having survived and rewards him with a early encounter with Cragalanche, one of her finest warriors. The angel is forced to make an emergency landing somewhere amongst the trees.

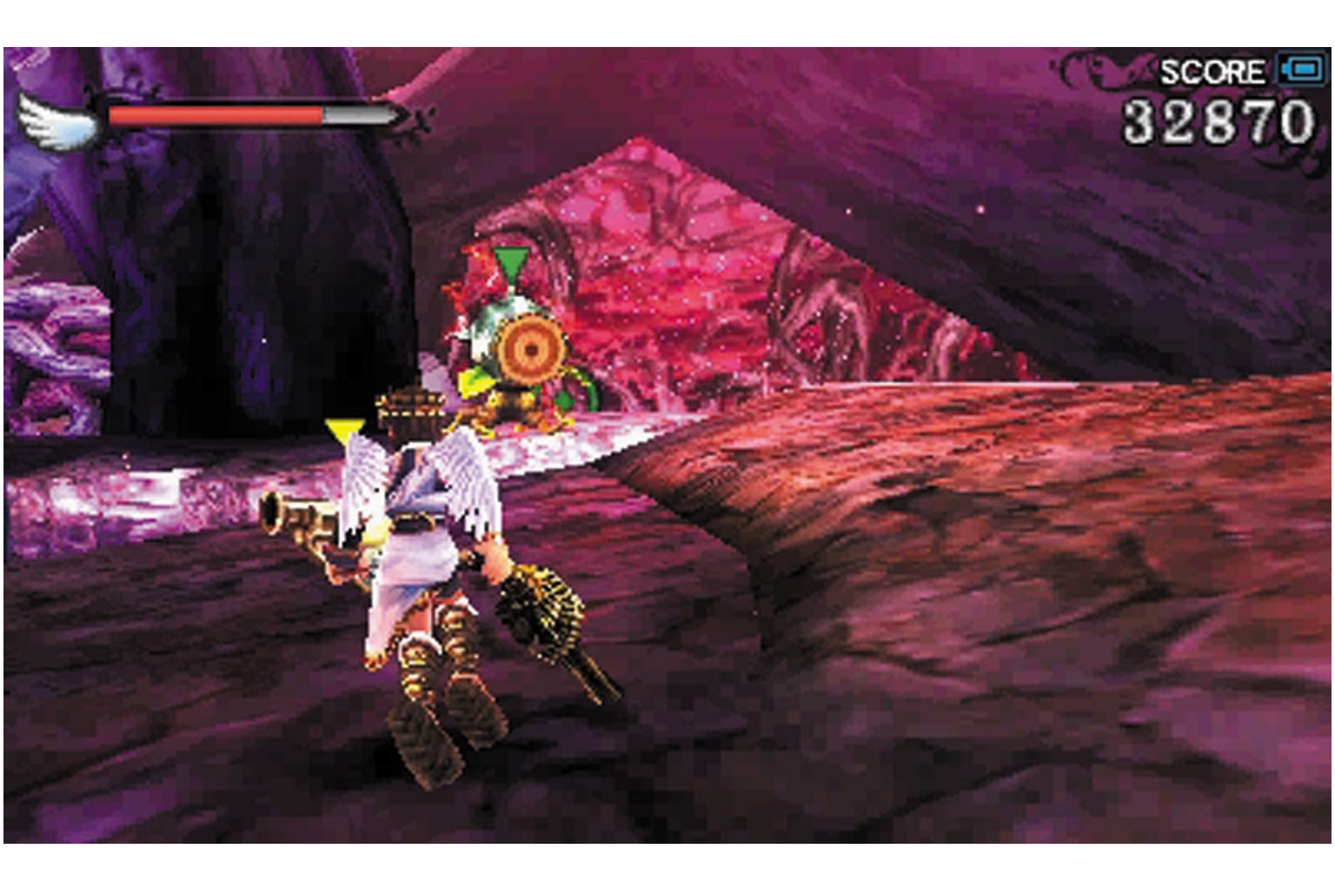


Chapter 11: Viridi, Goddess of Nature

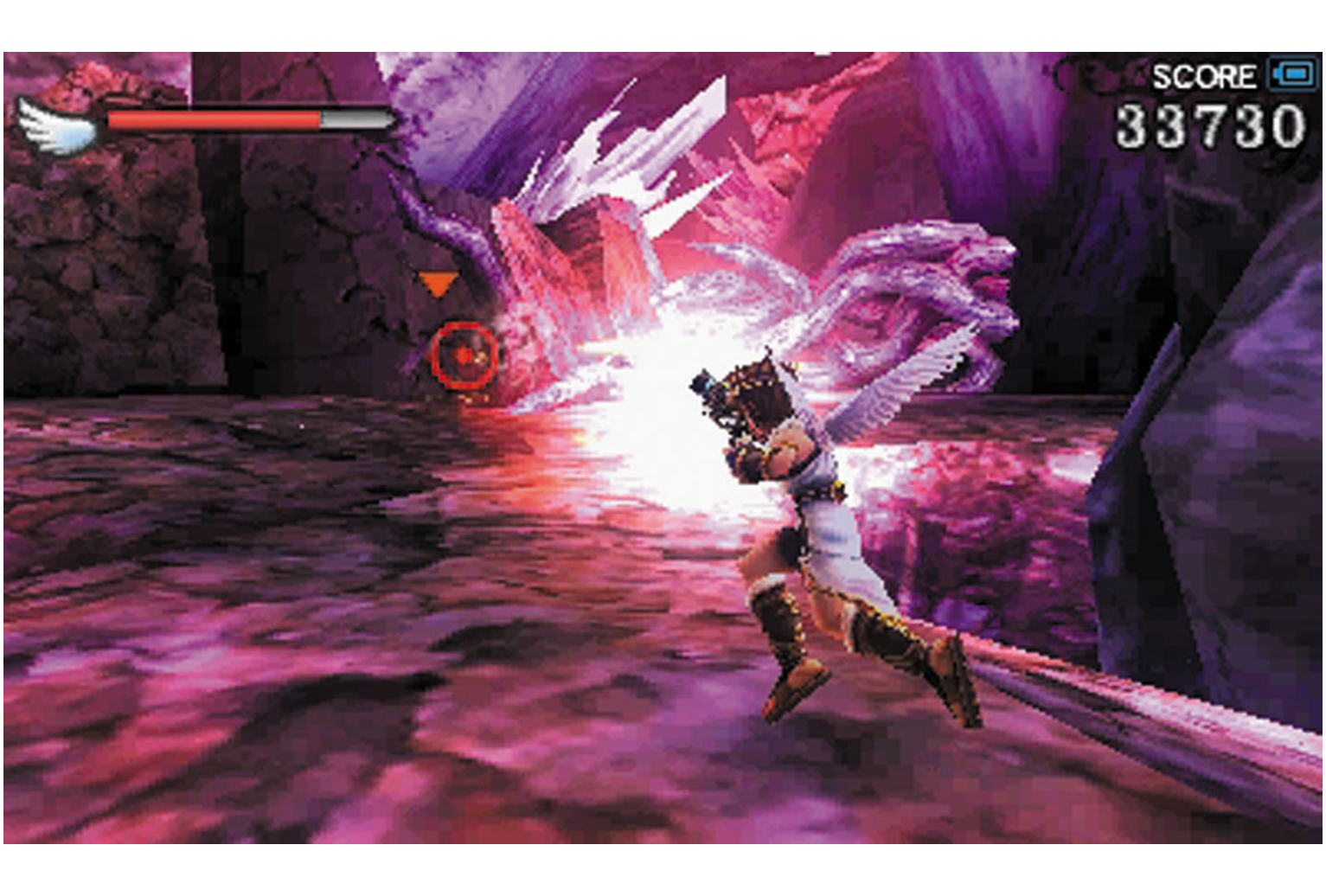
Land Battle


Prisoner
7
6
5
4
3
Hot Spring
8
FINISH
Boss Battle
2
Prisoner
11
10
9
Prisoner
Hot Spring
Treasure Box
5 Intensity gate
Zodiac Chamber
Prisoner
1
START


SCORE
31370
Careful, Pit. I need you in good shape.
Besides you, all I've got are the centurions.


SCORE
32870

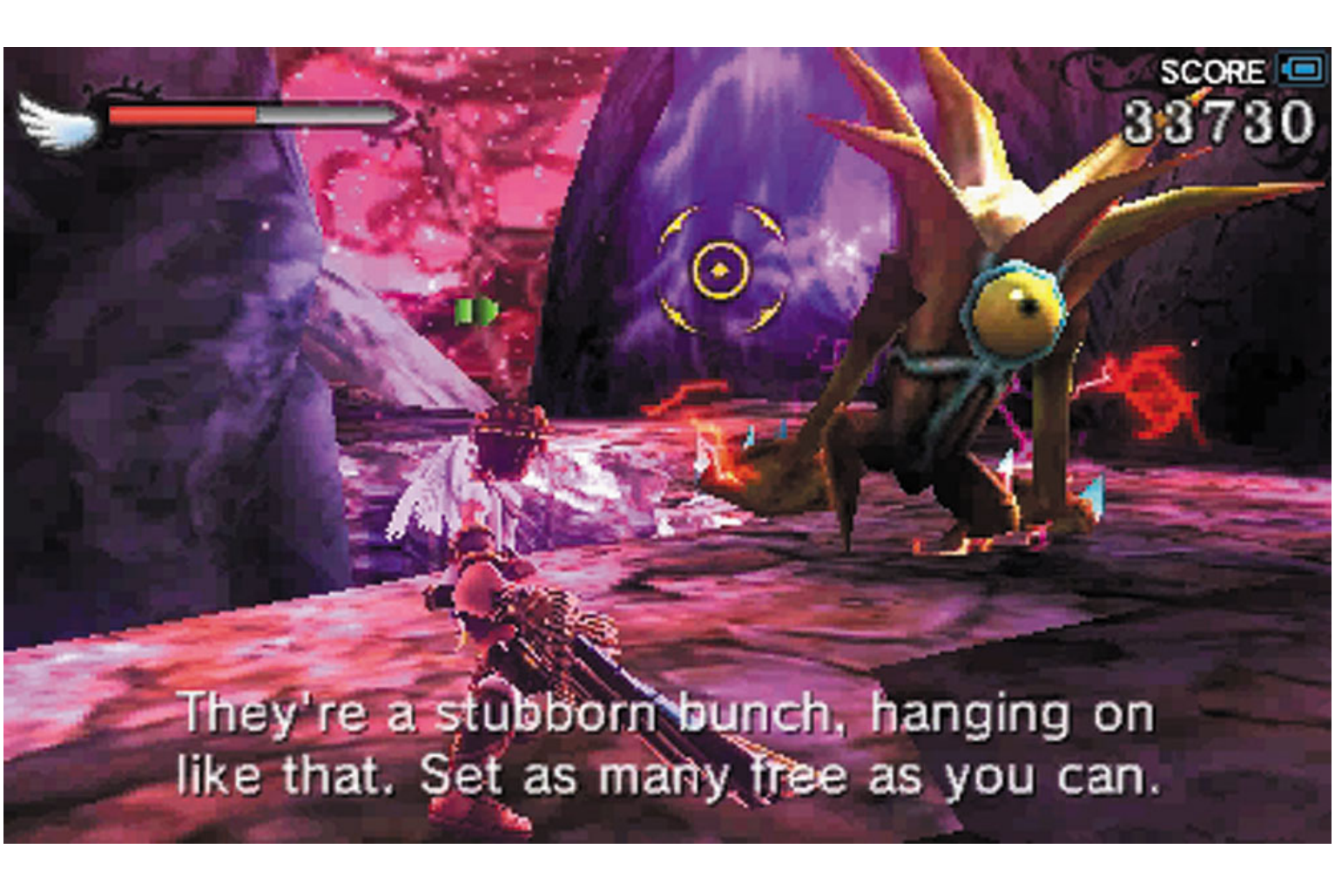
The reset bomb has filled the whole area with the Forces of Nature. Be ready for a tough fight.


SCORE
33730

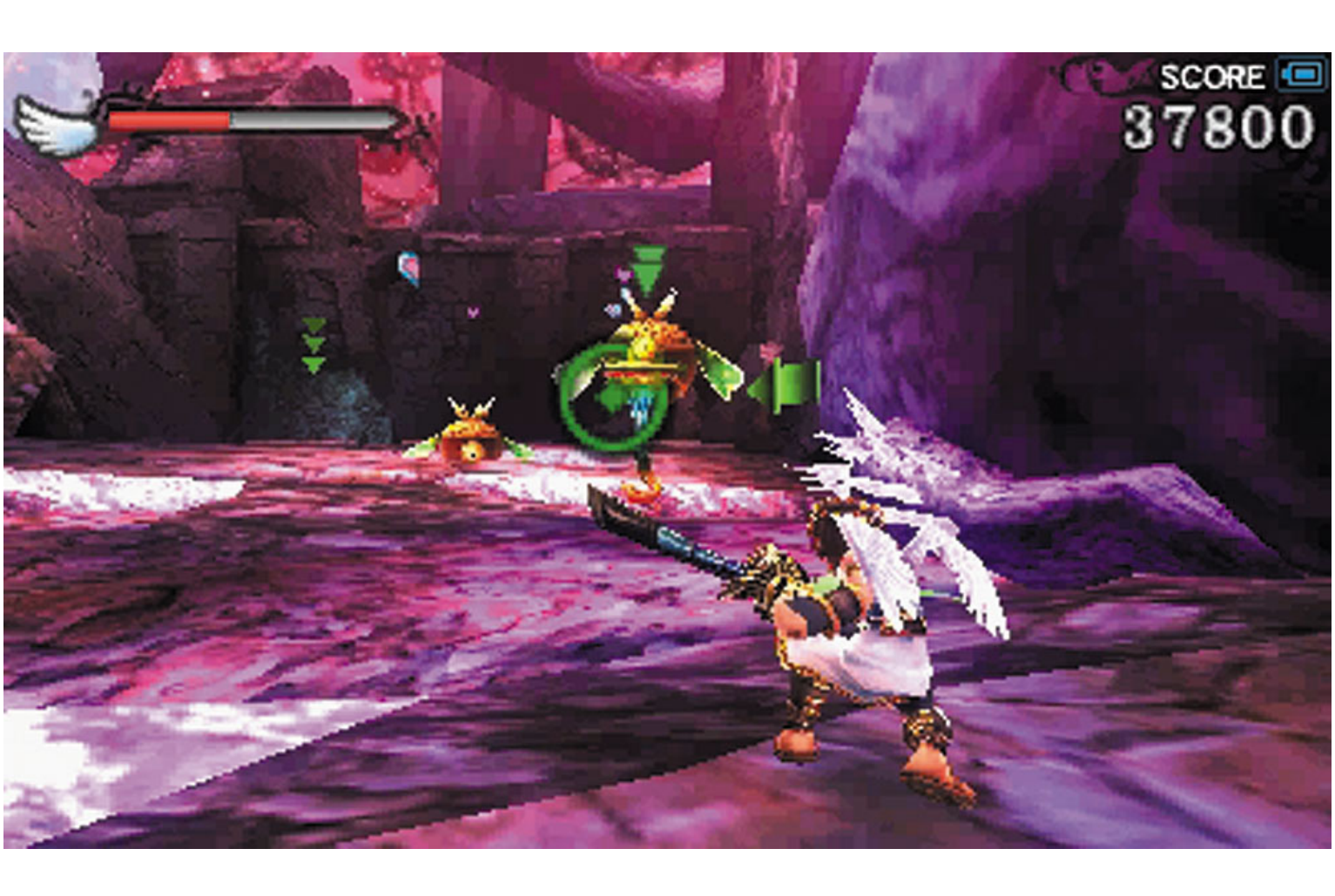
1. Nutskis and Pew Pews greet you at the start of this Land Battle. During the fighting, be on the lookout for human soldiers who survived the reset bomb and are now imprisoned by vines. Shooting the vines is enough to free the people.

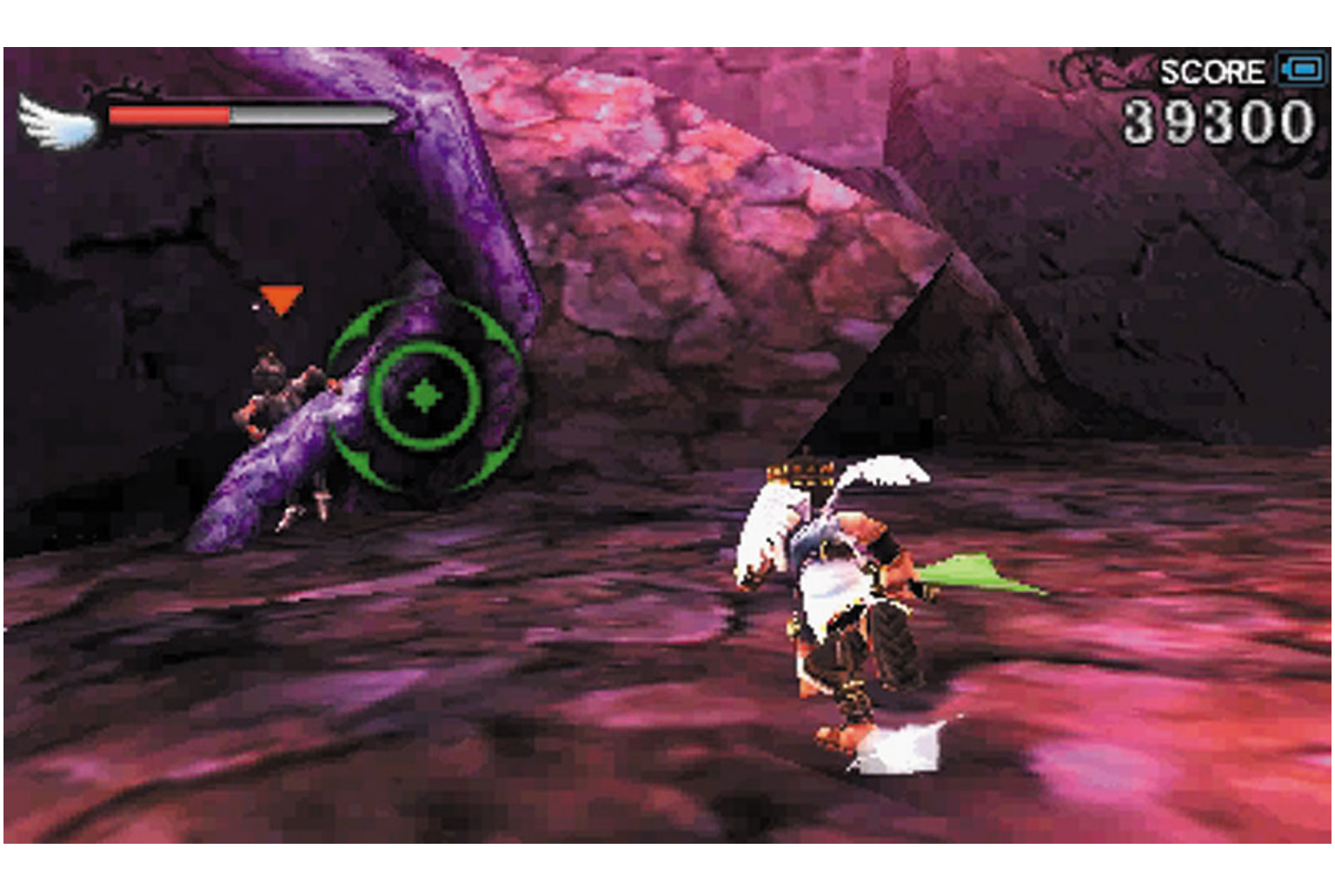
Tip

Rescuing soldiers is worth a bonus at the end of the chapter. Also, each soldier you rescue can also offer you some throwing or healing items, so it pays to be a hero!

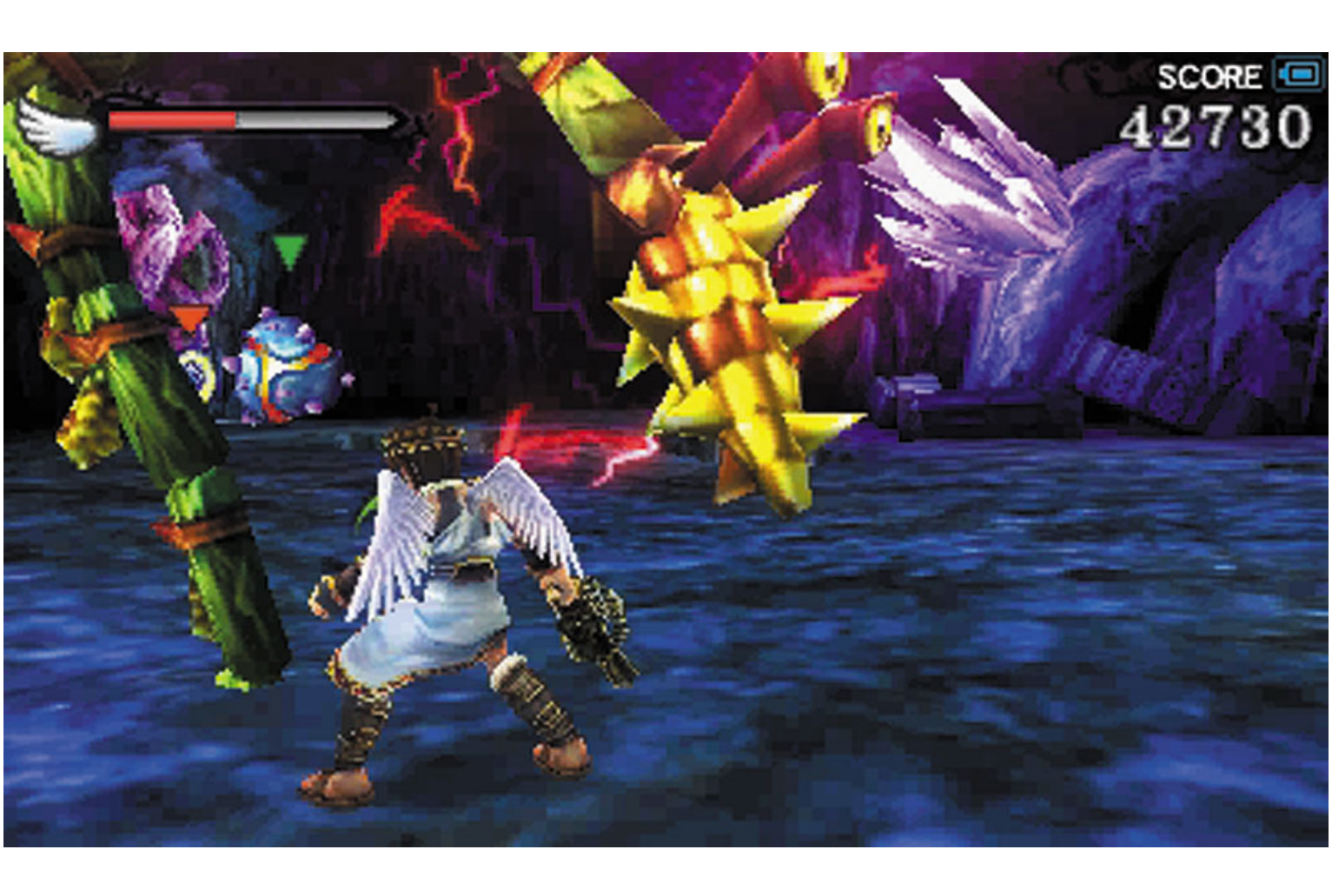

SCORE
33730
They're a stubborn bunch, hanging on
like that. Set as many free as you can.

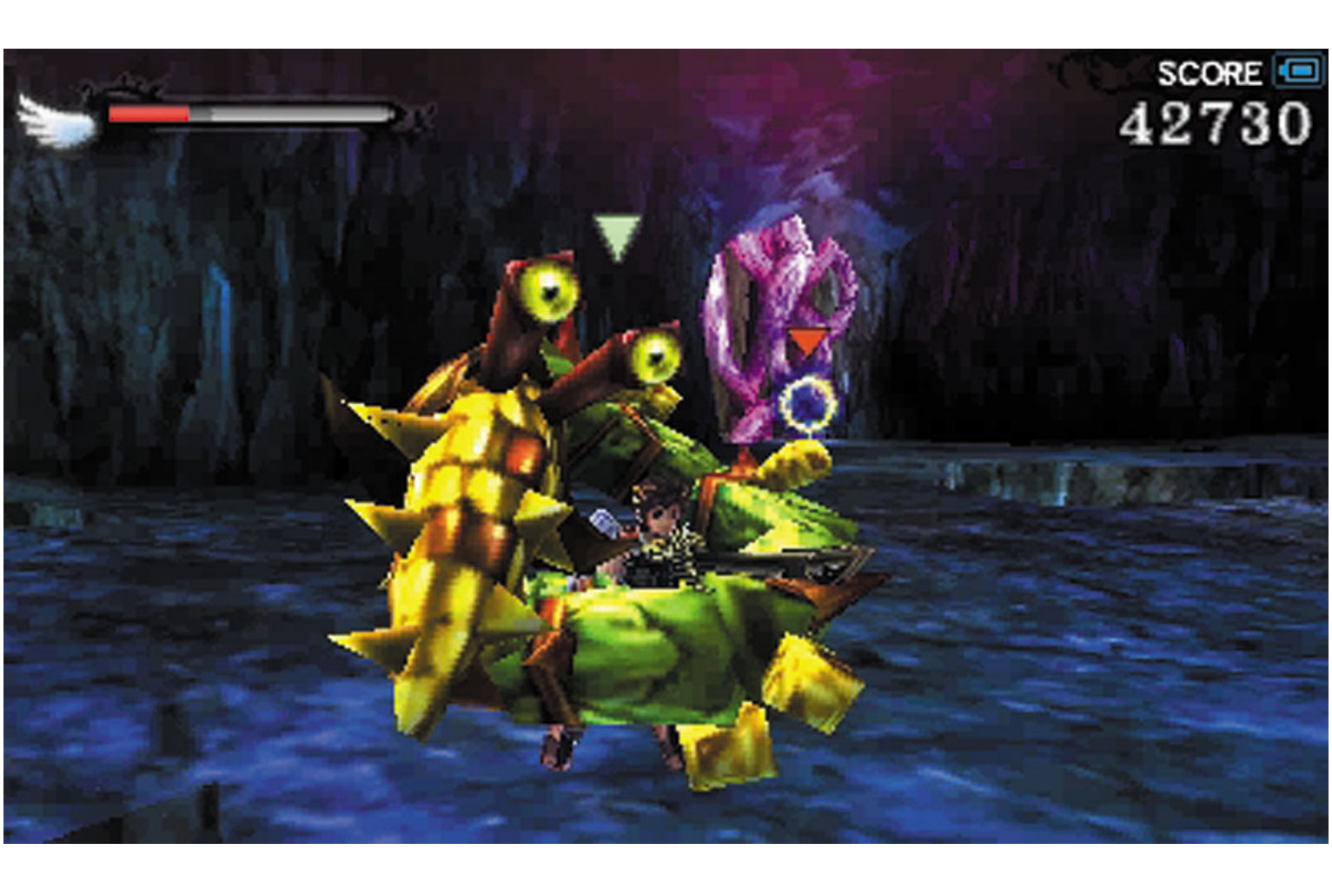
Urgles hit hard and are incredibly fast when they rush you. It is a good idea to take a weapon capable of paralyzing opponents, an effective tactic against Urgles.


SCORE
37800

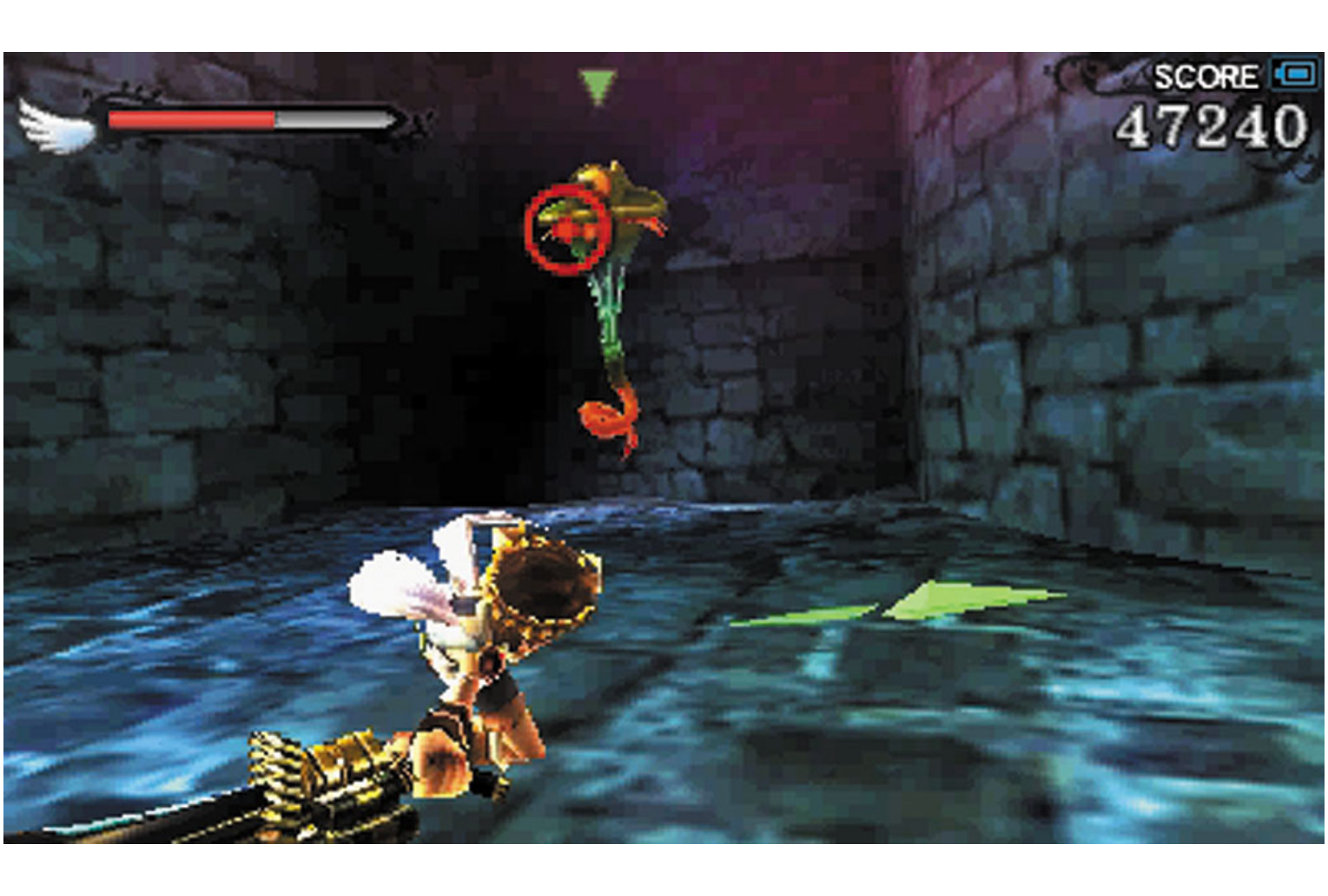

SCORE
39300

2. Another soldier can be rescued here. He's guarded by another swarm of Nutskis and Pew Pews. Dibble Dops also join the fray here, lobbing projectiles similar to water balloons at Pit.

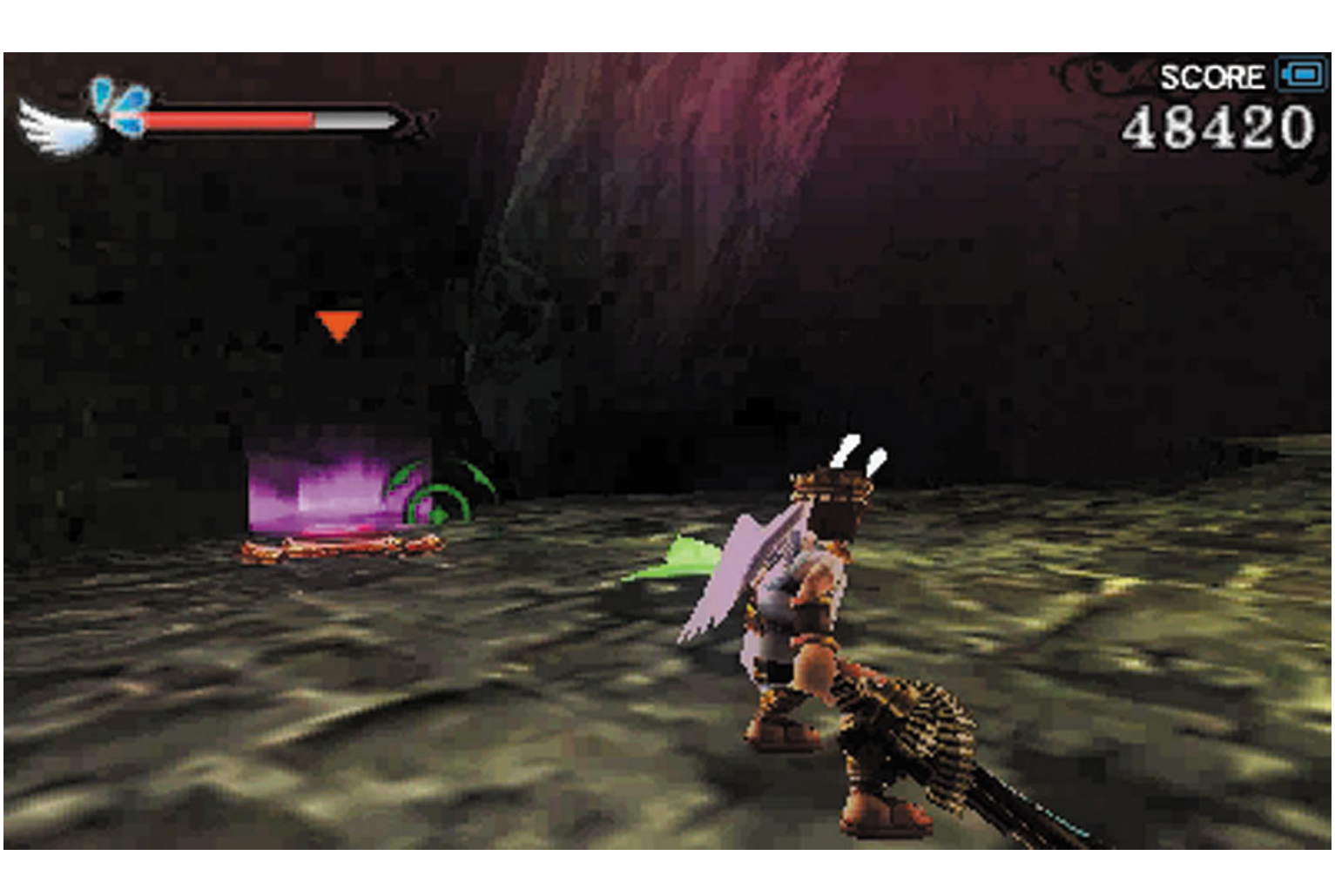

SCORE
42730

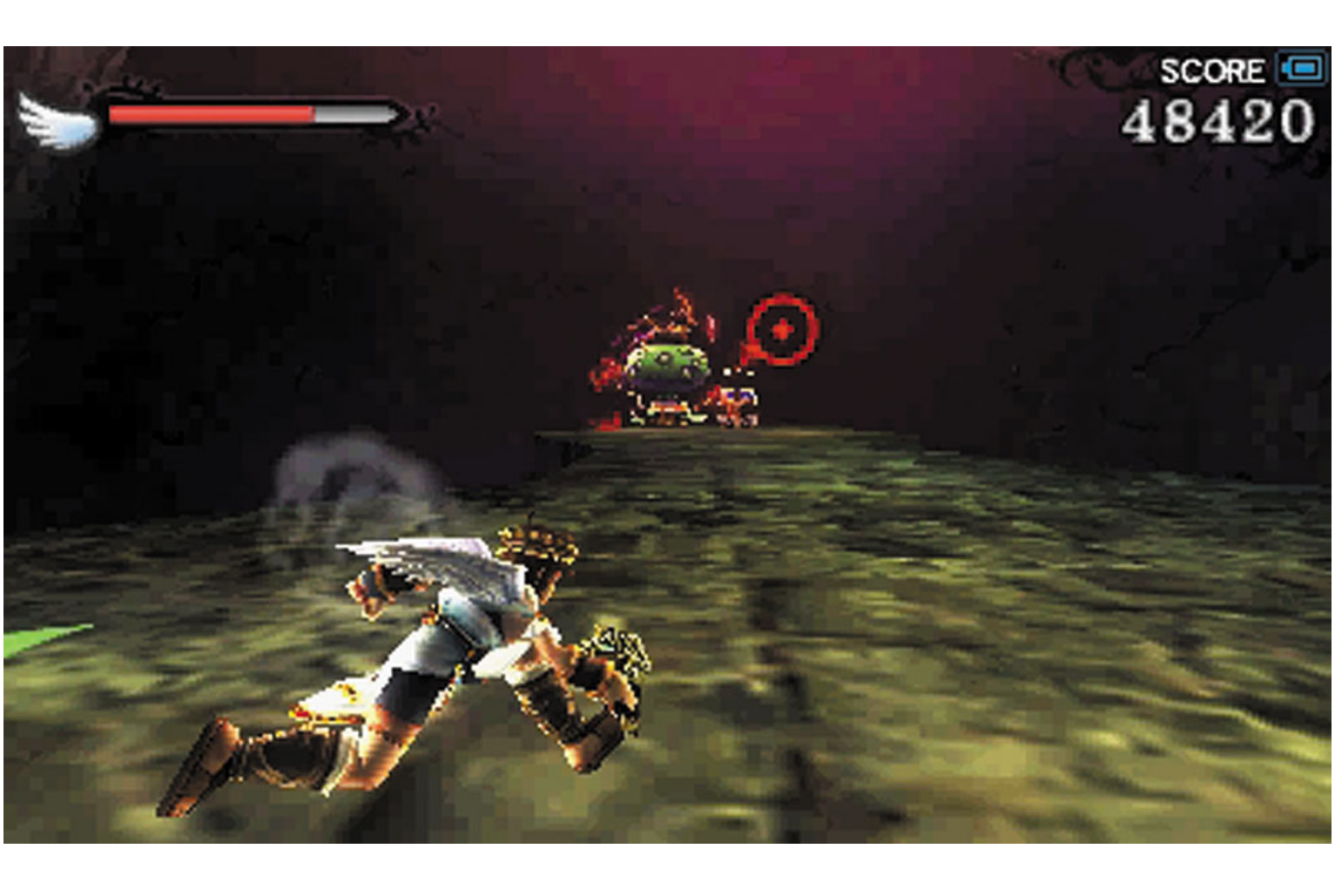

SCORE
42730

3. This room is guarded by a pair of Hugworms. They burrow quickly through the ground and if they get a hold of Pit they begin squeezing the life out of him. They can be incredibly vicious, so be ready to evade them if they rush you. After clearing out the enemies here, take advantage of the hot spring if you need it.

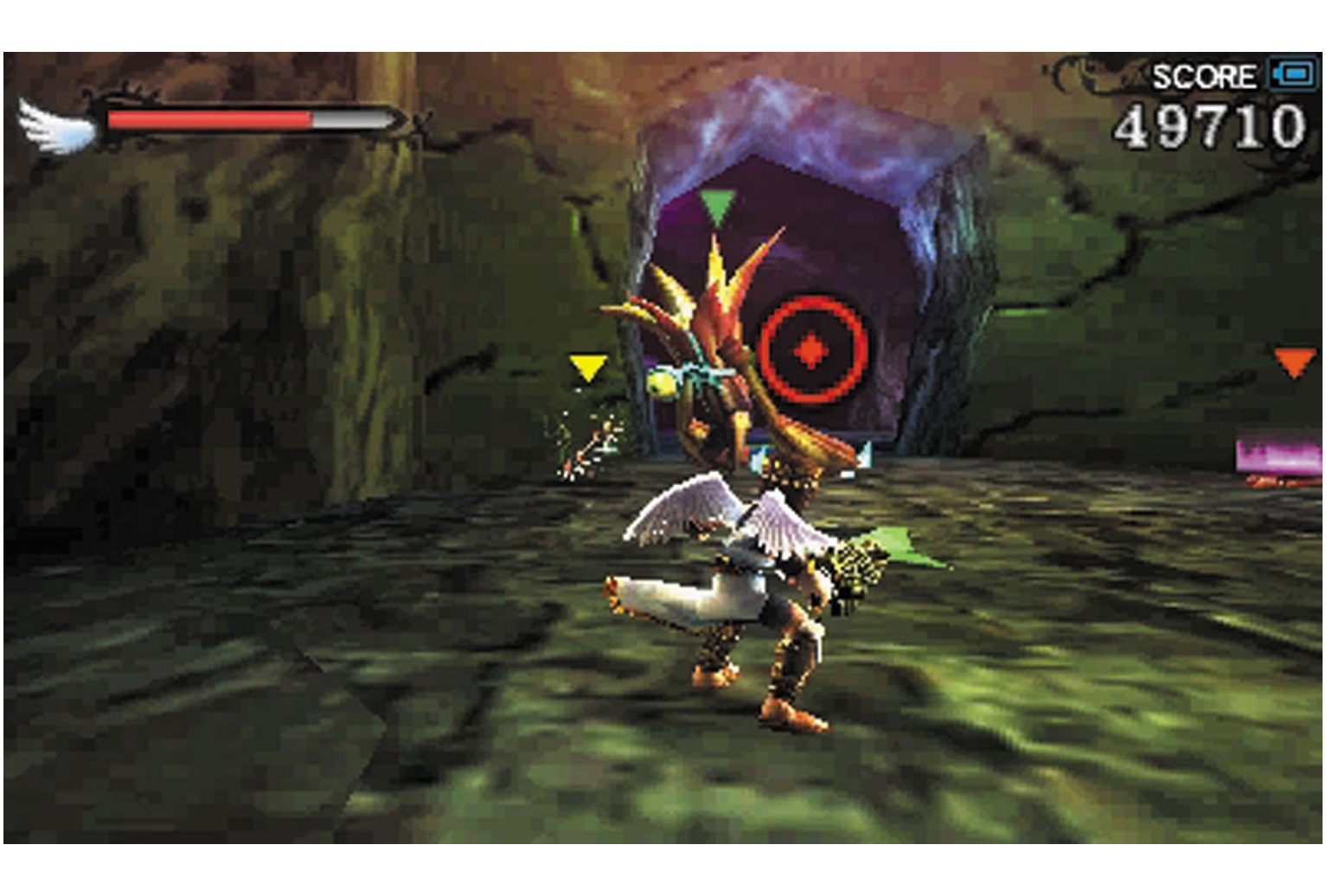

SCORE
47240

Look out for the Dibble Dops guarding the spring.

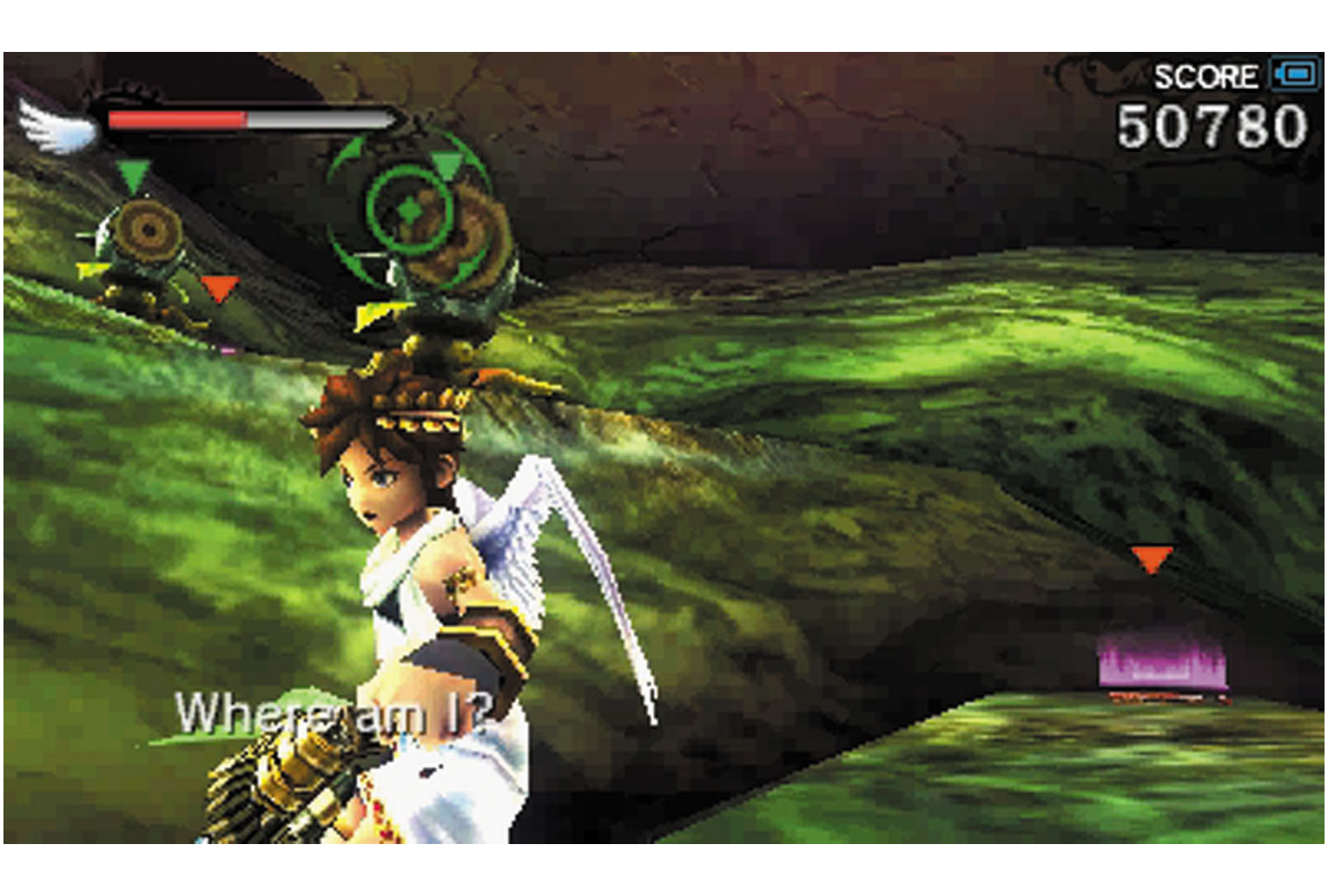

SCORE
48420


SCORE
48420

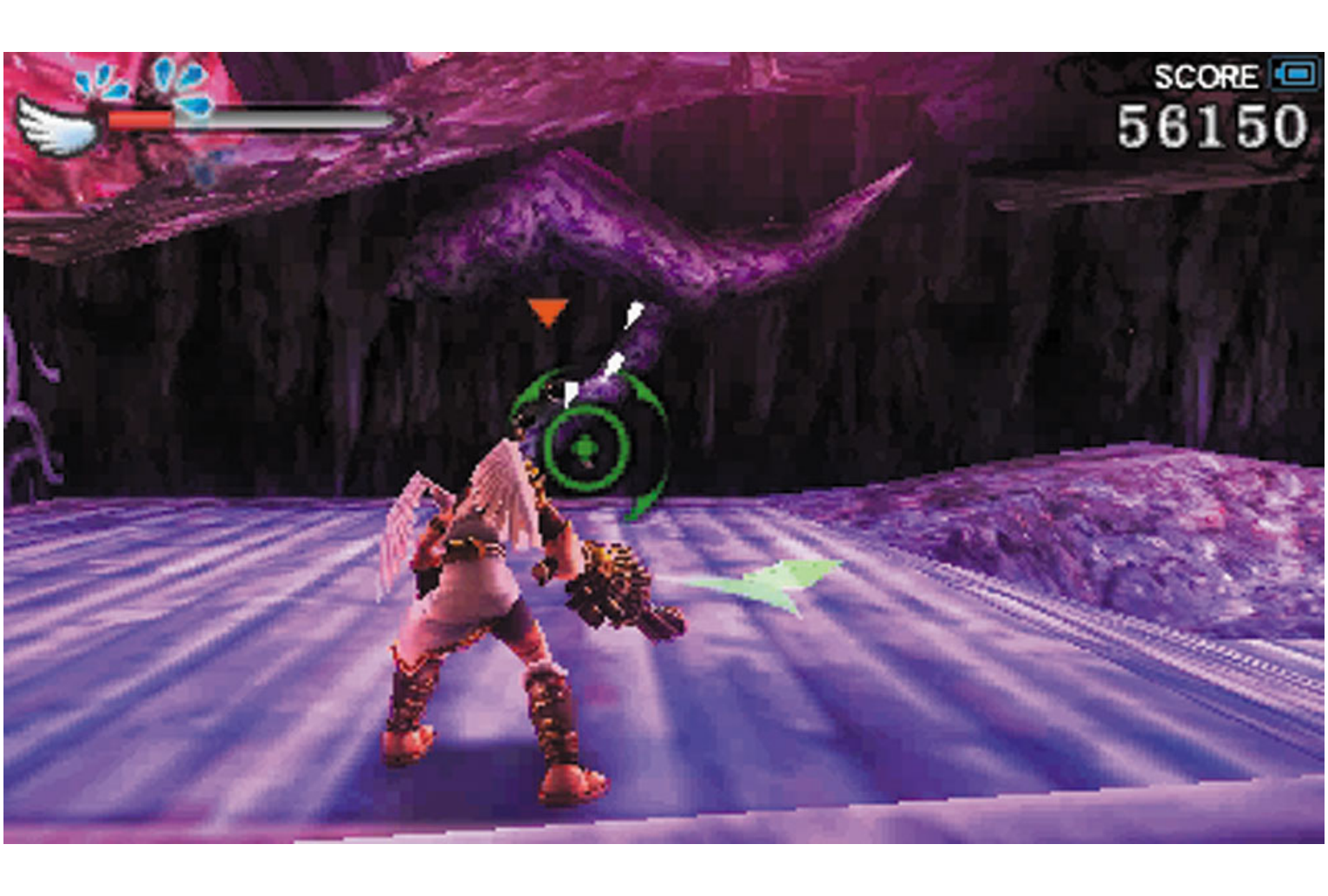
4. Don't take the jump pad straight away. Make sure to grab the Treasure Box first. A Toxiecap does try to guard it. Beware of its poison bombs; they have a huge blast radius.


SCORE
49710

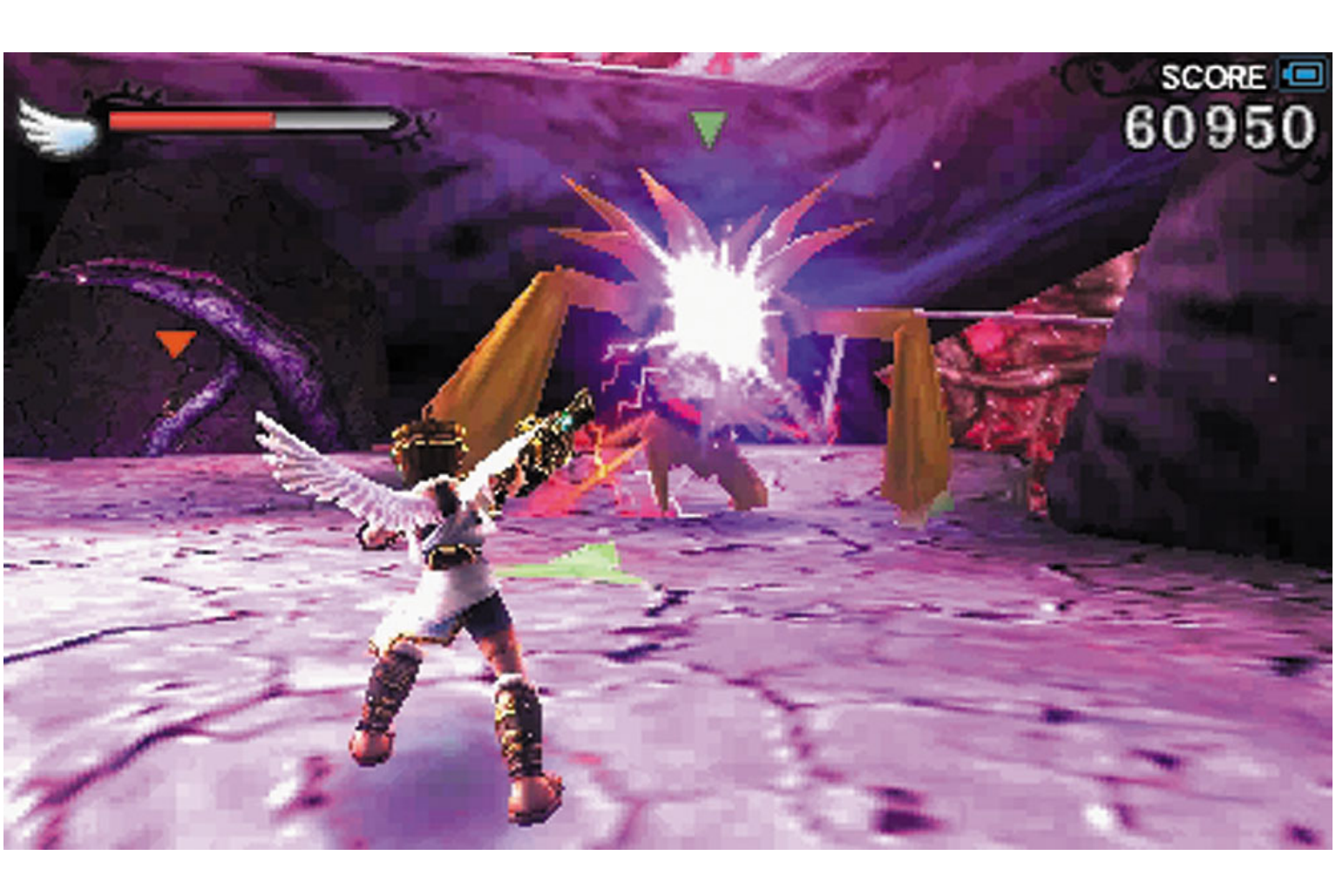
An Urgle ambushes you after the box is collected.

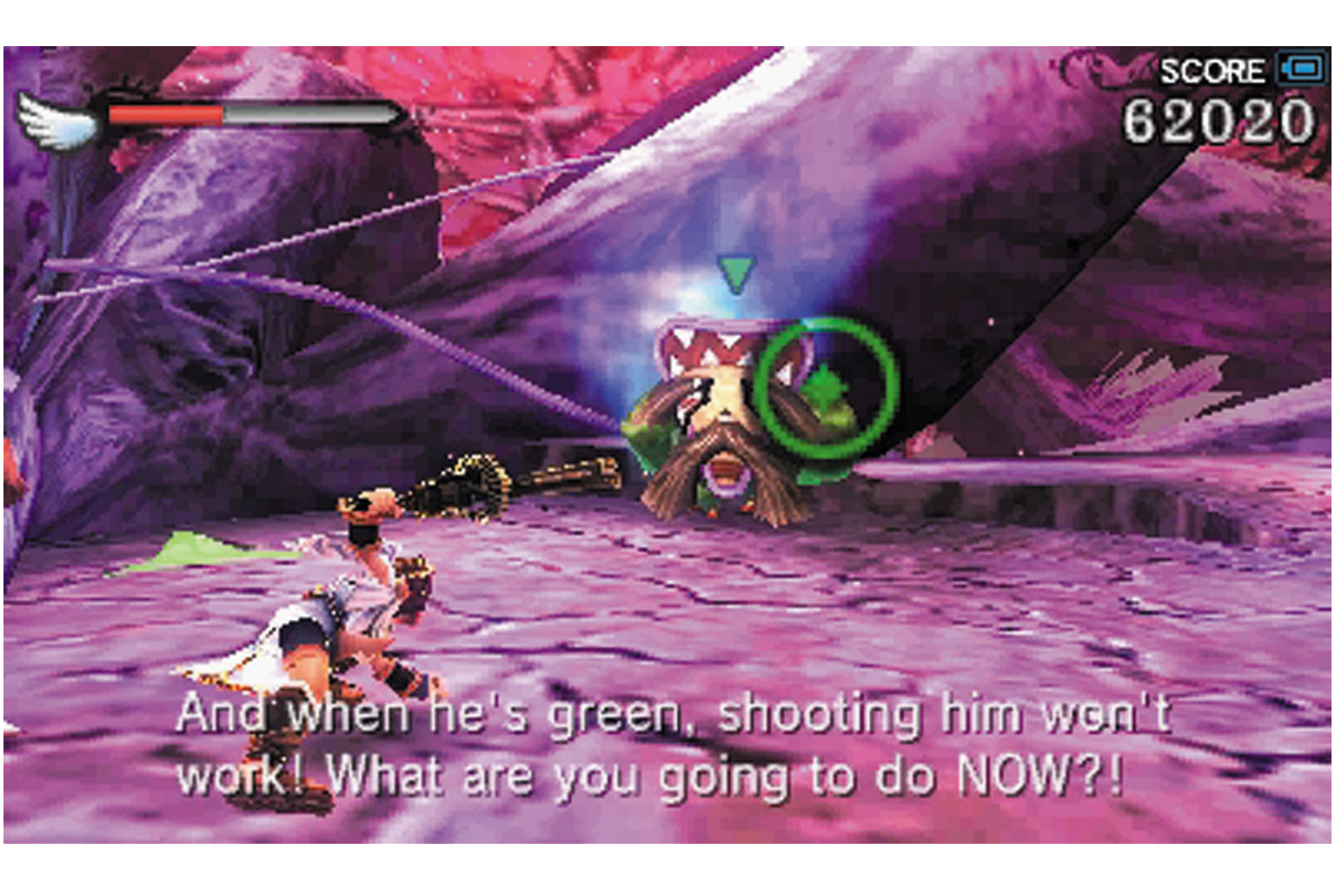

SCORE
50780
Where am I?

The first jump pad takes you up to a series of roots that you need to use jump pads to navigate. Take out the Pew Pews before you make your jumps.

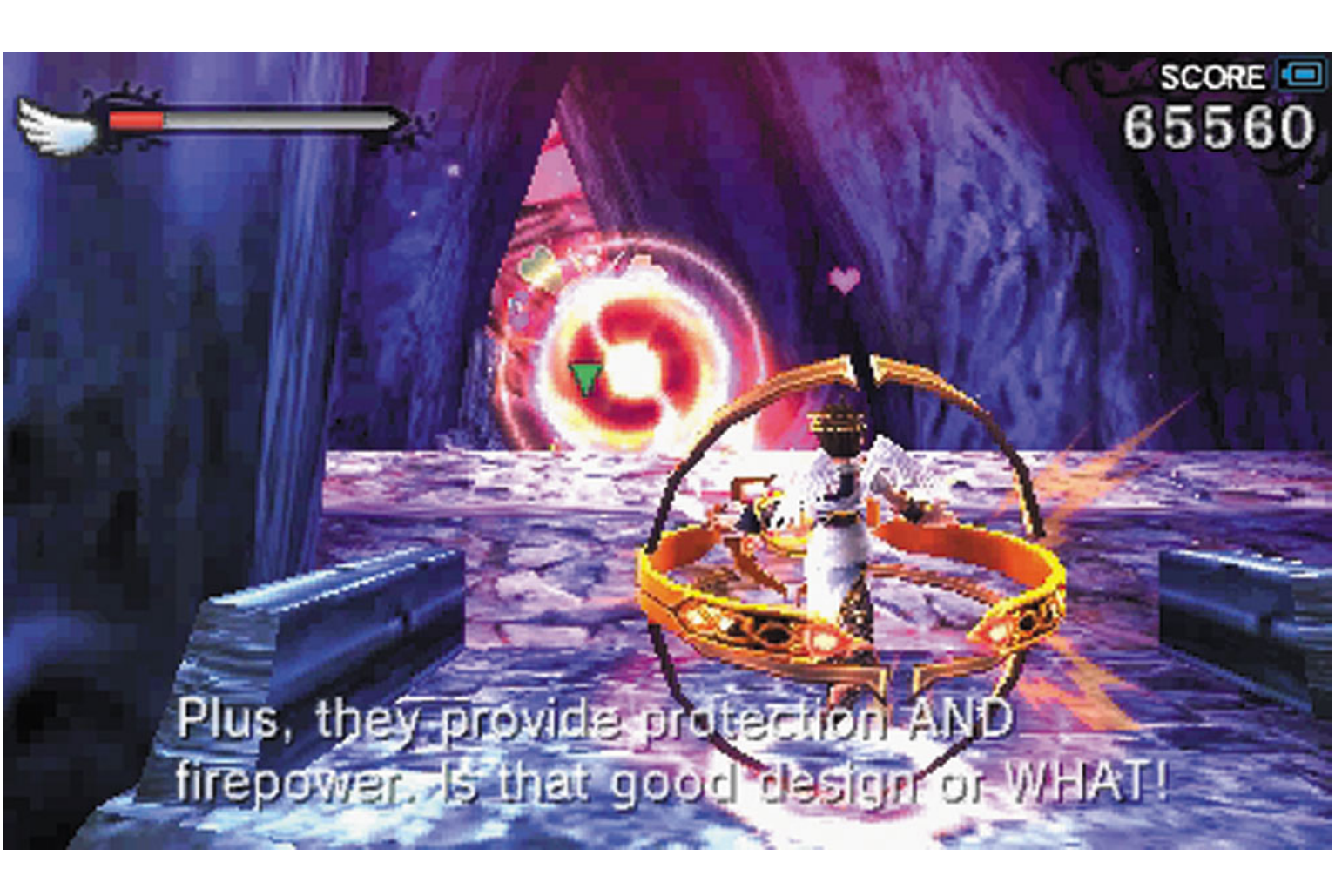

SCORE
56150

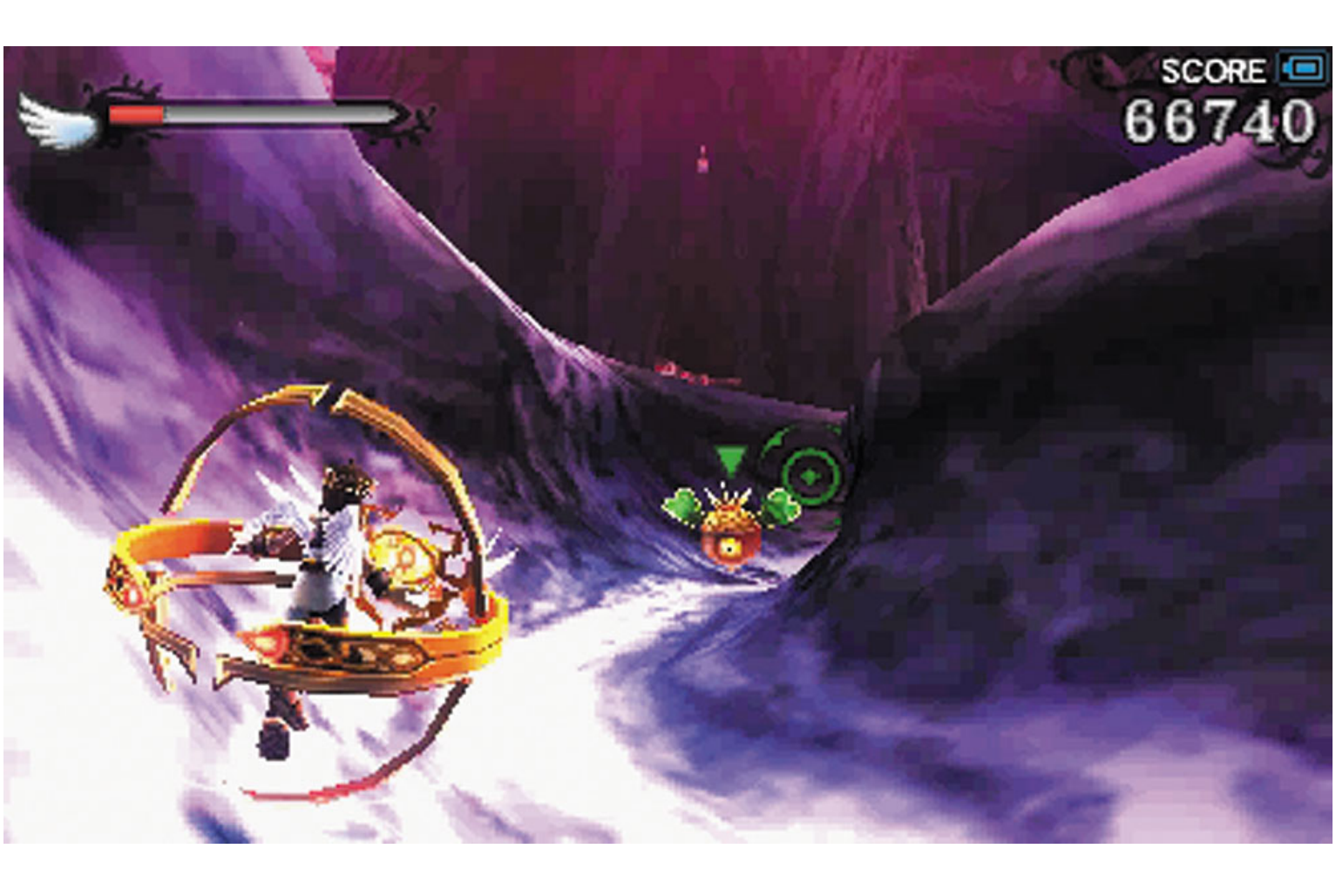
5. Don't miss this human soldier during your haste to clear out this room of enemies.


SCORE
60950

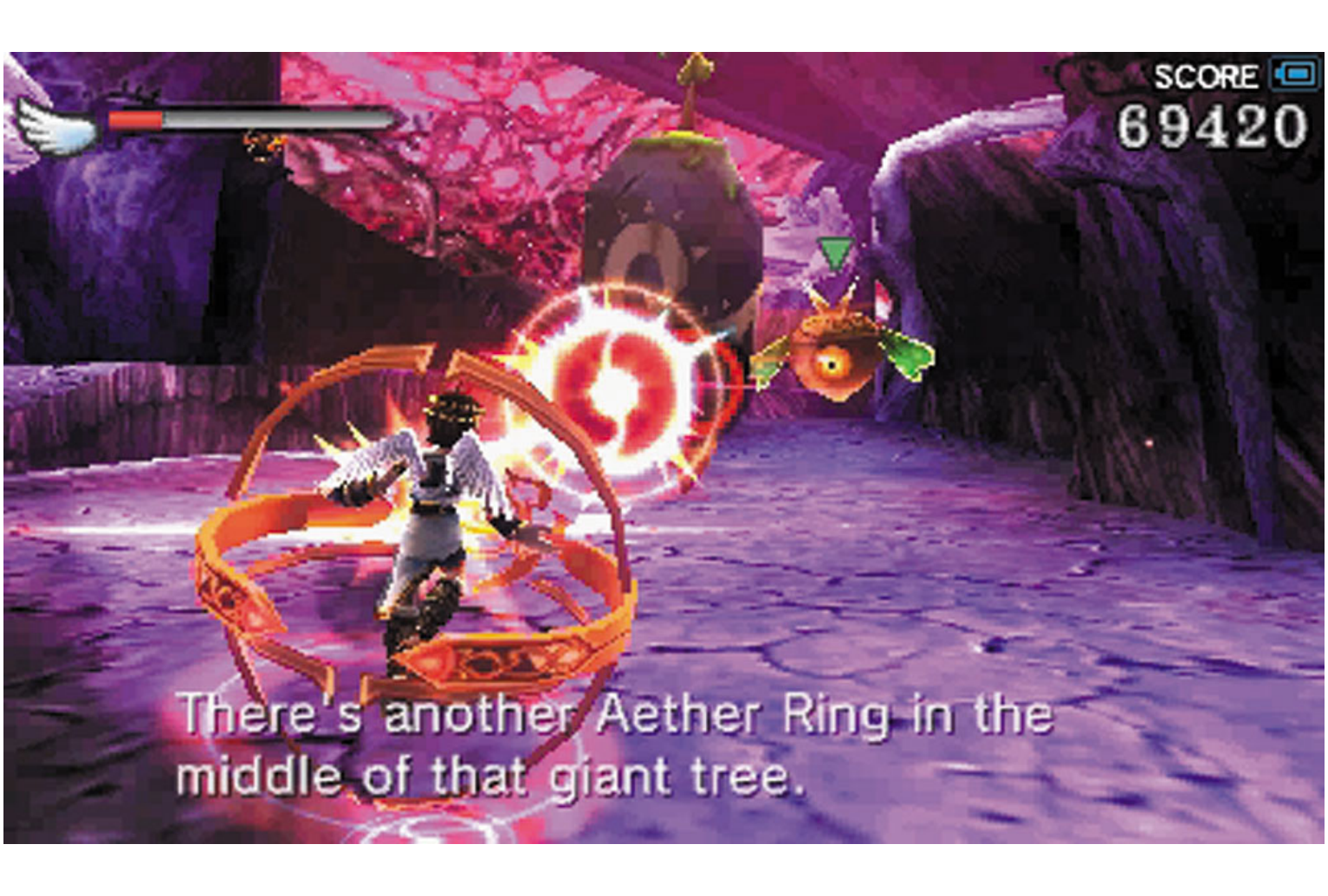

SCORE
62020
And when he's green, shooting him won't
work! What are you going to do NOW?!

6. This island contains another captured human who is guarded by an Urgle. When the Urgle is beaten, a Jitterthug takes its place. Jitterthugs switch between green and red. When they are green, ranged attacks have no effect, and when they are red, melee is useless. Change your tactics accordingly. A Treasure Box in this area contains a Grenade, if you need the extra firepower. Once the area is cleared and the soldier is safe, take the next grind rail.

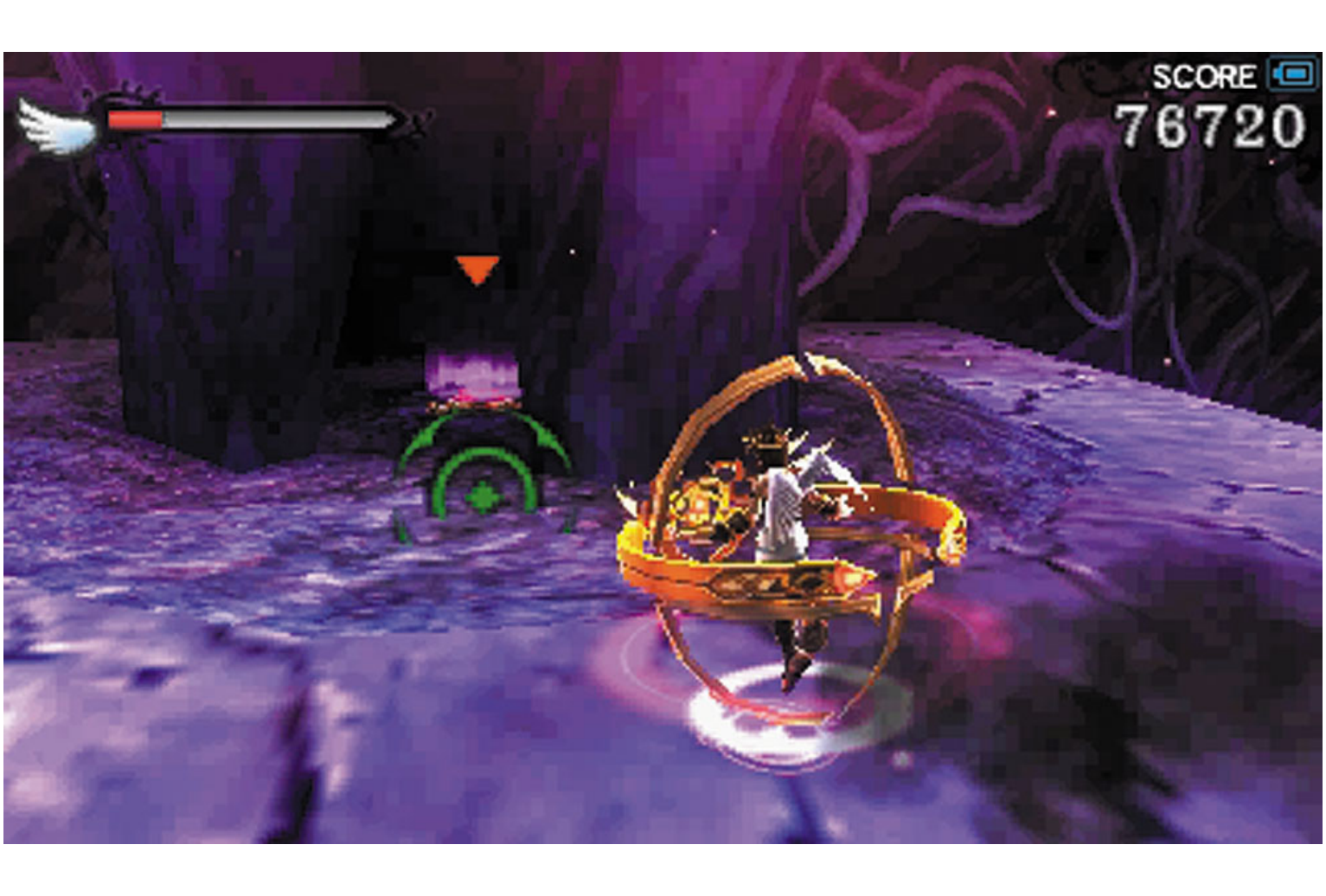

SCORE
65560
Plus, they provide protection AND
firepower. Is that good design or WHAT!


SCORE
66740

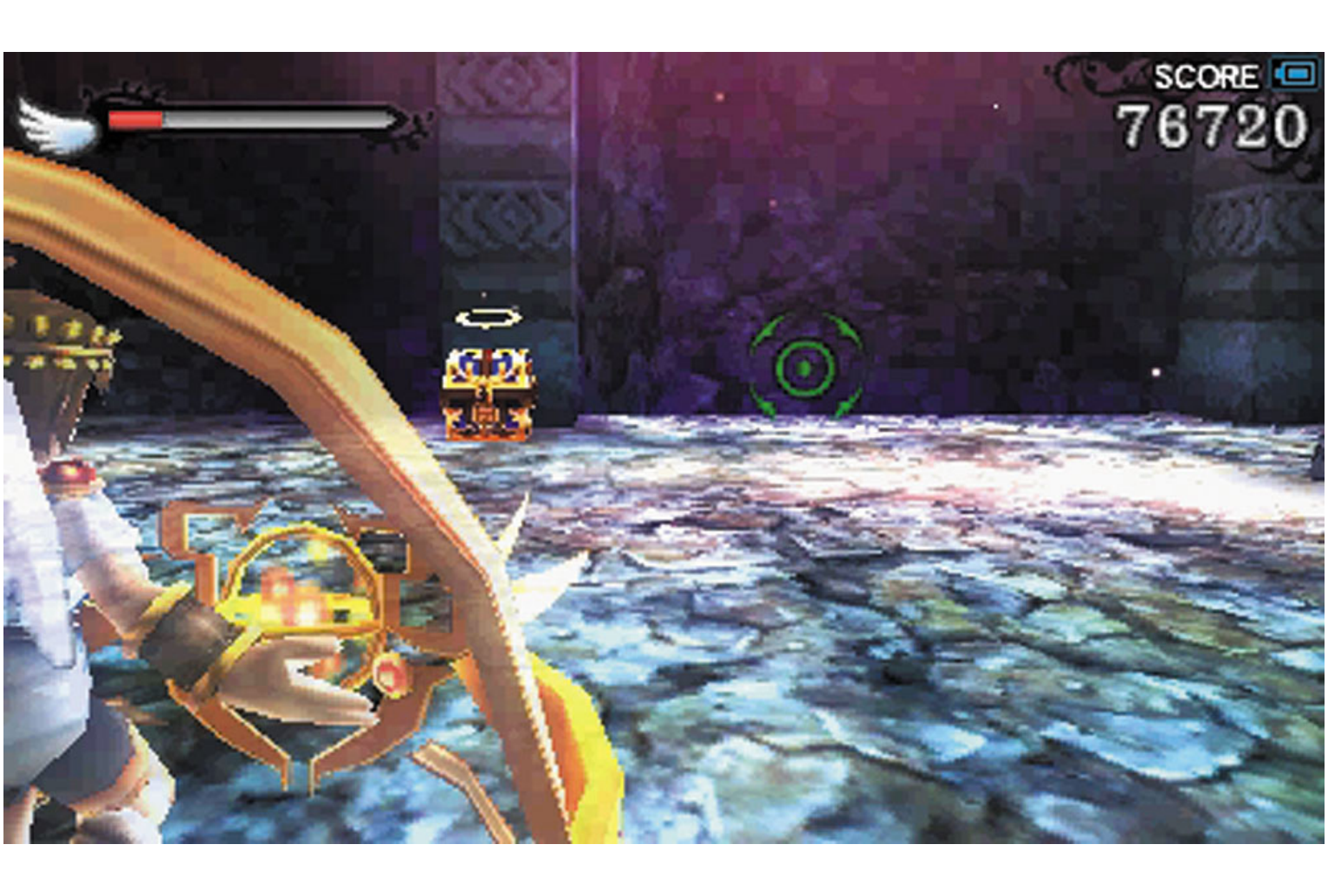
7. Take the Aether Ring once you get here and use it to take on the Forces of Nature as you follow the all-natural, 100 percent organic half-pipe into the heart of the forest.


SCORE
69420
There's another Aether Ring in the
middle of that giant tree.

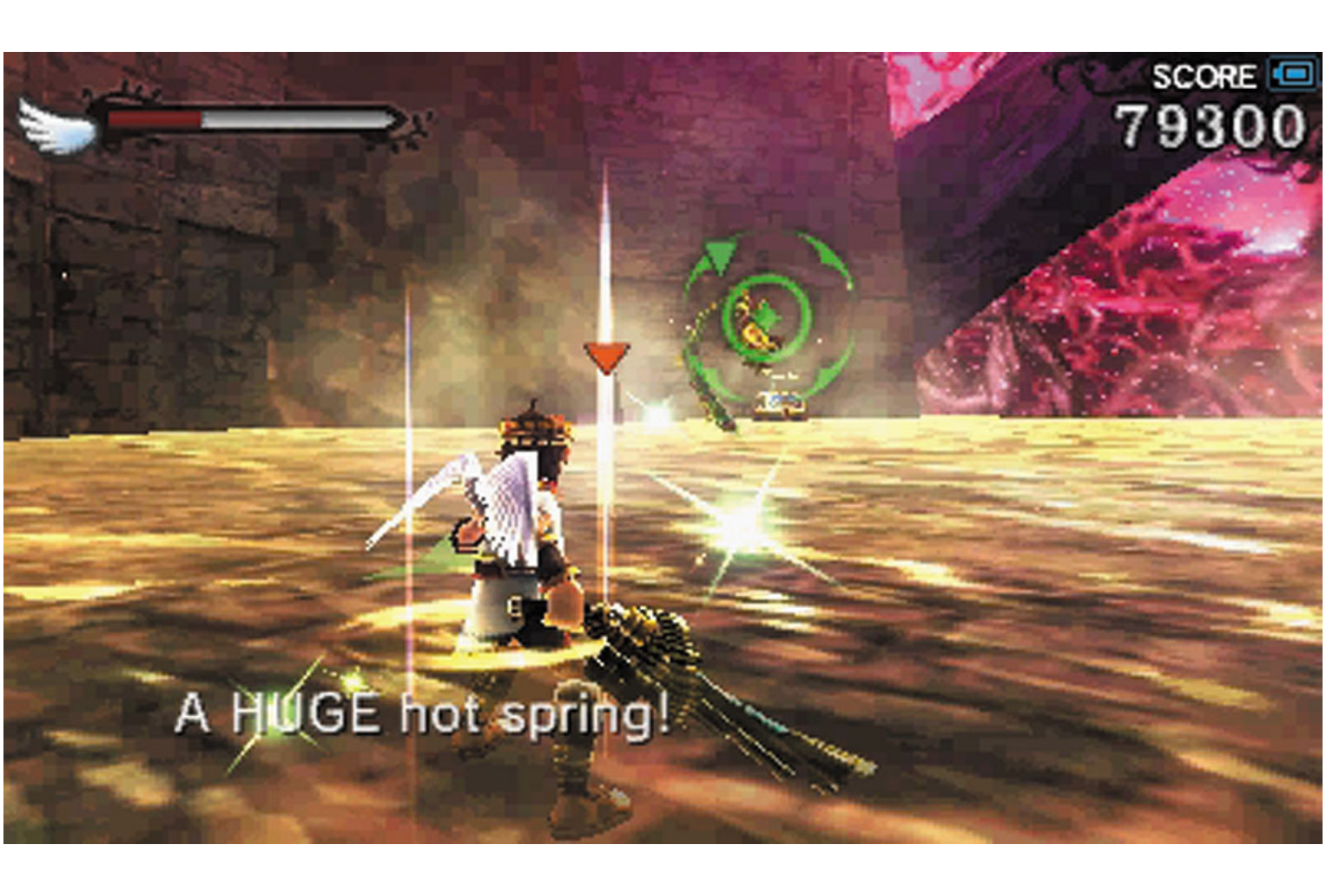
8. Be careful around the Boom Stomper; it can destroy your Aether Ring very quickly. Fortunately, there is another in the area if you need a replacement.


SCORE
76720

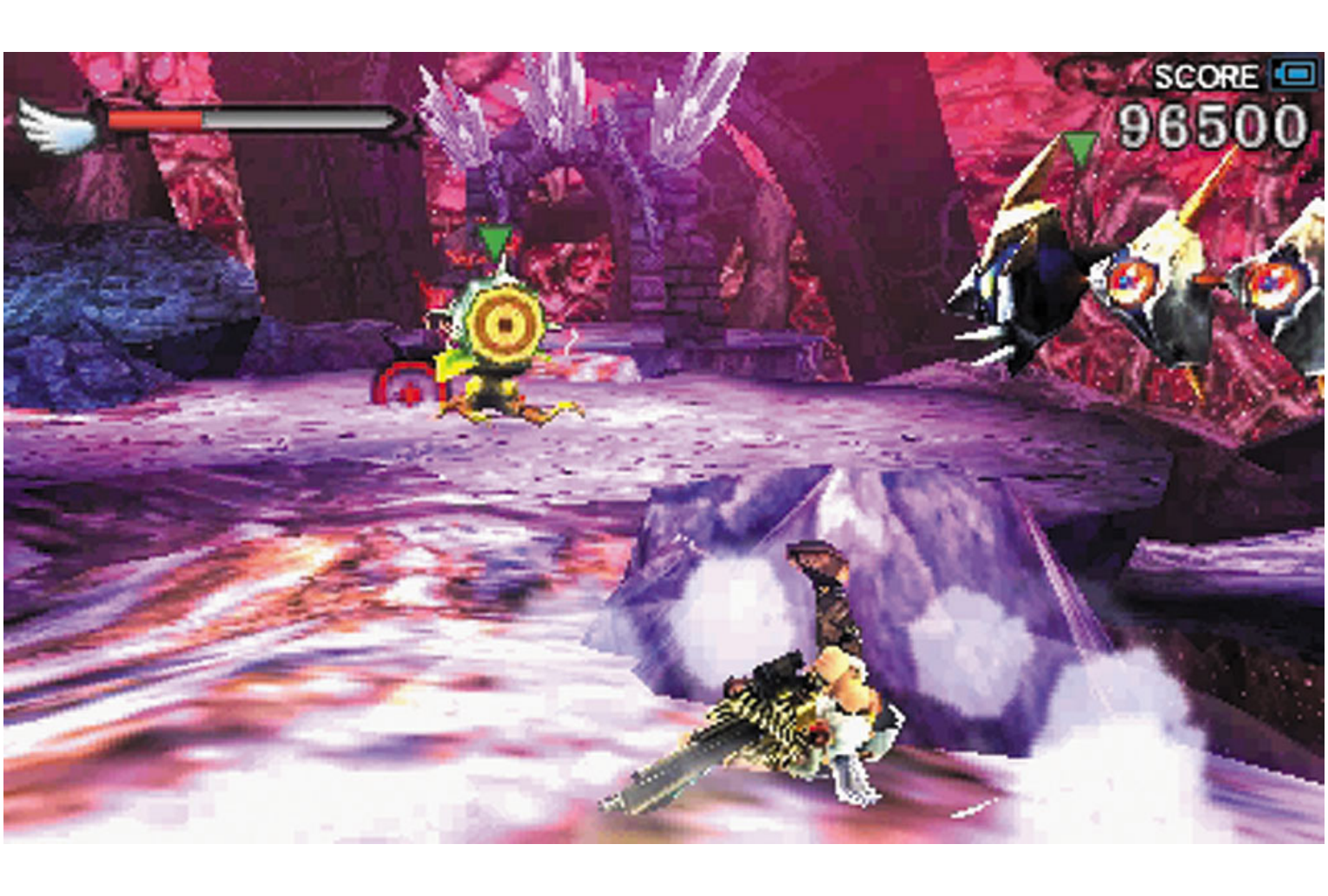
Just take the jump pad inside this tree and you'll find the second Aether Ring.


SCORE
76720

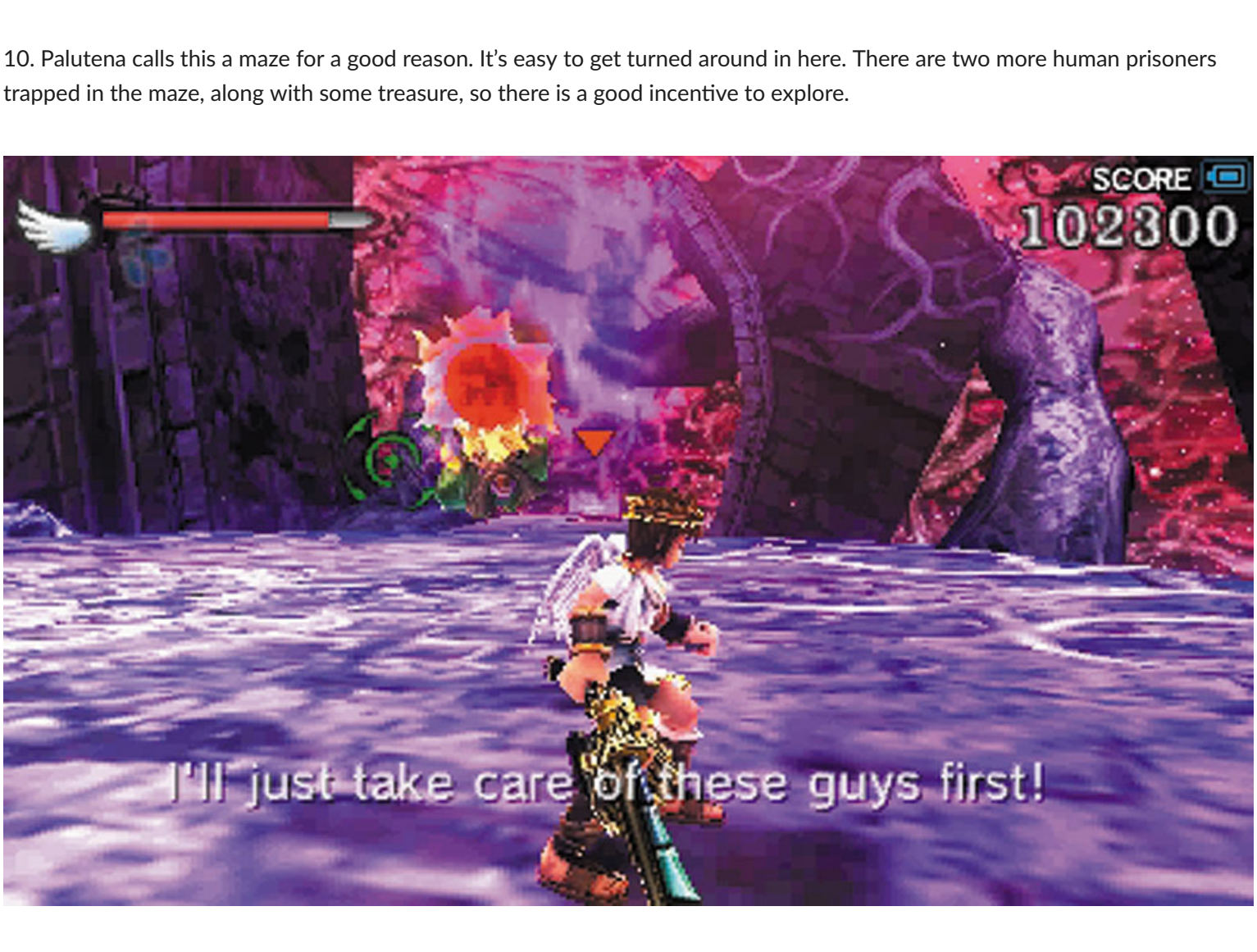
Before taking the jump pad out of this area, make sure to locate the Treasure Box.

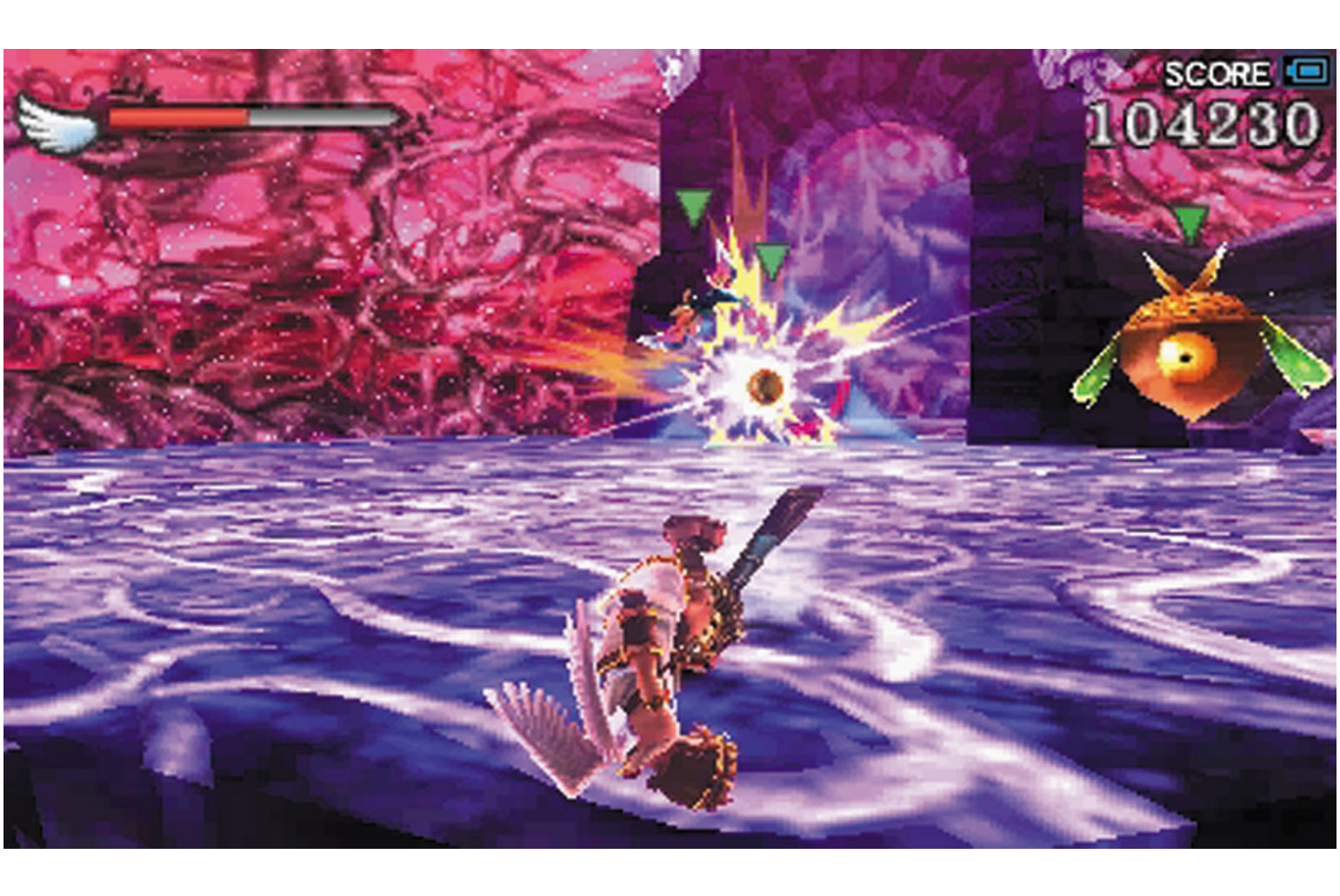

SCORE
79300
A HUGE hot spring!

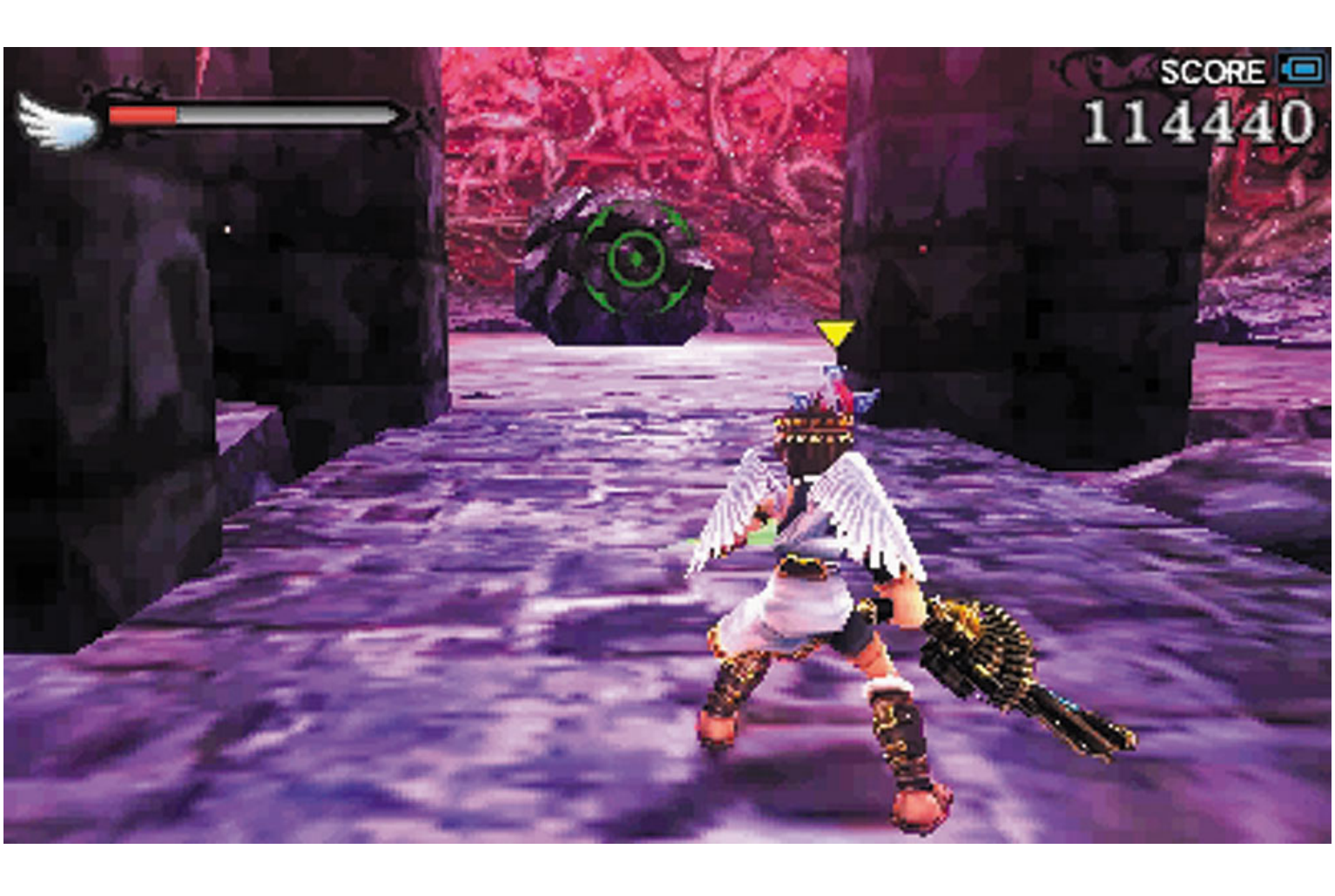
9. The hot spring here also has a Hugworm, so don't get too relaxed. Be careful about running toward the walls close to the Treasure Box, there is a jump pad you might not see that will take you into the next section. You can't get back into the hot spring once you take the jump pad.


SCORE
96500

10. Palutena calls this a maze for a good reason. It's easy to get turned around in here. There are two more human prisoners trapped in the maze, along with some treasure, so there is a good incentive to explore.


SCORE
102300
I'll just take care of these guys first!

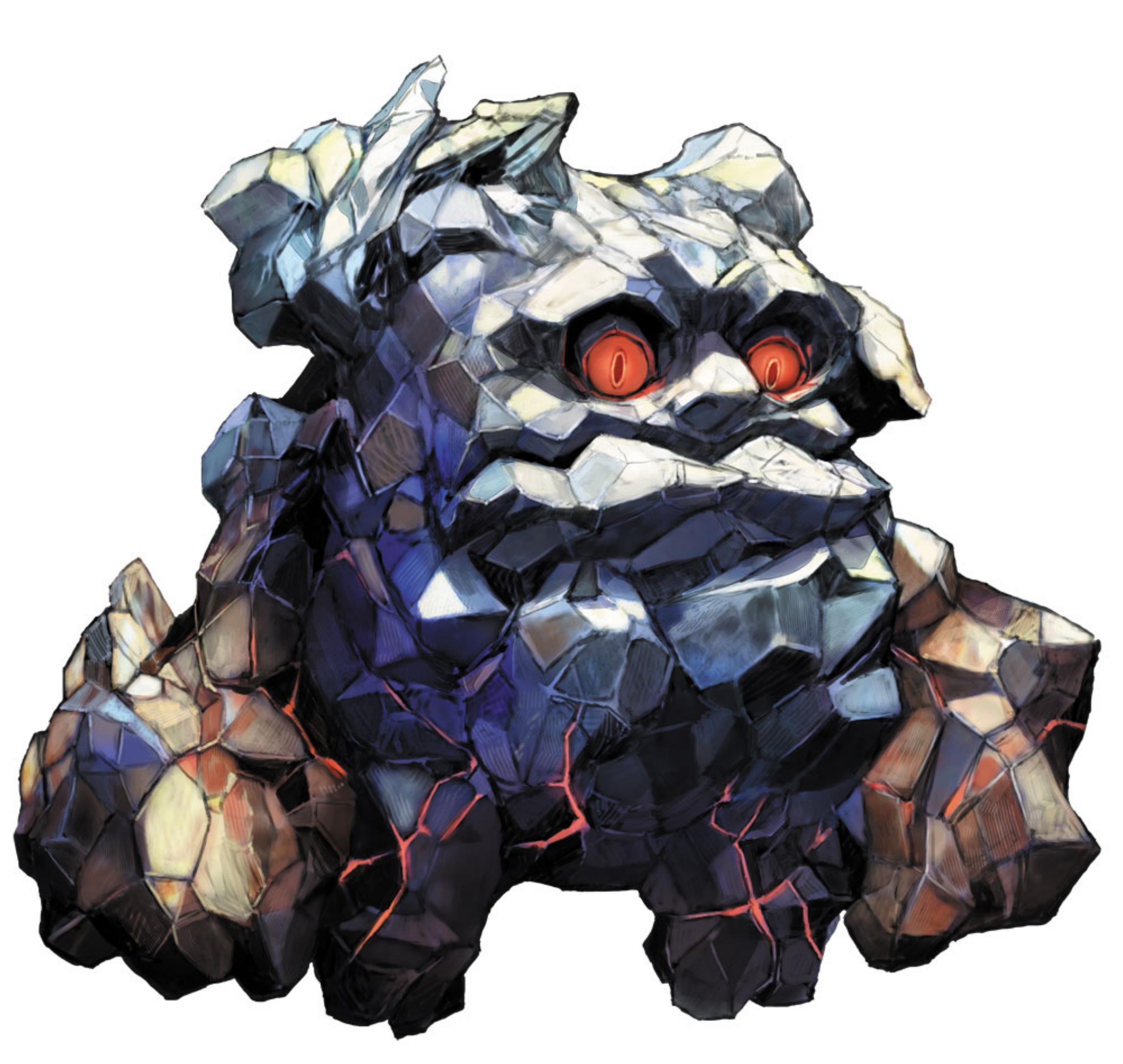

SCORE
104230


SCORE
114440

11. You're close to Cragalanche when you are sealed into this room, facing down a Jitterthug. Its defeat summons Zerts, Nutskis, and a Blader.

Two more Bladers and a Boom Stomper are the third wave of reinforcements here. Survive this encounter and then take the jump pad down to Cragalanche's lair. Don't forget to take the Drink of the Gods before you charge in.

Boss Battle: Cragalanche the Mighty



Health Range	
Min Health	Max Health
263	1400

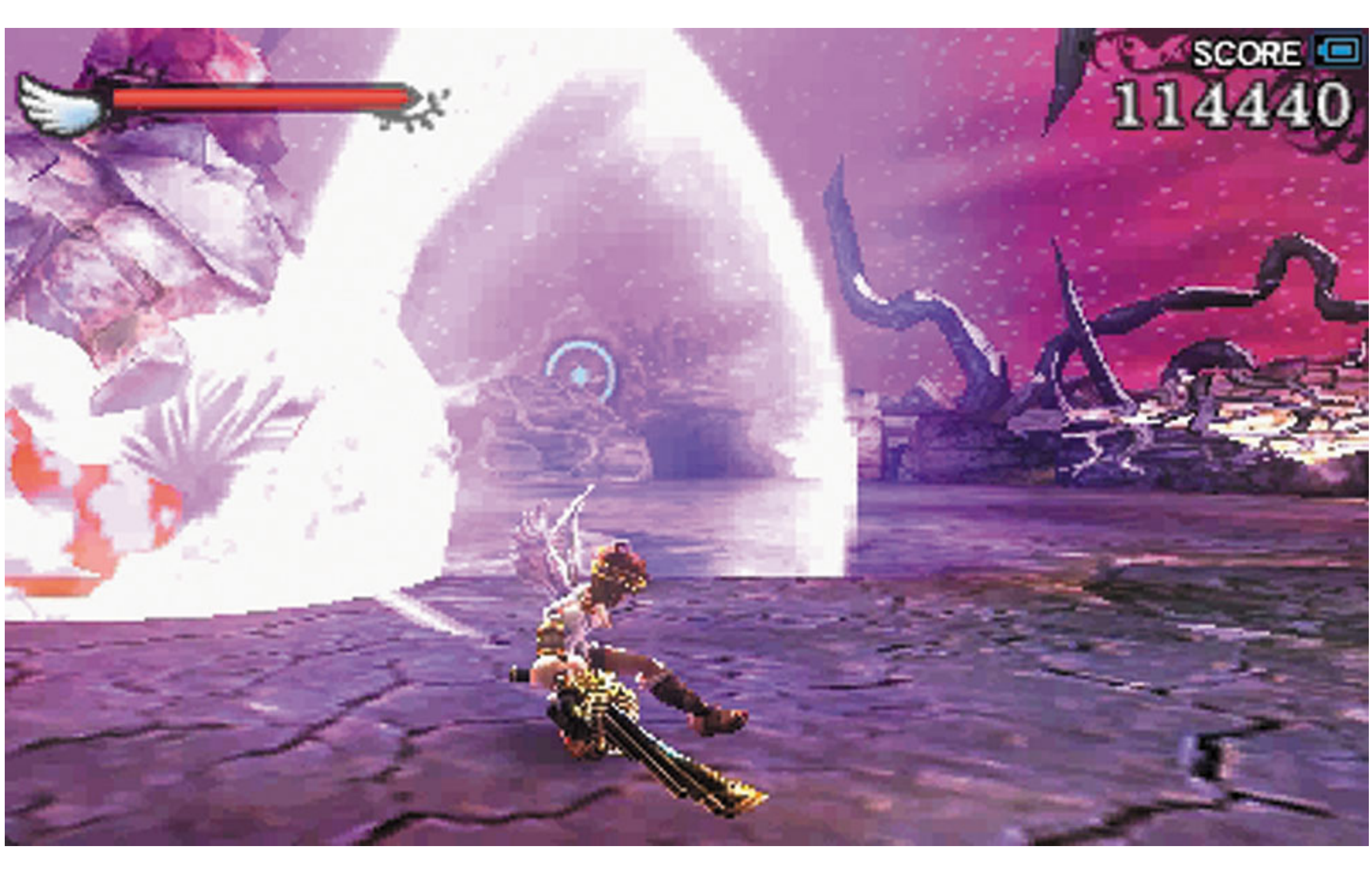
Living up to his title, Cragalanche's stone form compliments his immense strength. A frontal attack against him is a very dangerous prospect. Even when you hit him, he barely reacts to your efforts most of the time, unless it's to punch you.

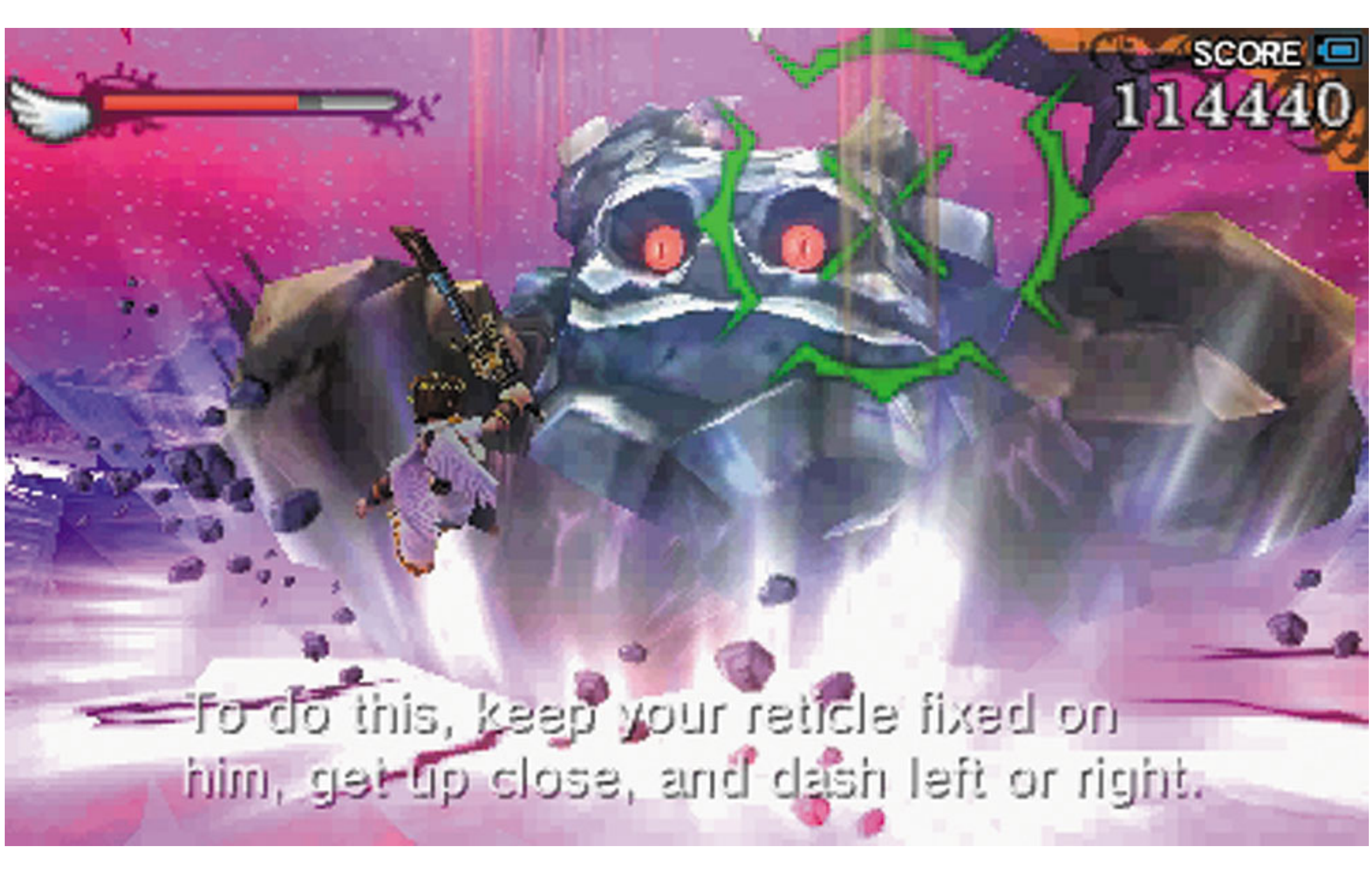
SCORE
114440
Guy doesn't talk much, does he?

SCORE
114440
He's a rock. Last I checked, they're more the strong, silent type.

SCORE
114440
Tell you what—I'll do the talking for him.

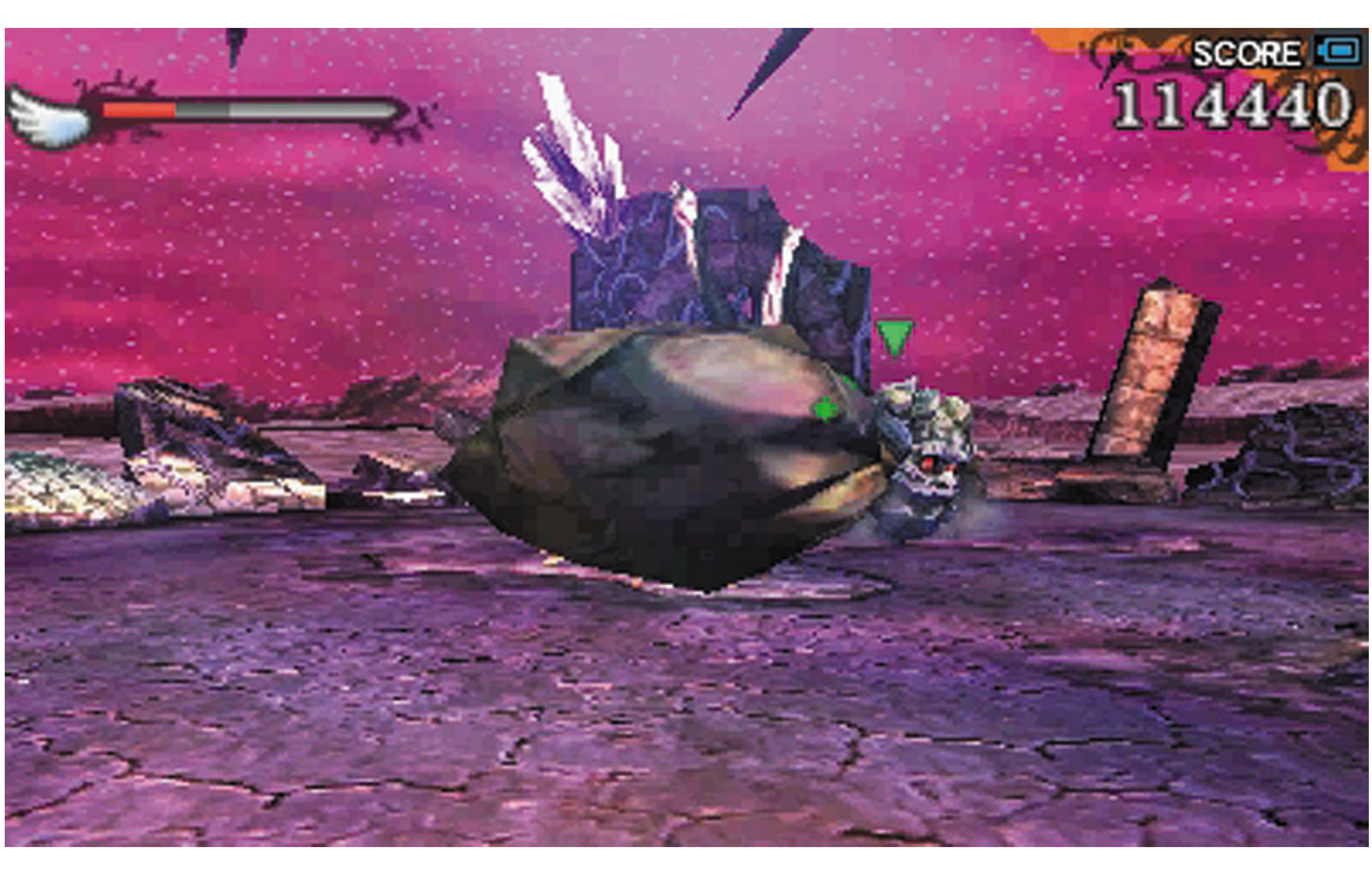
At a distance, Cragalanche is no slouch. He is able to fling boulders or shock waves at Pit. He's also capable of rolling at high speed toward Pit, which is very damaging, but it's telegraphed so heavily that if you keep Cragalanche on screen, you can easily anticipate when you dodge to the side.


SCORE
114440

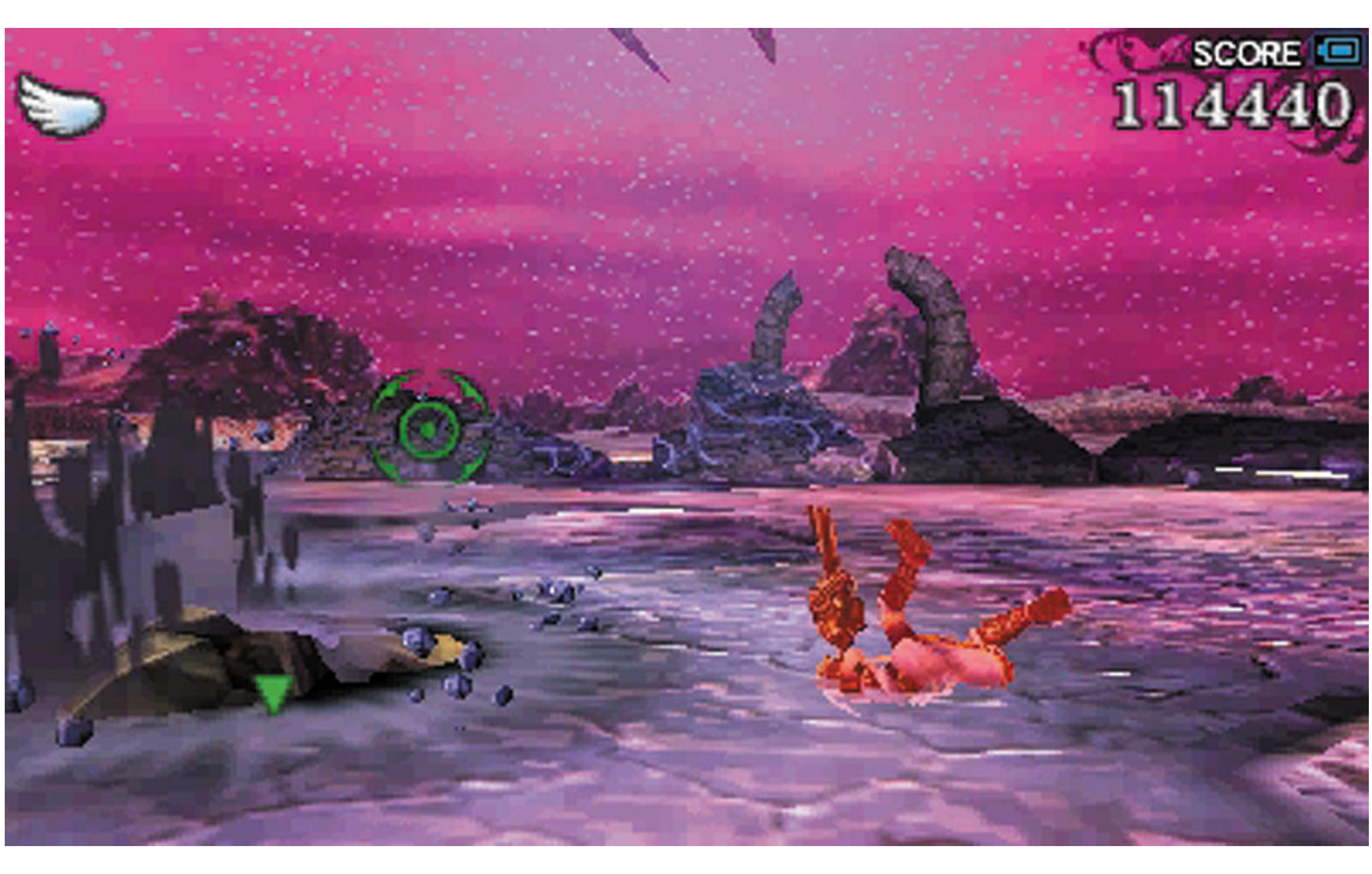

SCORE
114440
To do this, keep your reticle fixed on him, get up close, and dash left or right.

Watch out for when Cragalanche spins through the air toward you. It's roughly as fast as the rolling charge, has a wider area of effect as he's charging, and, upon finishing the attack, an explosion will damage Pit if he's still too close. Cragalanche also levitates off the ground to try to sit atop the angel.

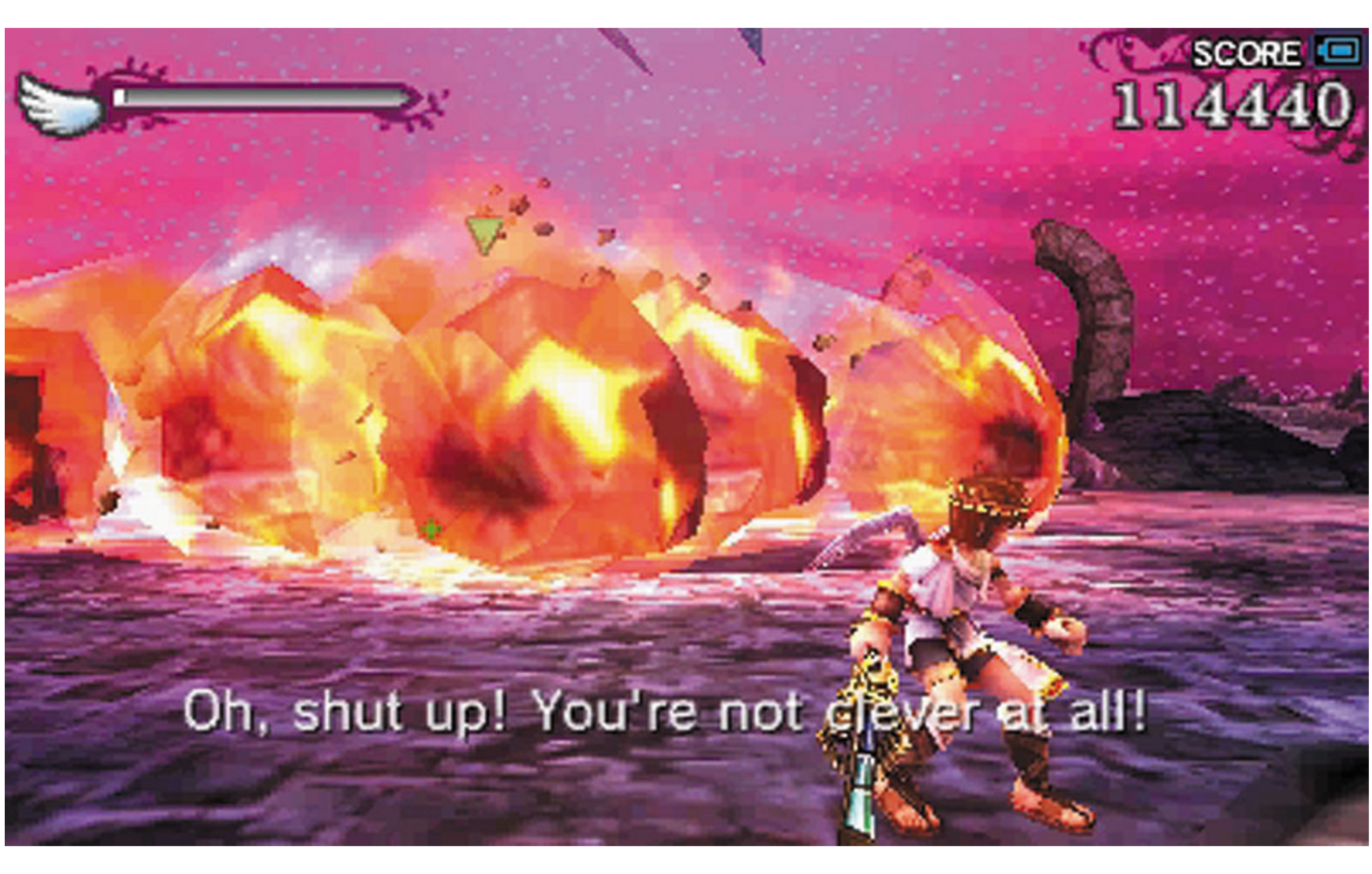
SCORE
114440
He's a rock. Last I checked, they're more the strong, silent type.


SCORE
114440

As a melee combatant, Cragalanche has reach and flexibility; he's able to stretch his arms out to pound Pit into the dirt.

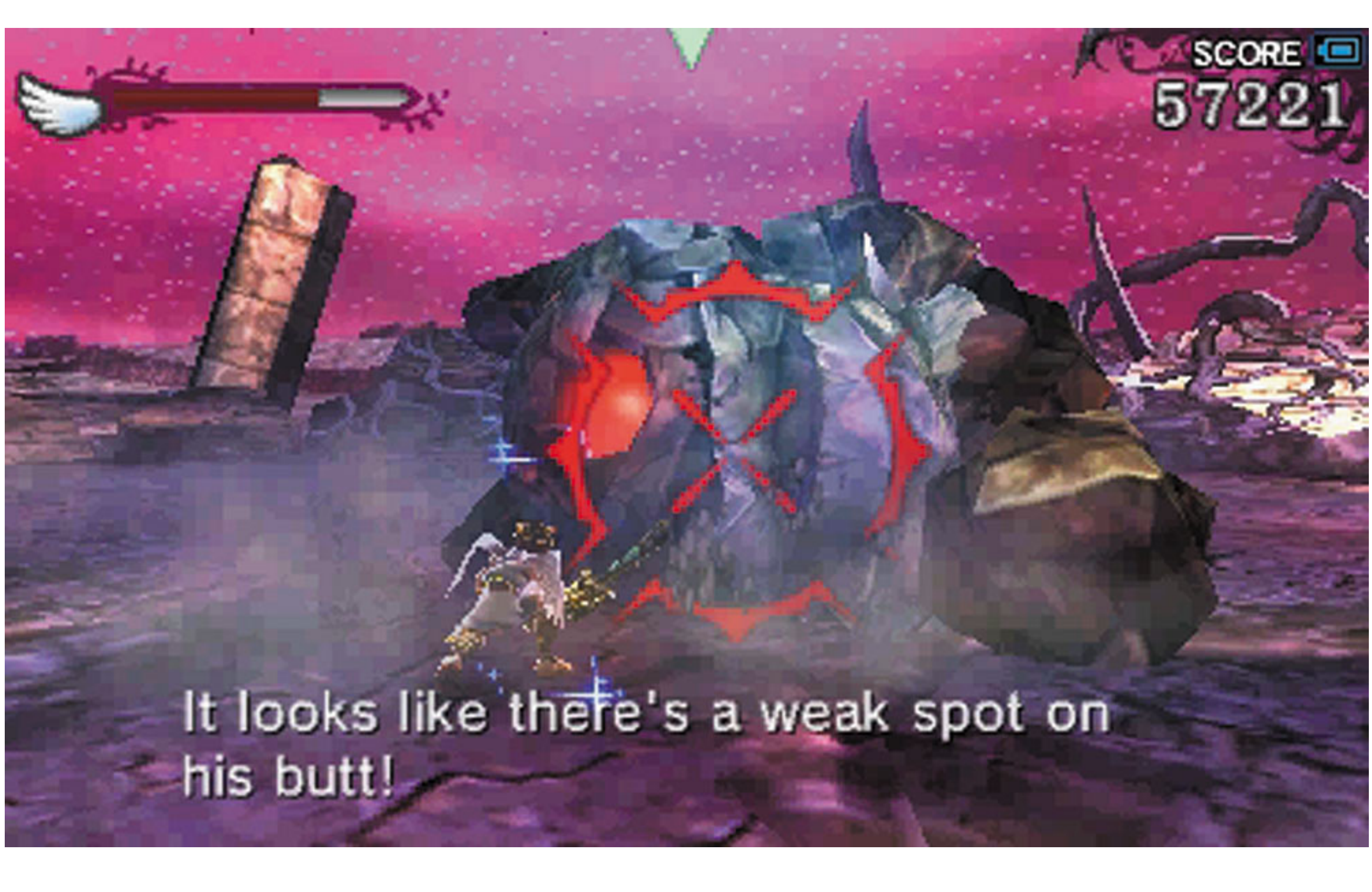

SCORE
114440

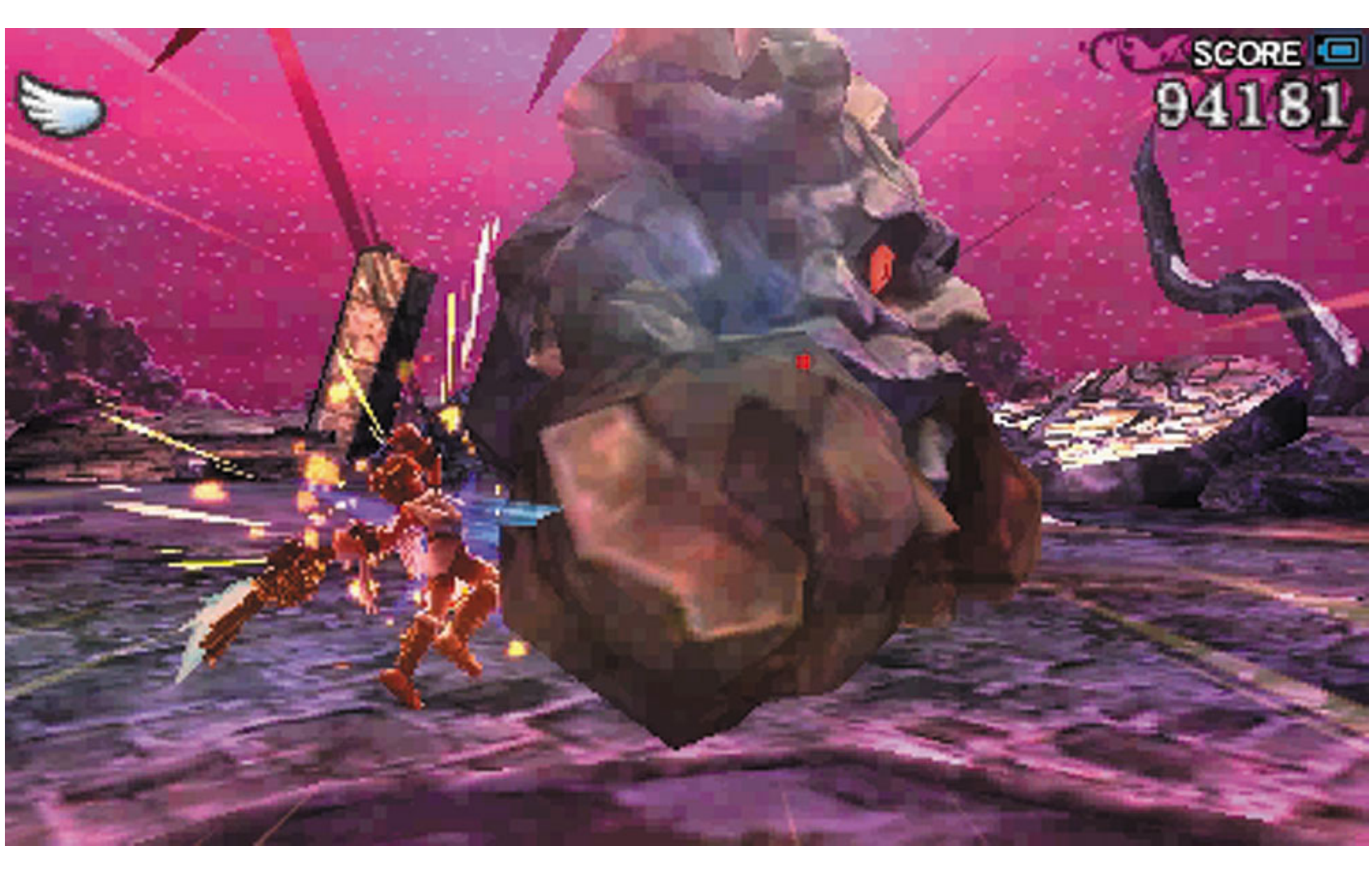
He can even drill underneath the ground to attack Pit from below.


SCORE
114440
Oh, shut up! You're not clever at all!

Arguably, Cragalanche's most dangerous attack involves his creating a set of stones that he then fires out as a wave of destruction toward Pit. He can use this at any range, and it acts as a powerful frontal defense.

This is a lot of moves, even for a boss. Cragalanche is a tough opponent for many players early on. He's got excellent offense, his defense is rock solid, and these things combined can make this fight last for a long time. But he's not perfect.

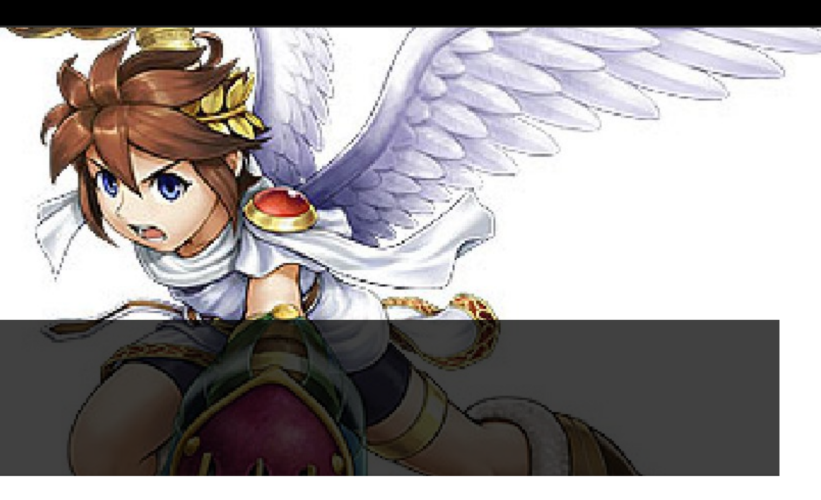

SCORE
57221
It looks like there's a weak spot on his butt!


SCORE
94181

If you get behind Cragalanche, you might notice the glowing red spot on his butt. It's the one chink in his armor, and it's your best bet for taking him down. Enough blows to this weak point can actually stun the rock monster, allowing you to pile on even more damage. If you are able to consistently exploit this weakness, you can take care of this battle before Cragalanche really gets his offense rolling.

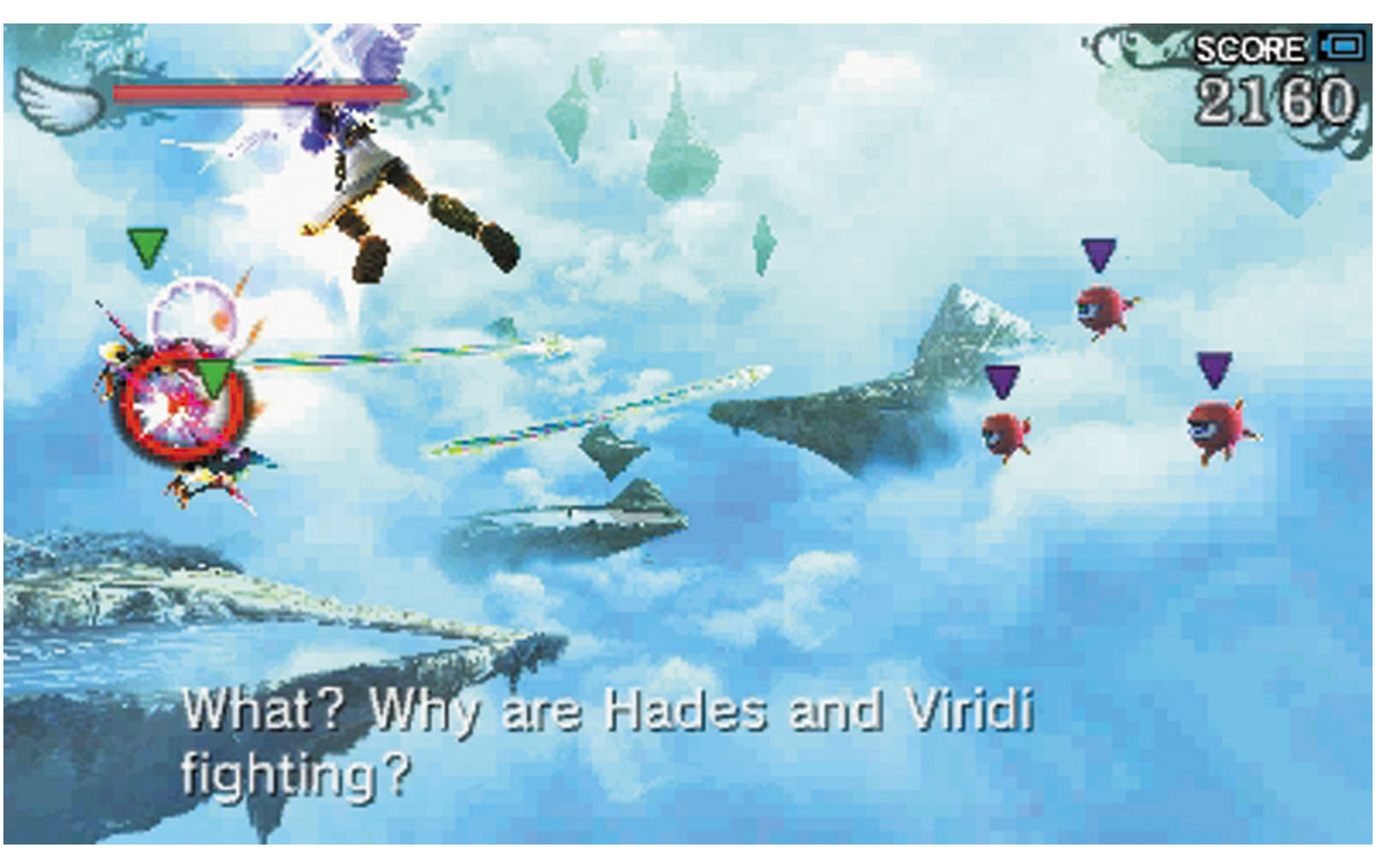
But you should know that the next Reset Bomb is very nearly complete.

After breaking this boss, Viridi heaps mocking praise upon you, seemingly unconcerned by the loss of her skilled fighter. One of her Reset Bombs is nearing completion. Pit is forced to withdraw for the moment.

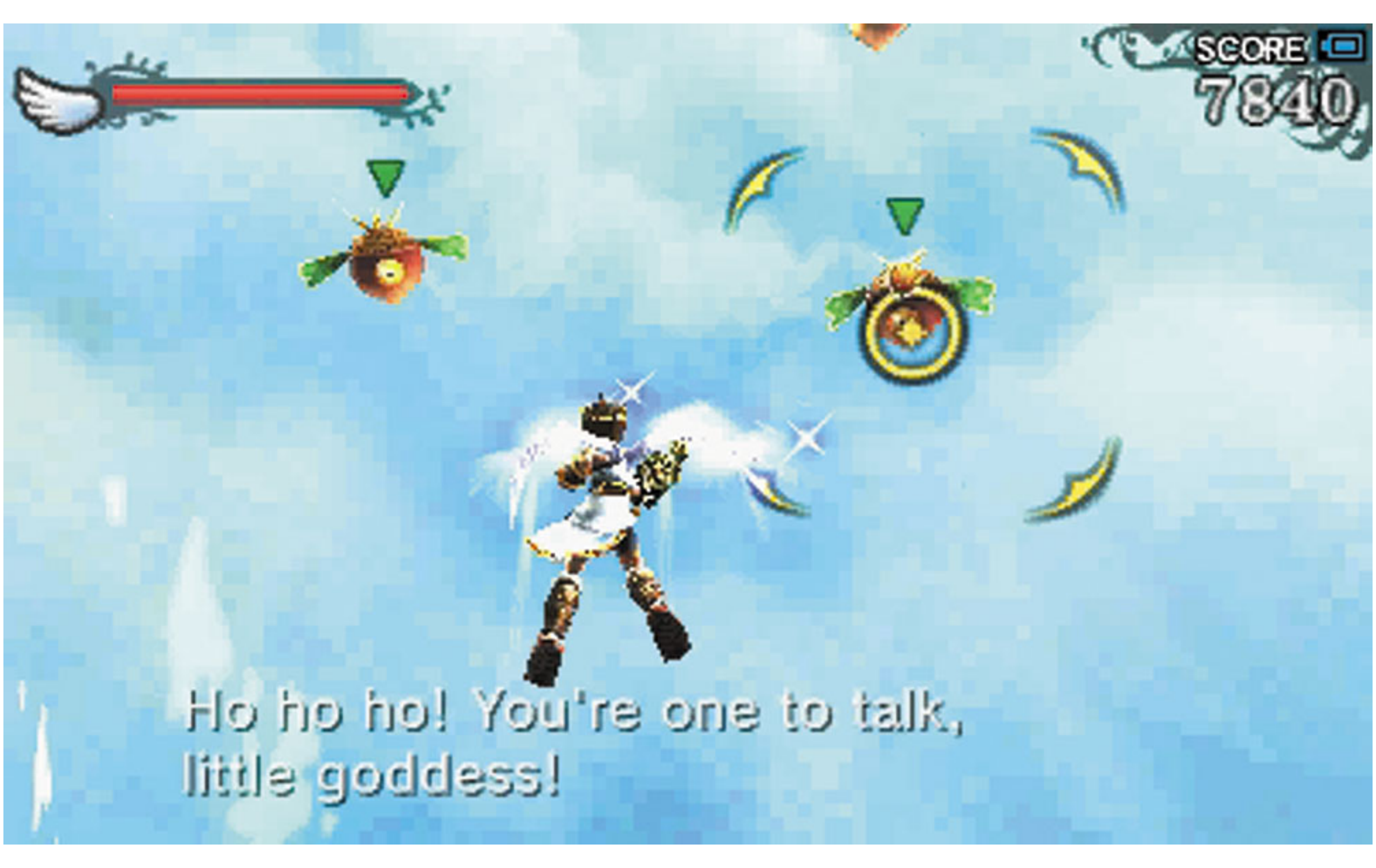


Chapter 12: Wrath of the Reset Bomb

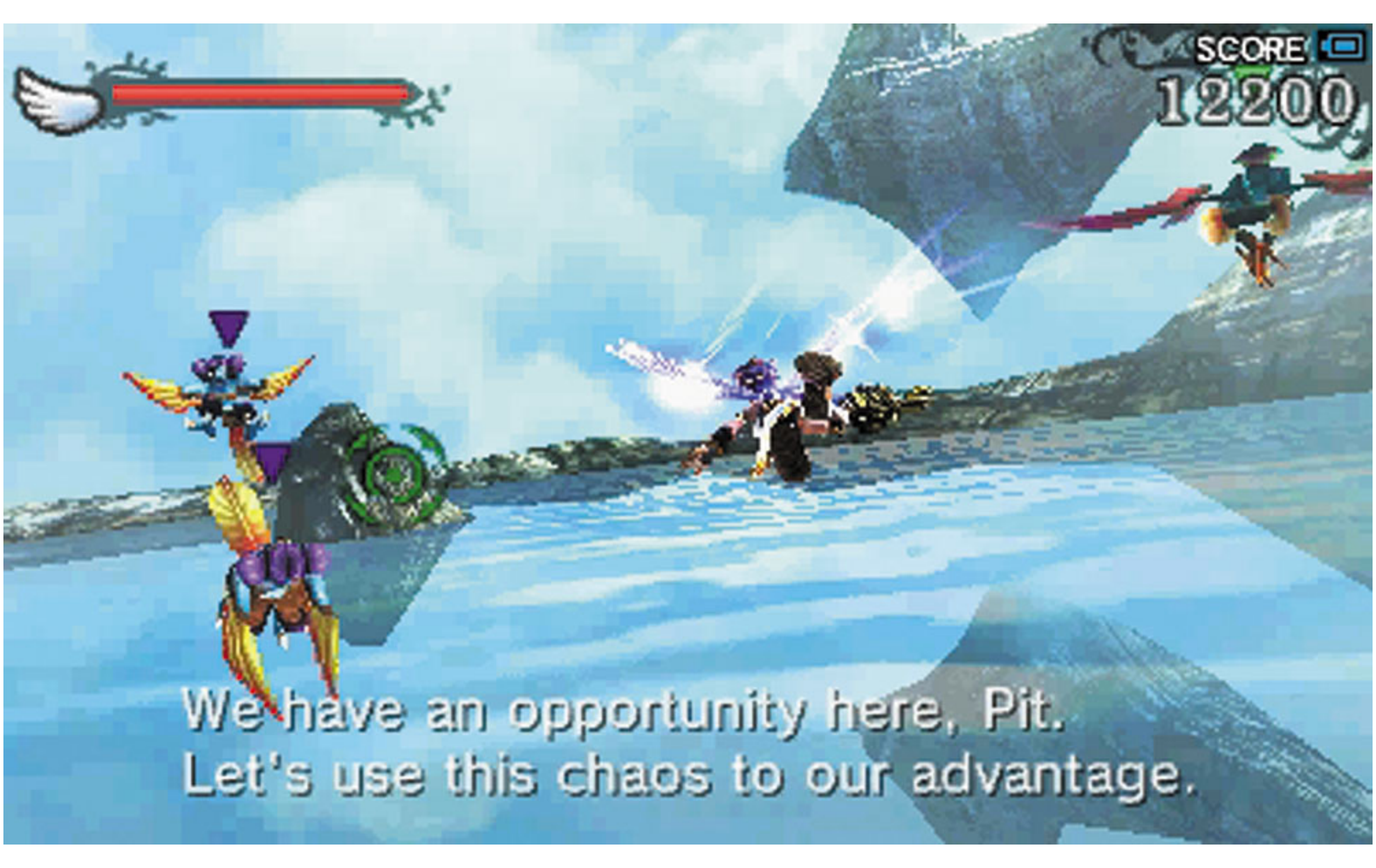
Air Battle



What? Why are Hades and Viridi fighting?

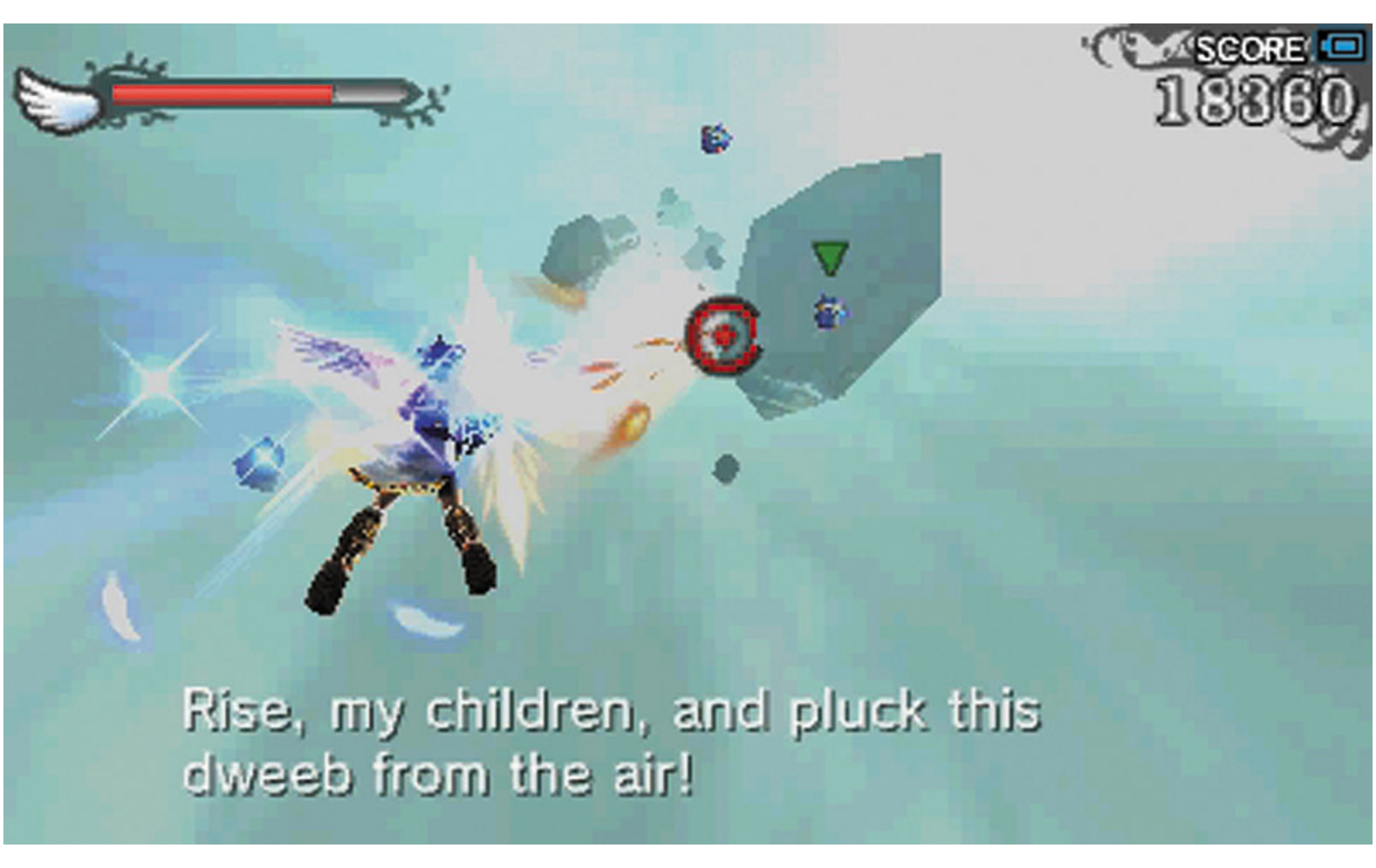


Ho ho ho! You're one to talk, little goddess!



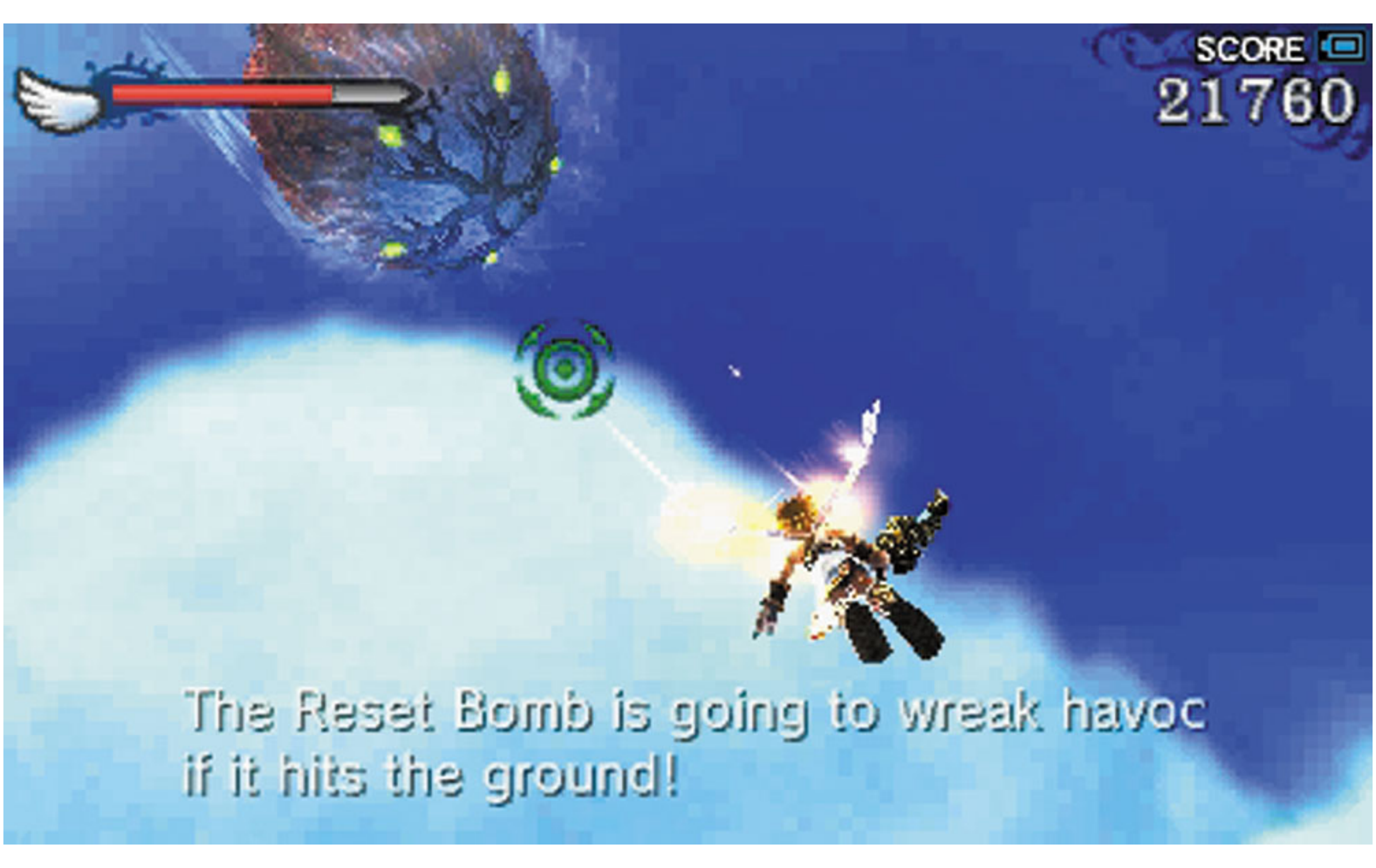
We have an opportunity here, Pit. Let's use this chaos to our advantage.

Viridi has wasted no time going on the offensive, sending her Forces of Nature into battle with Hades' Underworld Army. The massive battle that Pit steps into consists of a mix of both forces, and nothing is off limits. It's open hunting season!

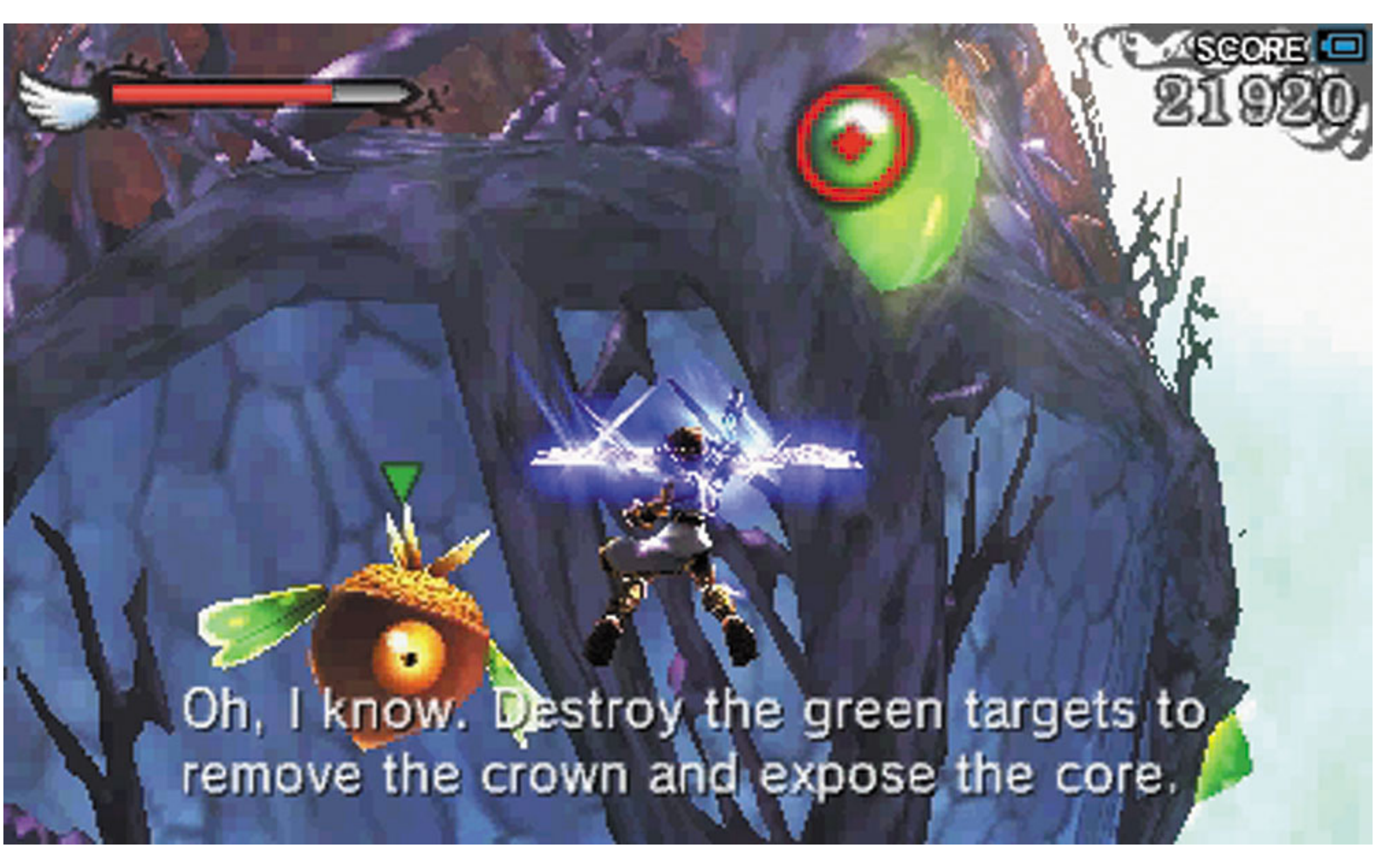


Rise, my children, and pluck this dweeb from the air!

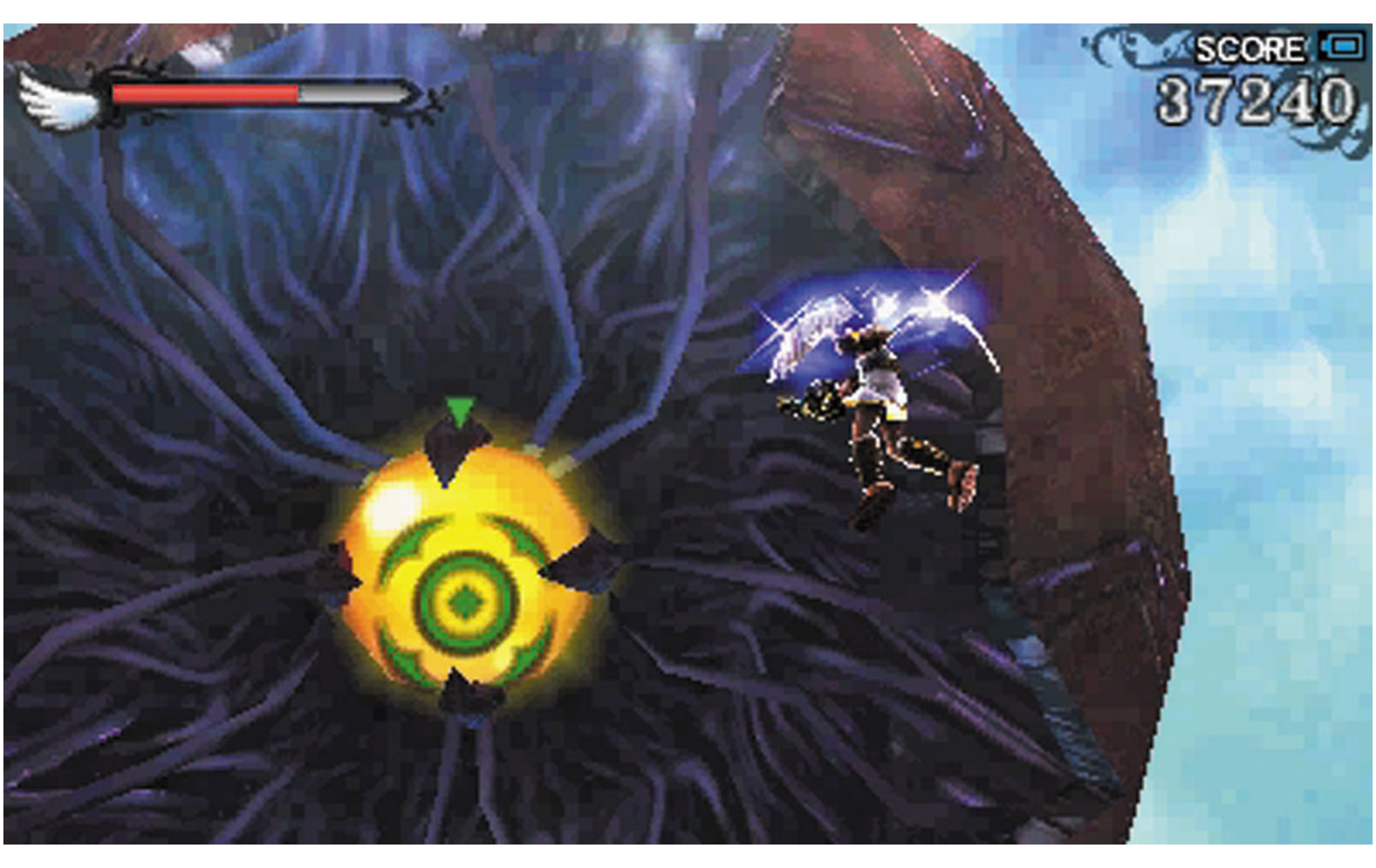
Eventually, Palutena will help locate an incoming Reset Bomb and Pit is sent after it. Viridi's troops move to protect their superweapon.



The Reset Bomb is going to wreak havoc if it hits the ground!

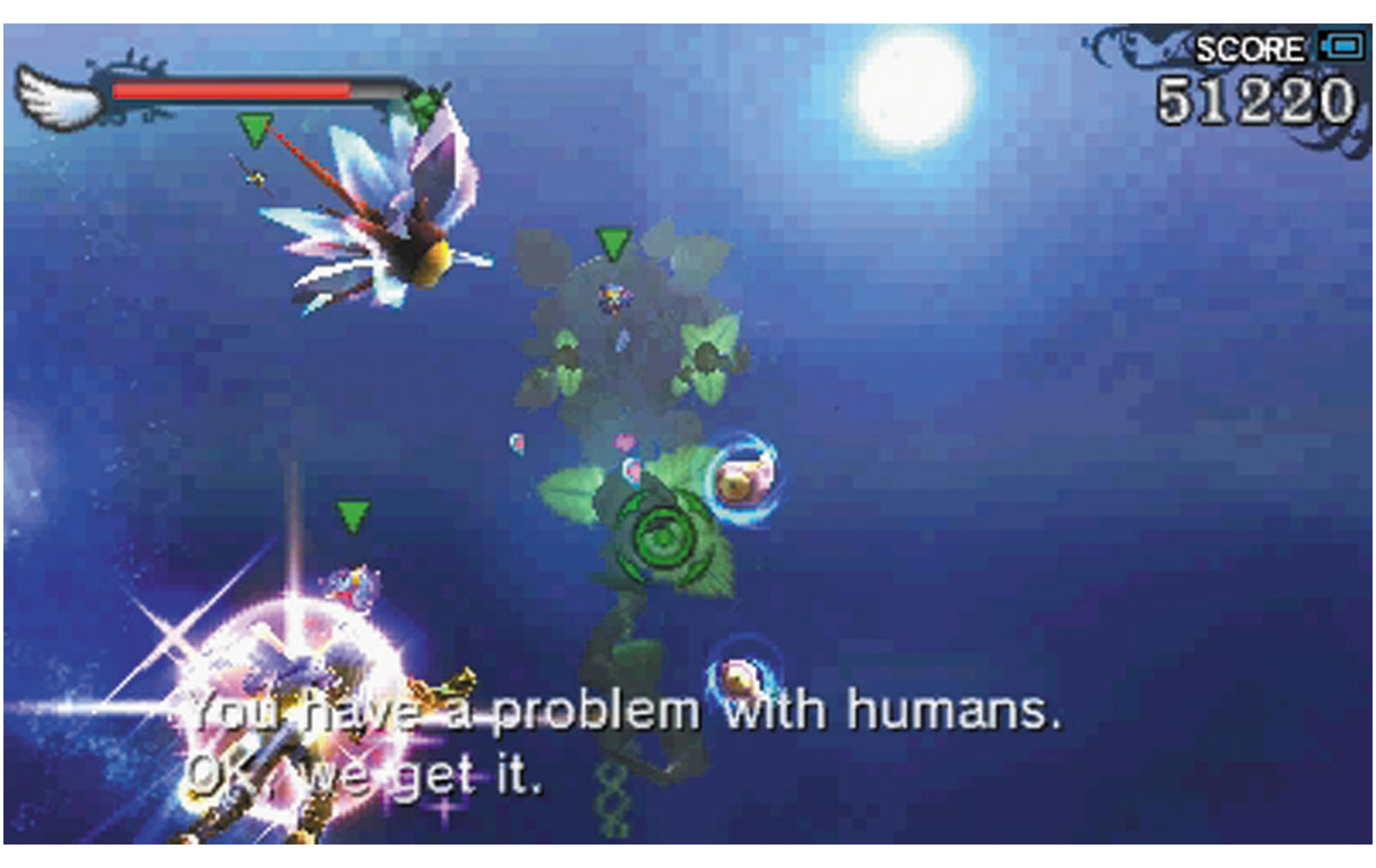


Oh, I know. Destroy the green targets to remove the crown and expose the core.

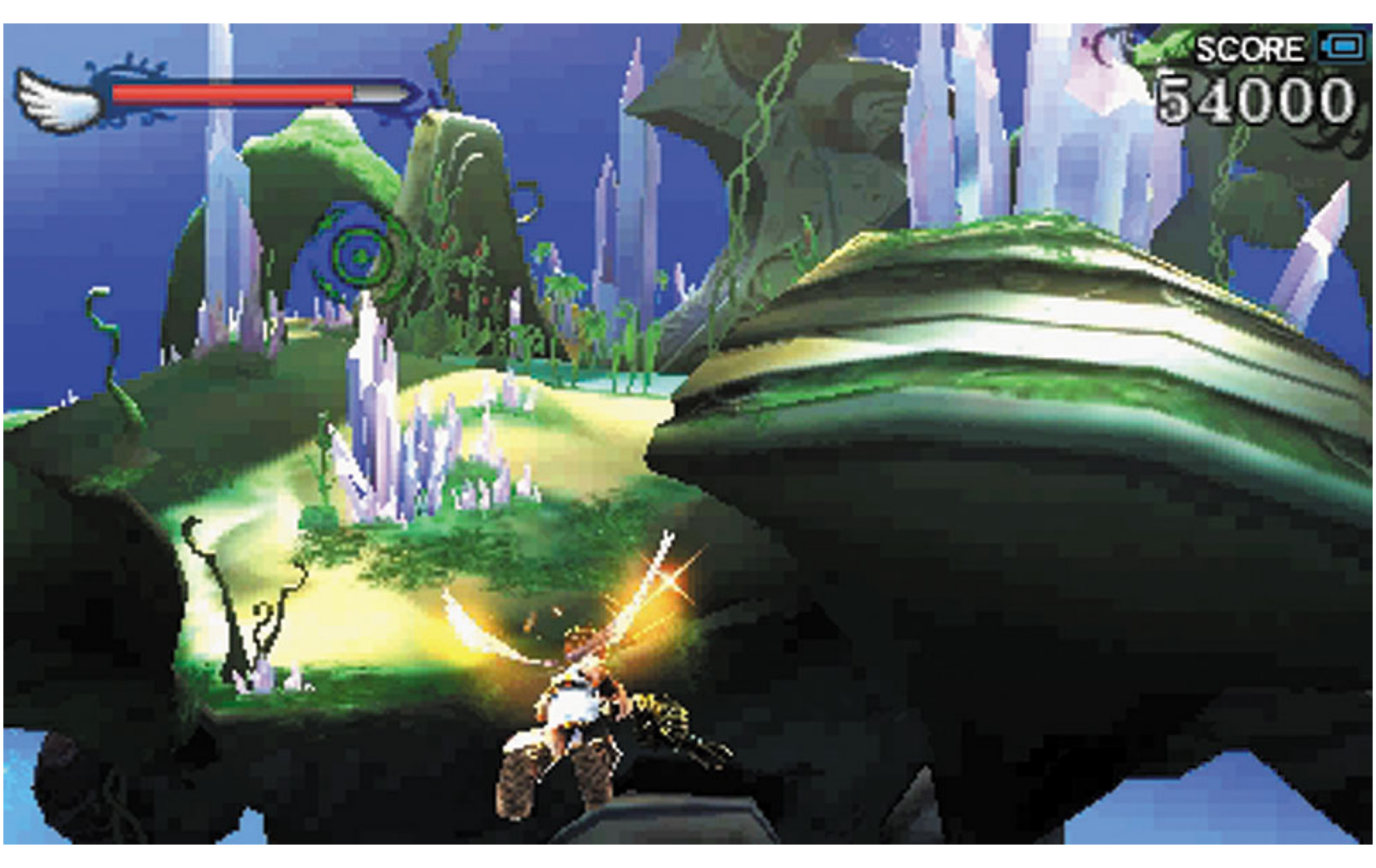


As Pit closes in on the bomb, he is maneuvered in front of it. To destroy the Reset Bomb, first all of the green orbs at the tip of the warhead must be taken out. This exposes the central core. Hit that with everything you've got! Some enemies attempt to interfere with your attack. Brush them aside and concentrate on your target.

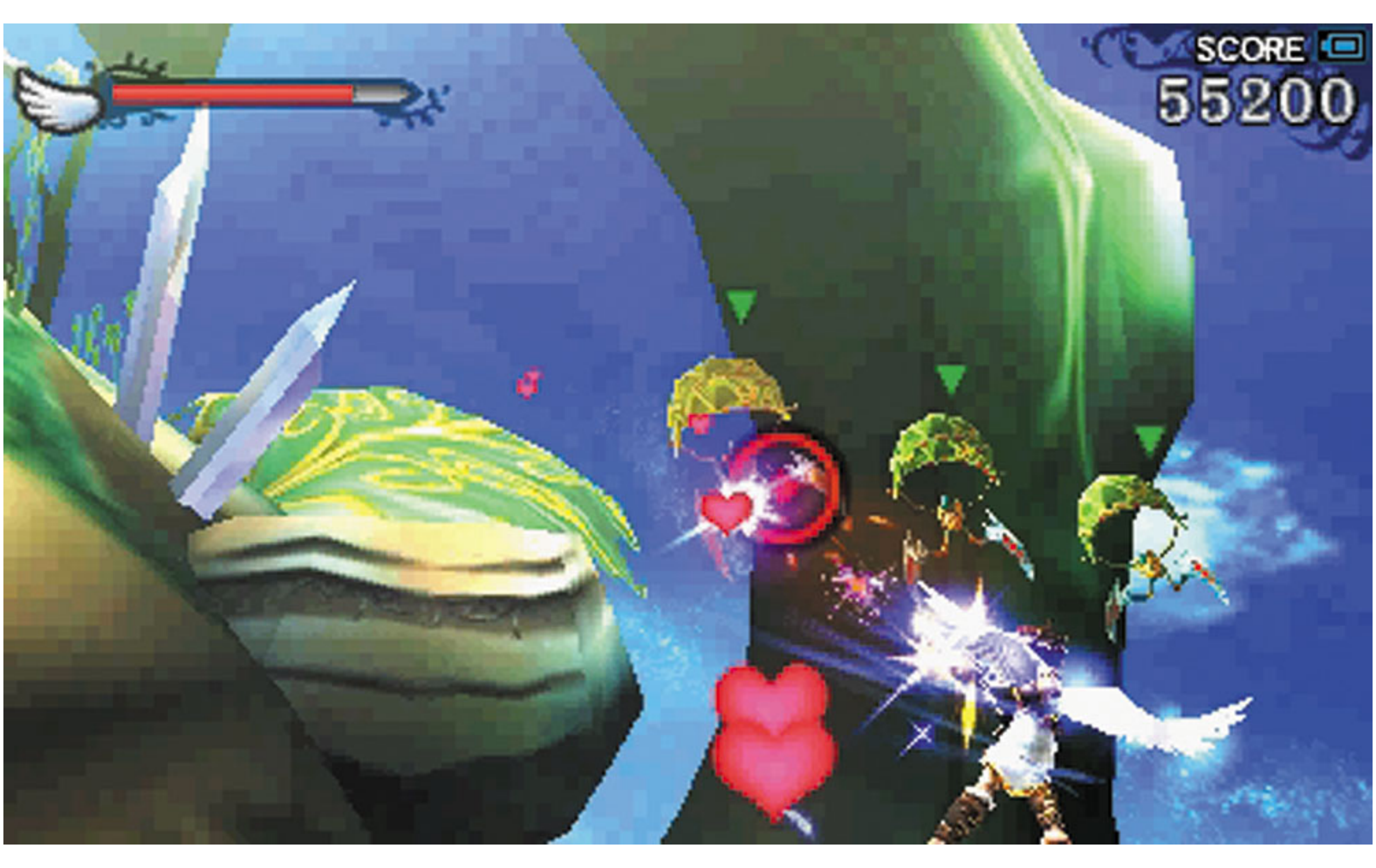
I don't believe this!

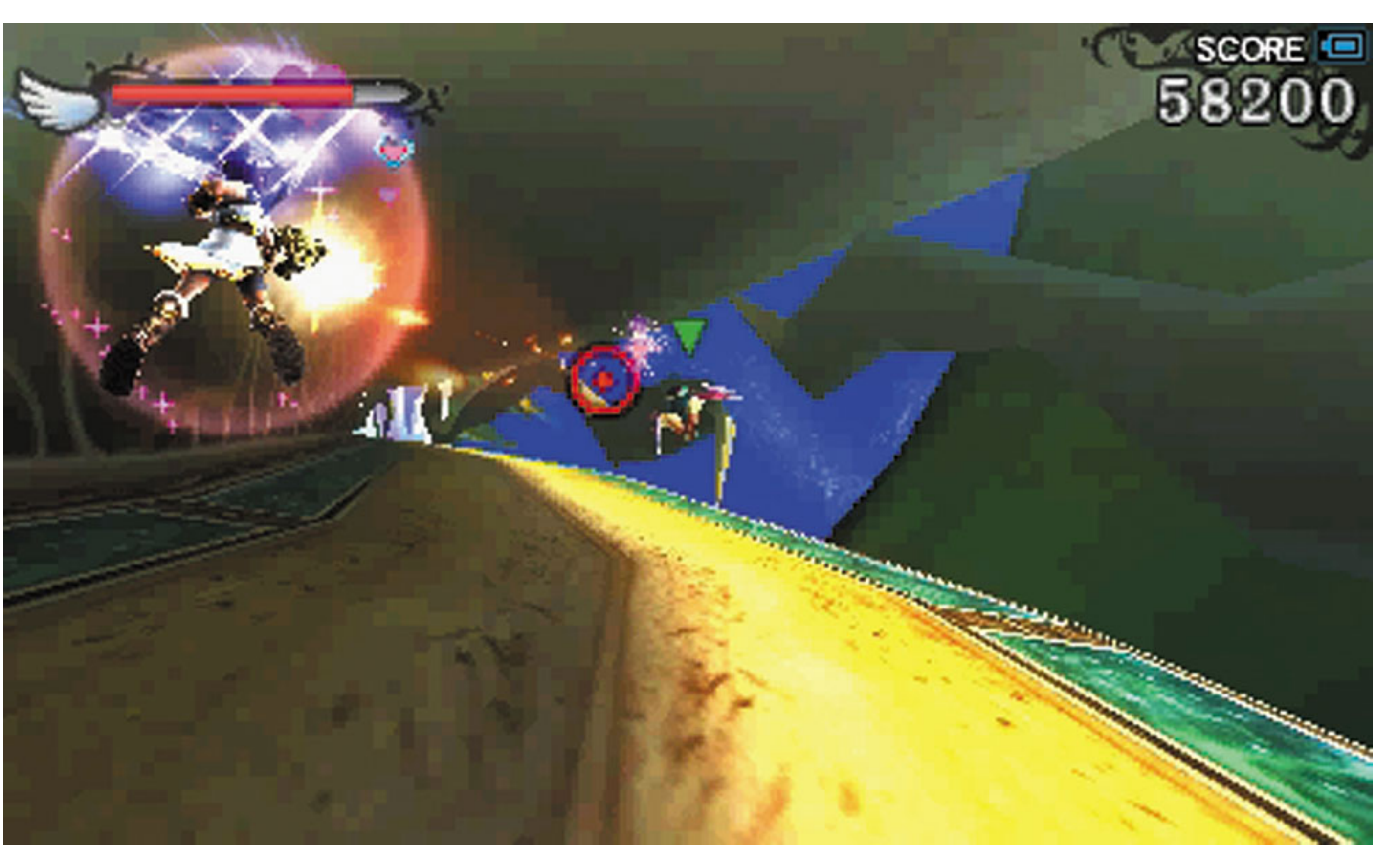


You have a problem with humans. OK, we get it.

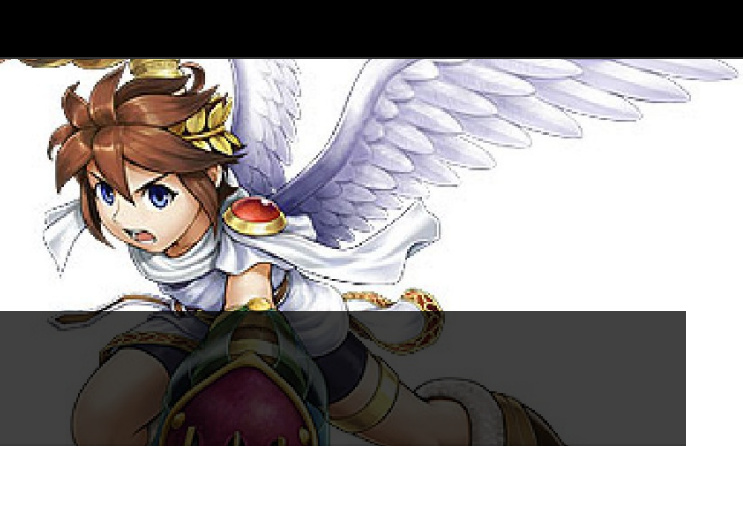


With the bomb out of commission, Palutena sends Pit toward the factory that is mass-producing more Reset Bombs. Viridi's forces mount a fanatical defense as the angel closes in, throwing lasers and their own bodies into his path.



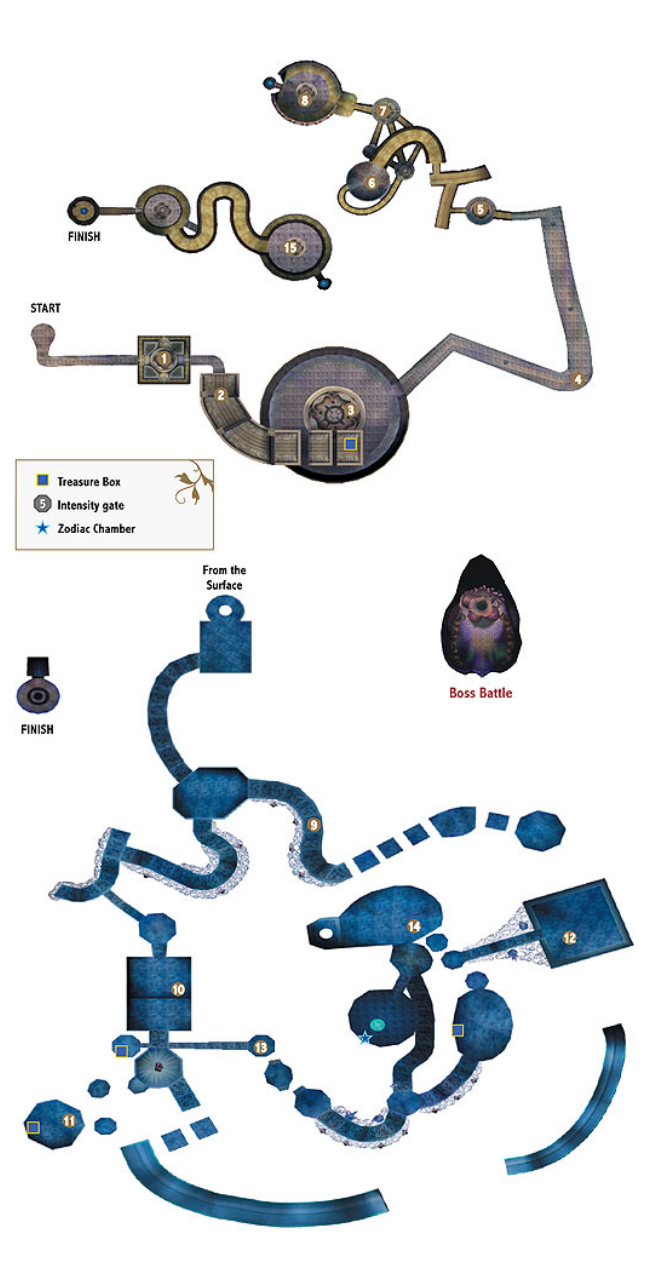


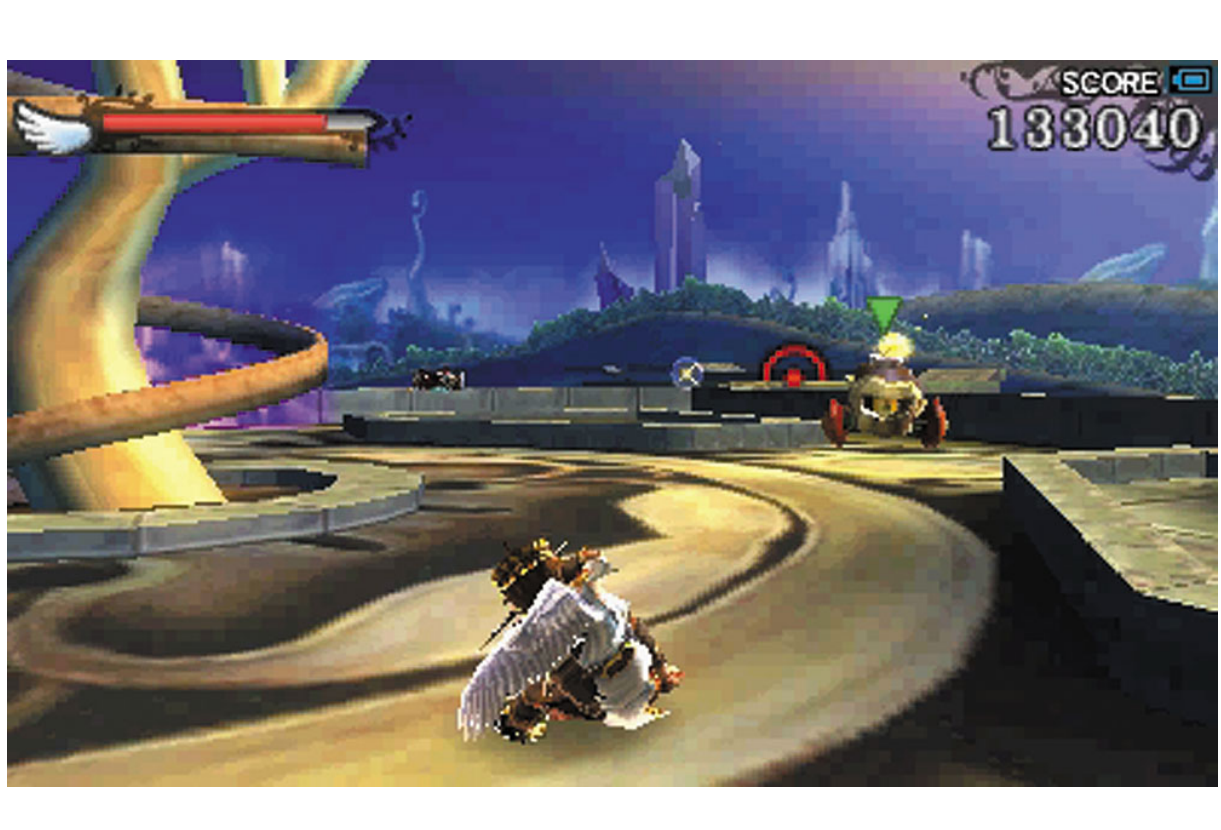
After a few passes around and through the floating island factory, Palutena finds a good spot for Pit to land.

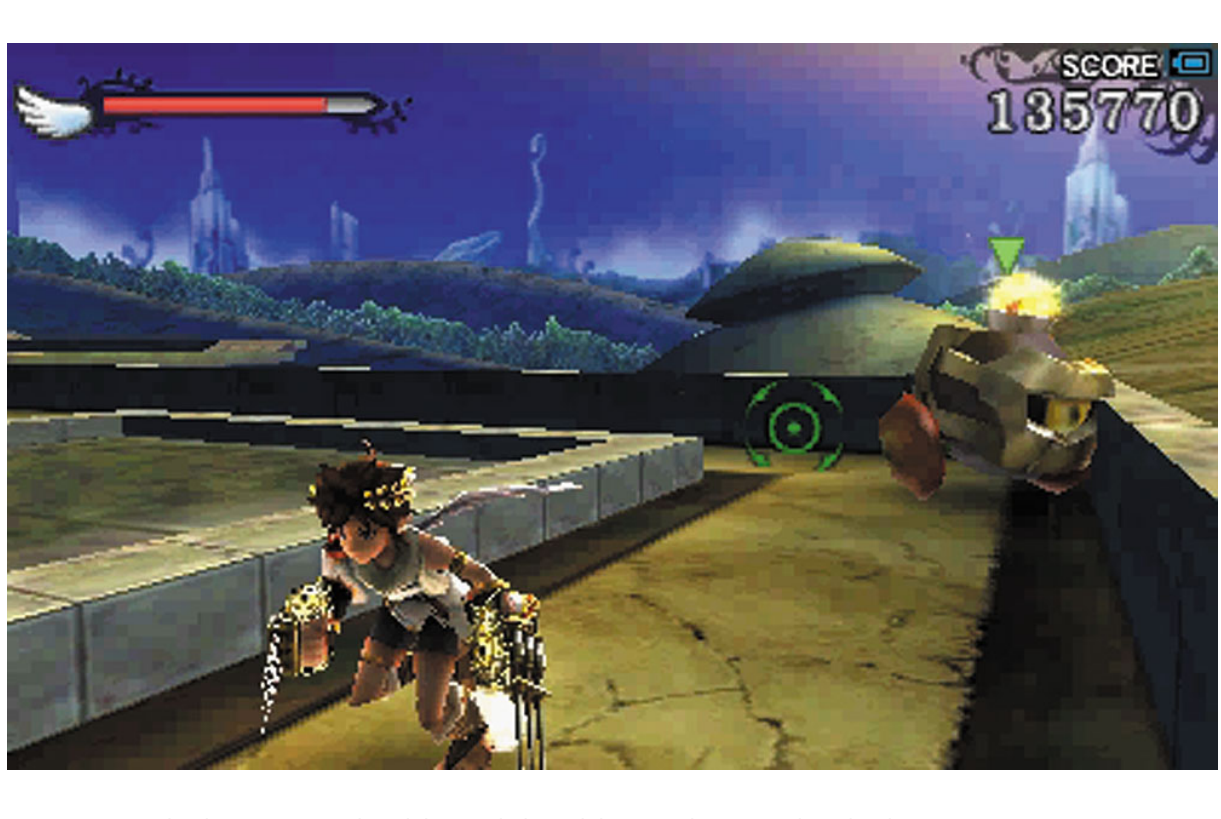


Chapter 12: Wrath of the Reset Bomb

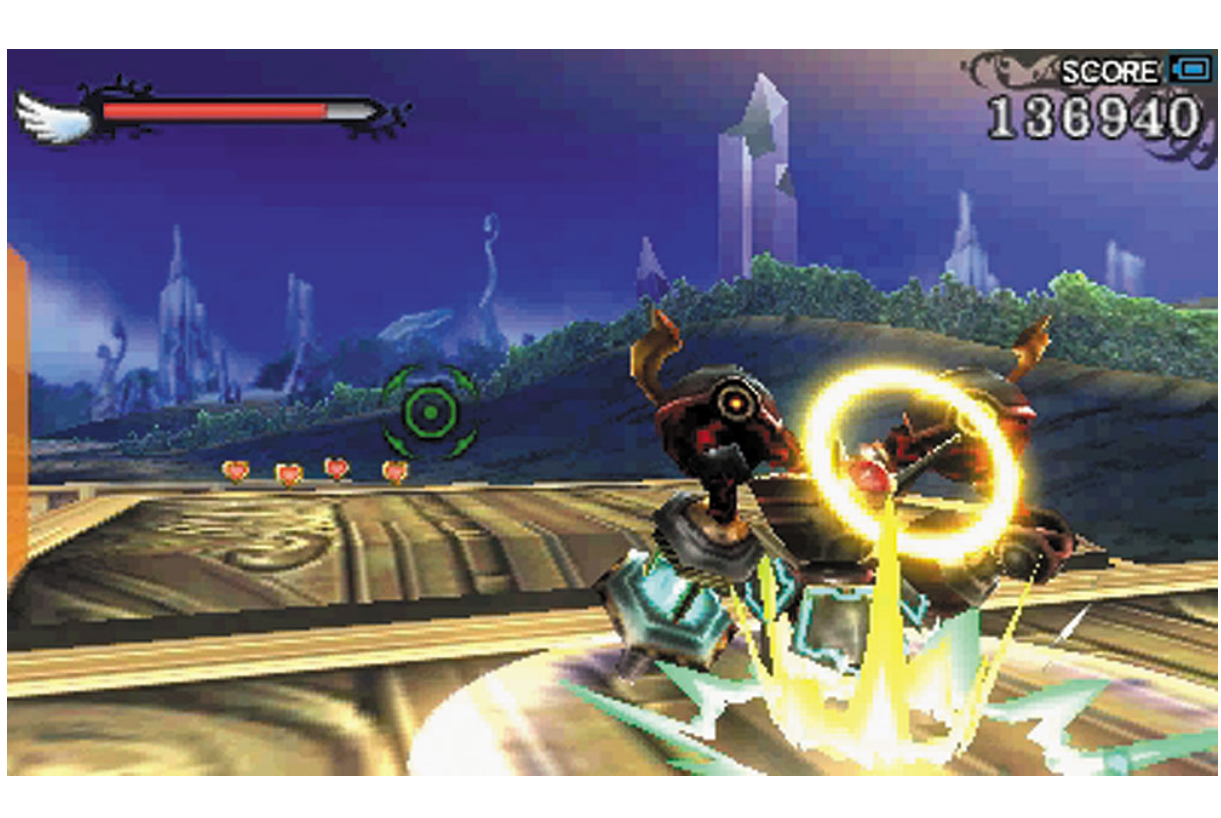
Land Battle

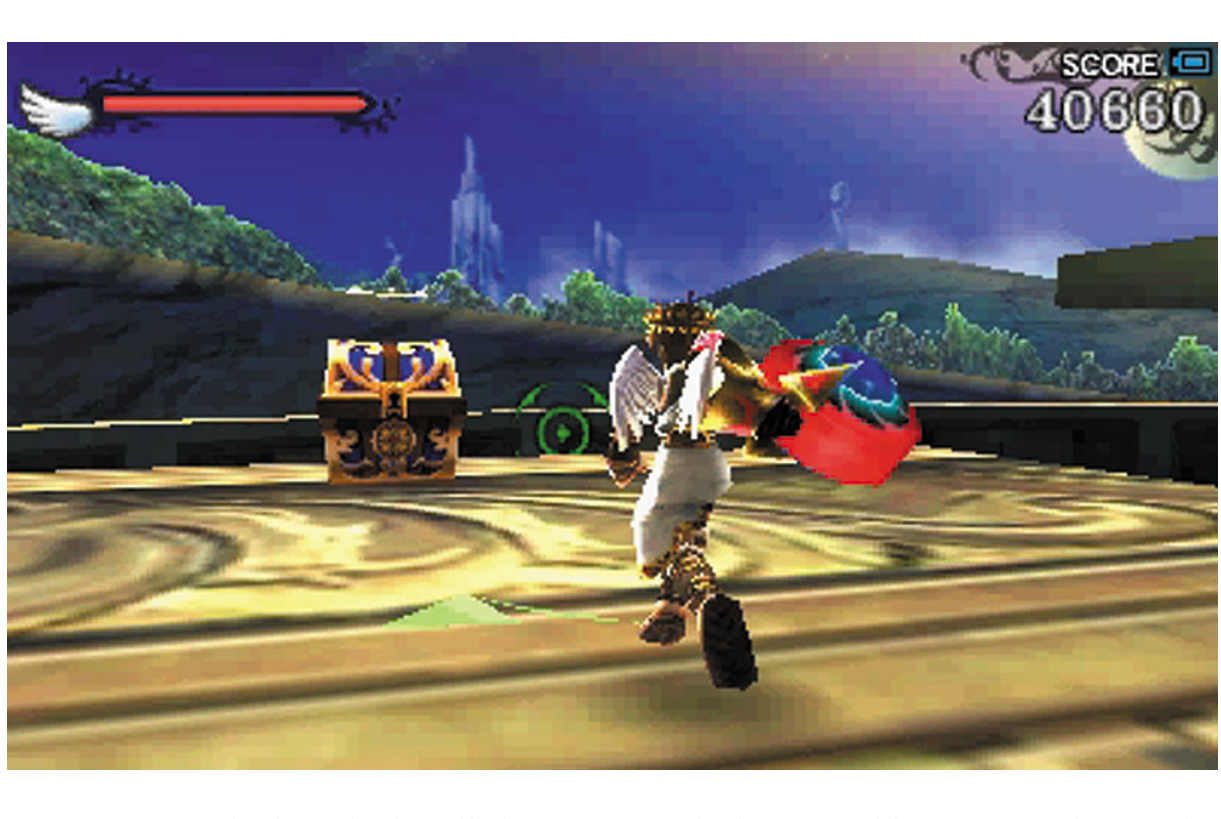

FINISH
START
Treasure Box
Intensity gate
Zodiac Chamber
From the Surface
Boss Battle
FINISH


SCORE 133040

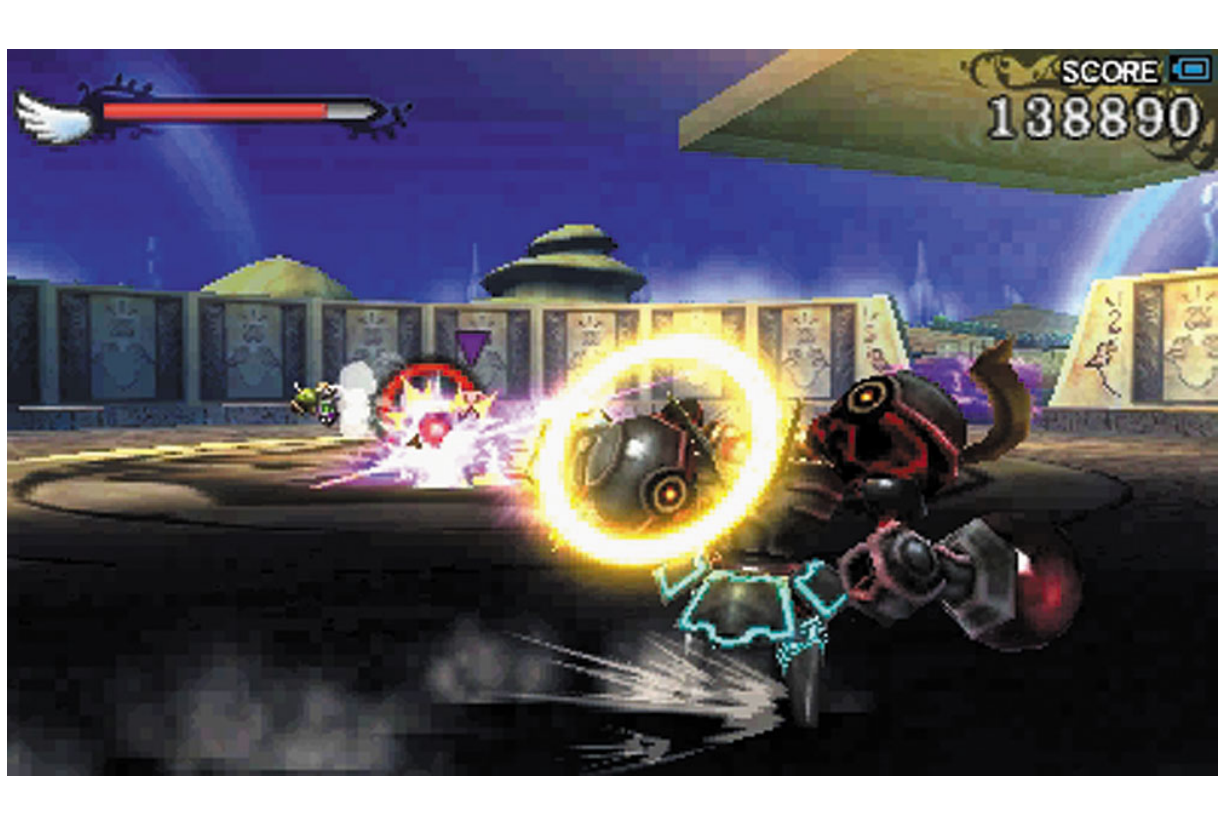

SCORE 135770

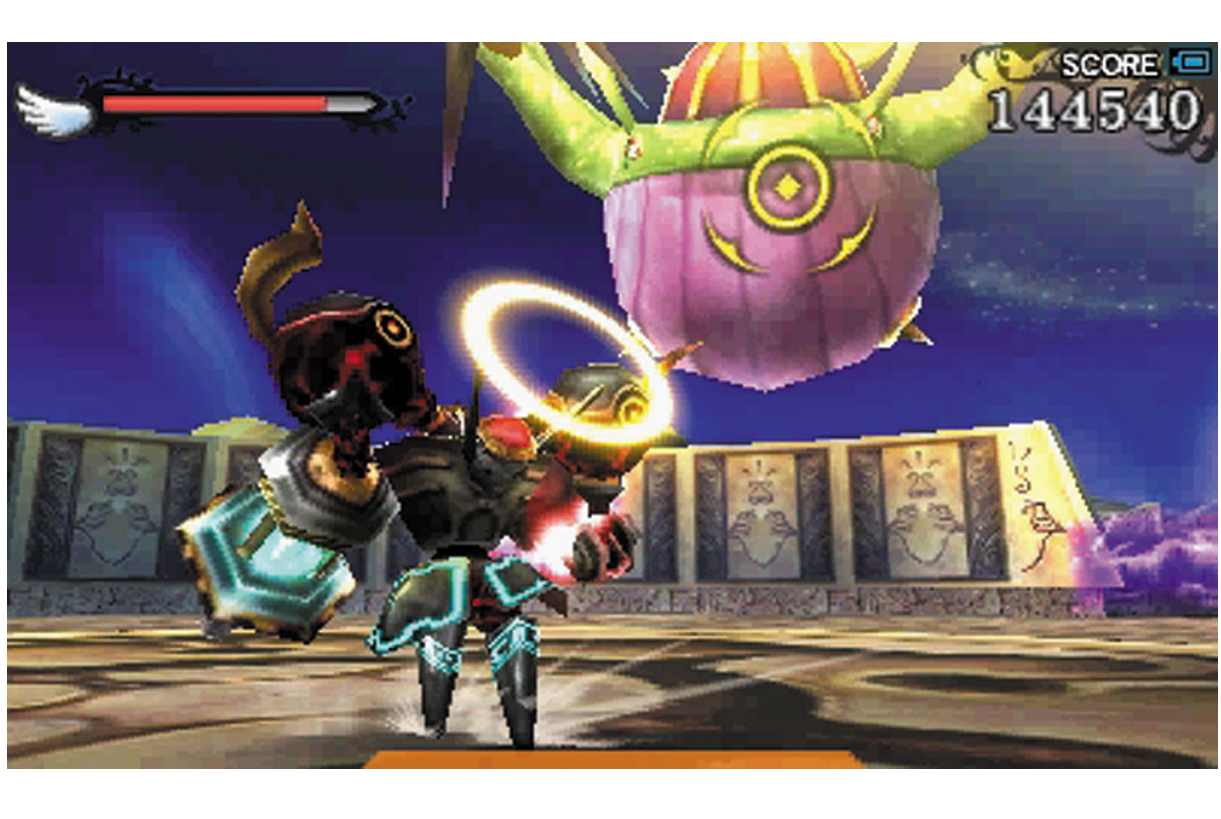
1. Bumpety Bombs chase you around until they explode, and this arena has many obstacles that prevent you from running away in any direction freely. Charged shots tend to knock back a Bumpety Bomb, giving you a chance to escape. Watch out for Zerts looking to join in the fun.


SCORE 136940

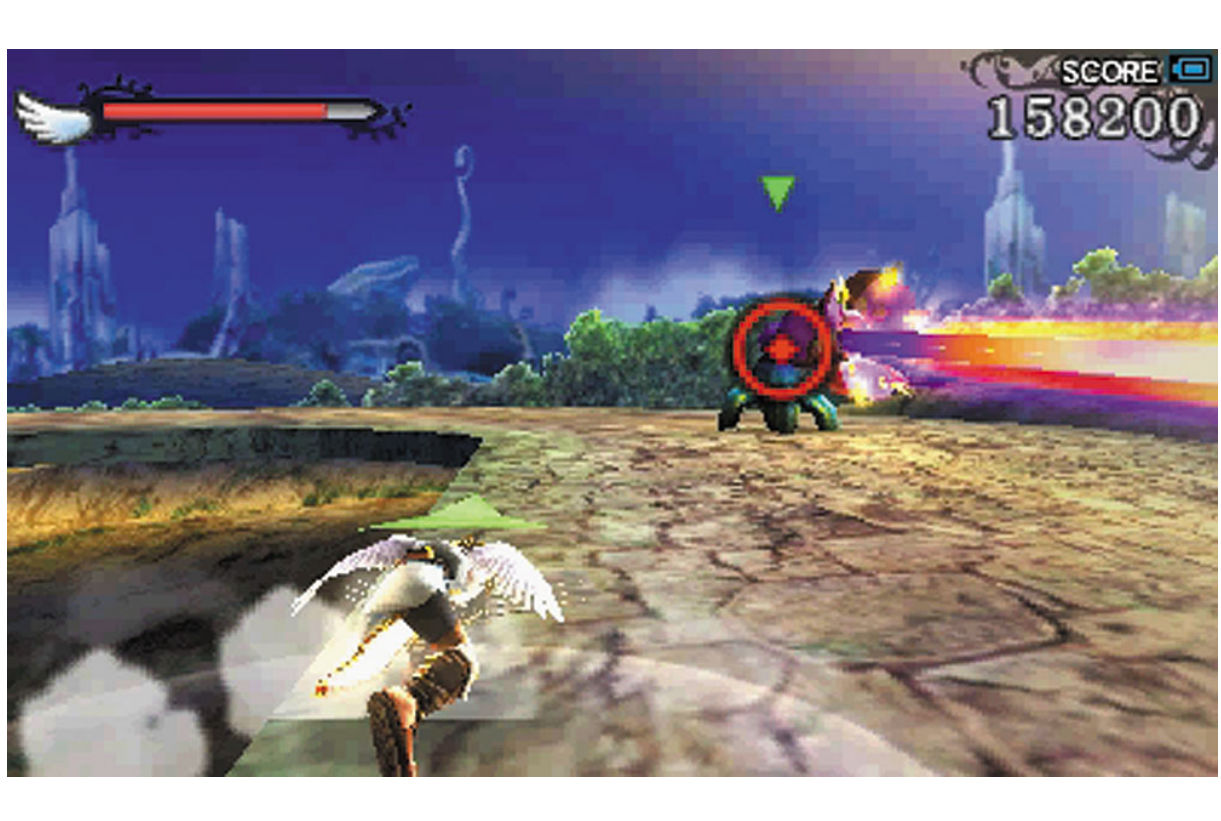

SCORE 40660

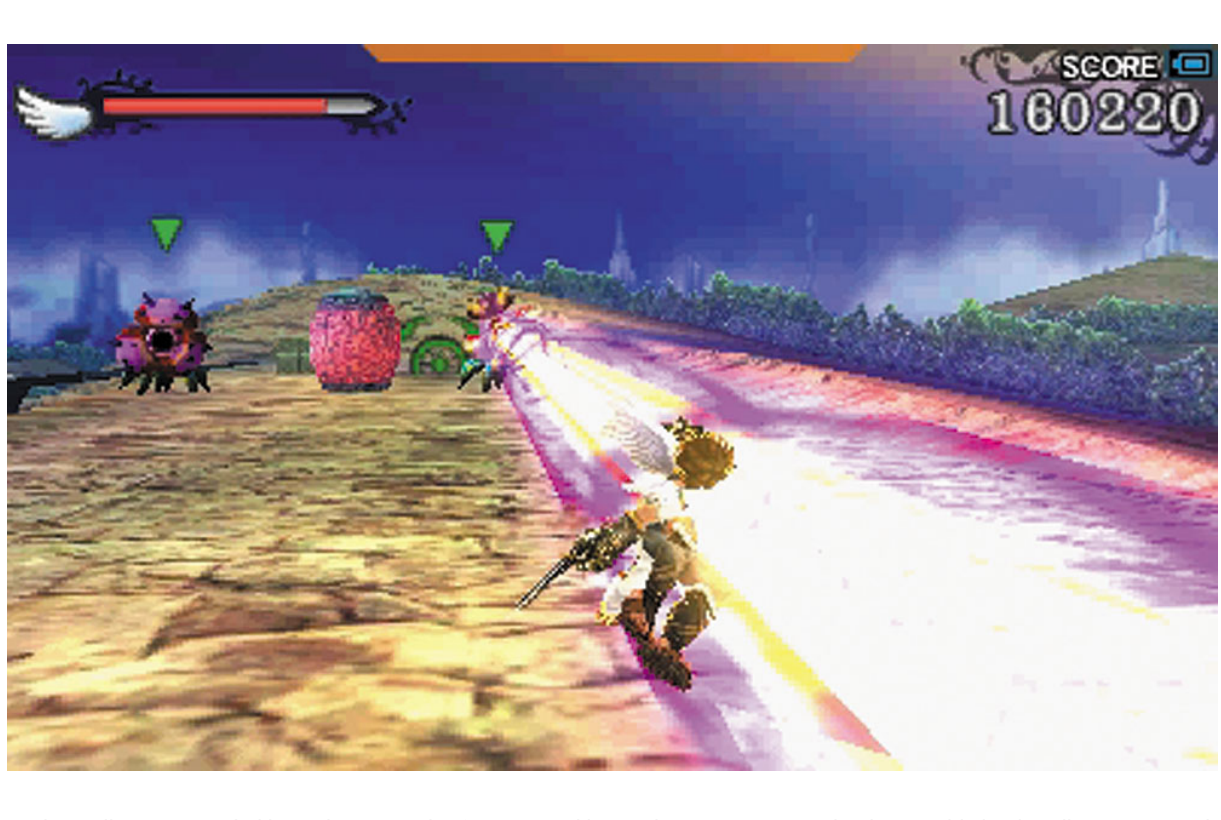
2. You get access to a Cherubot on this elevated bridge. If you are careful with its jumping ability, you can cross the gaps and reach the end of the bridge for a Treasure Box reward.


SCORE 138890

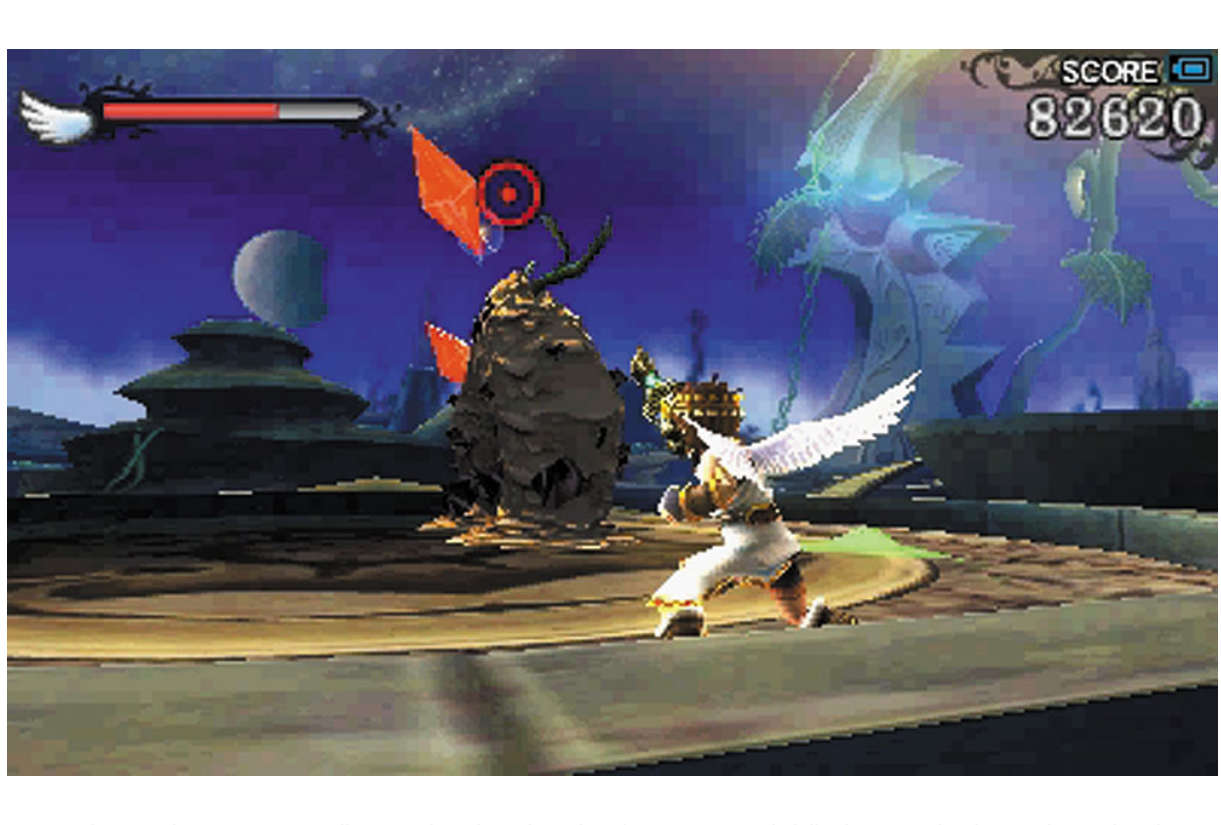

SCORE 144540

3. This circular arena features a mix of Underworld and Nature troops duking it out. If you've still got the Cherubot here, you can make short work of everything that comes your way. After the battle is won, you unfortunately must abandon the Cherubot and take a jump pad to the next area.

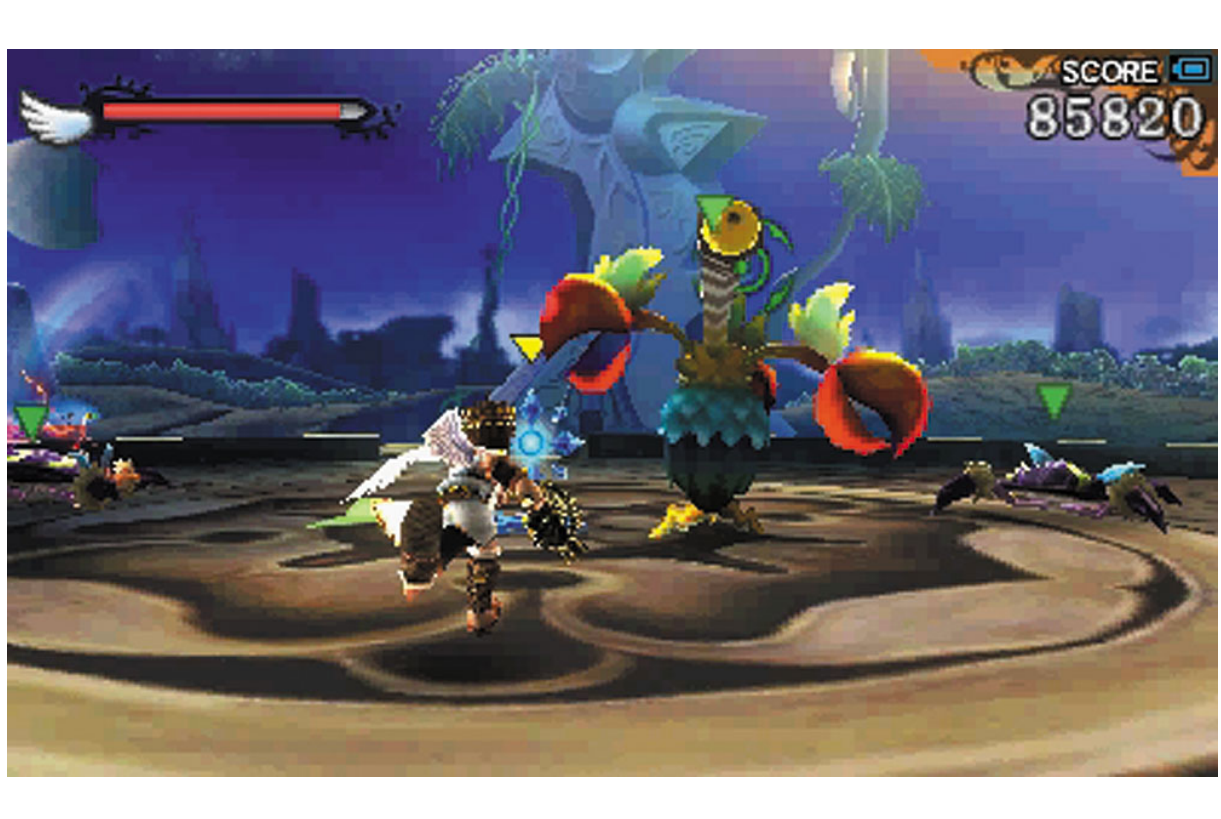

SCORE 158200

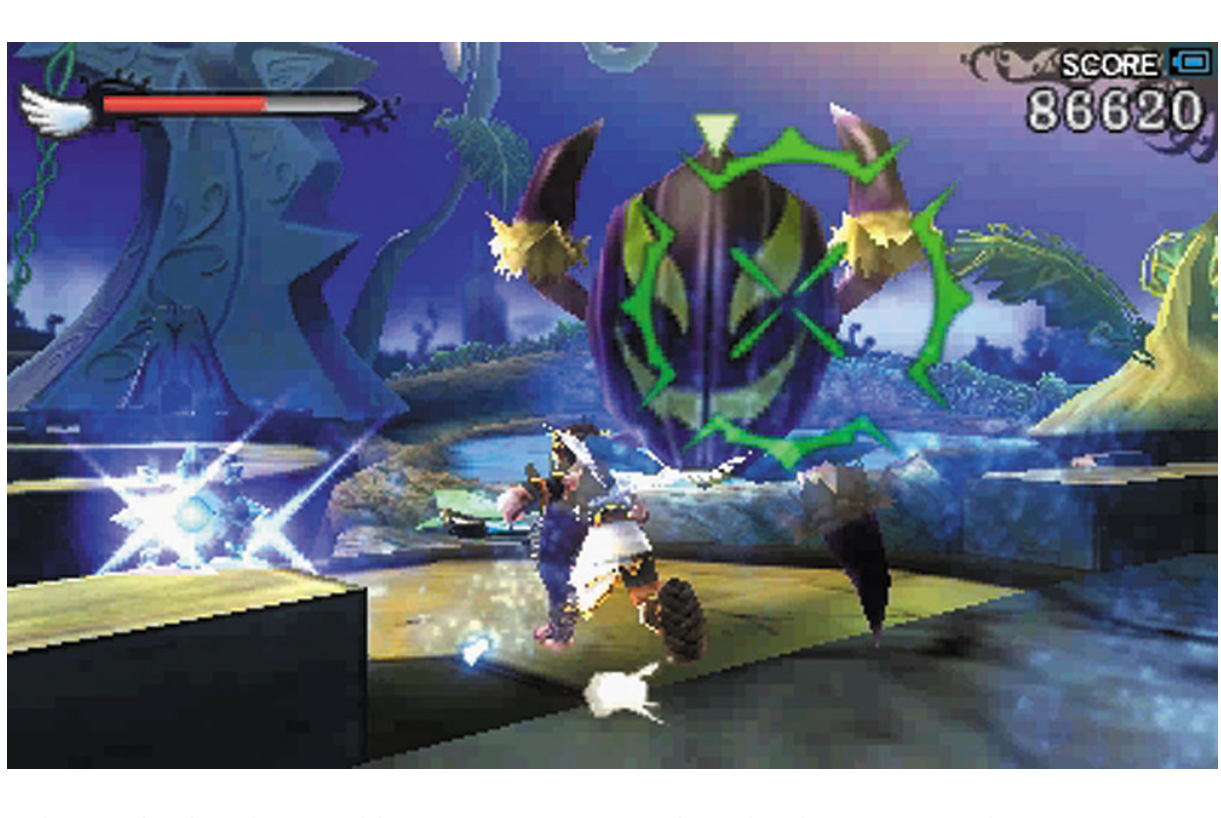

SCORE 160220

4. This walkway is guarded by Lethiniums, who fire powerful beam shots. You can use the destructible brick walls as cover, and when the beams subside, leap out and strike. Watch for some explosive barrels placed near some of the Lethiniums for a quick solution to the problem.

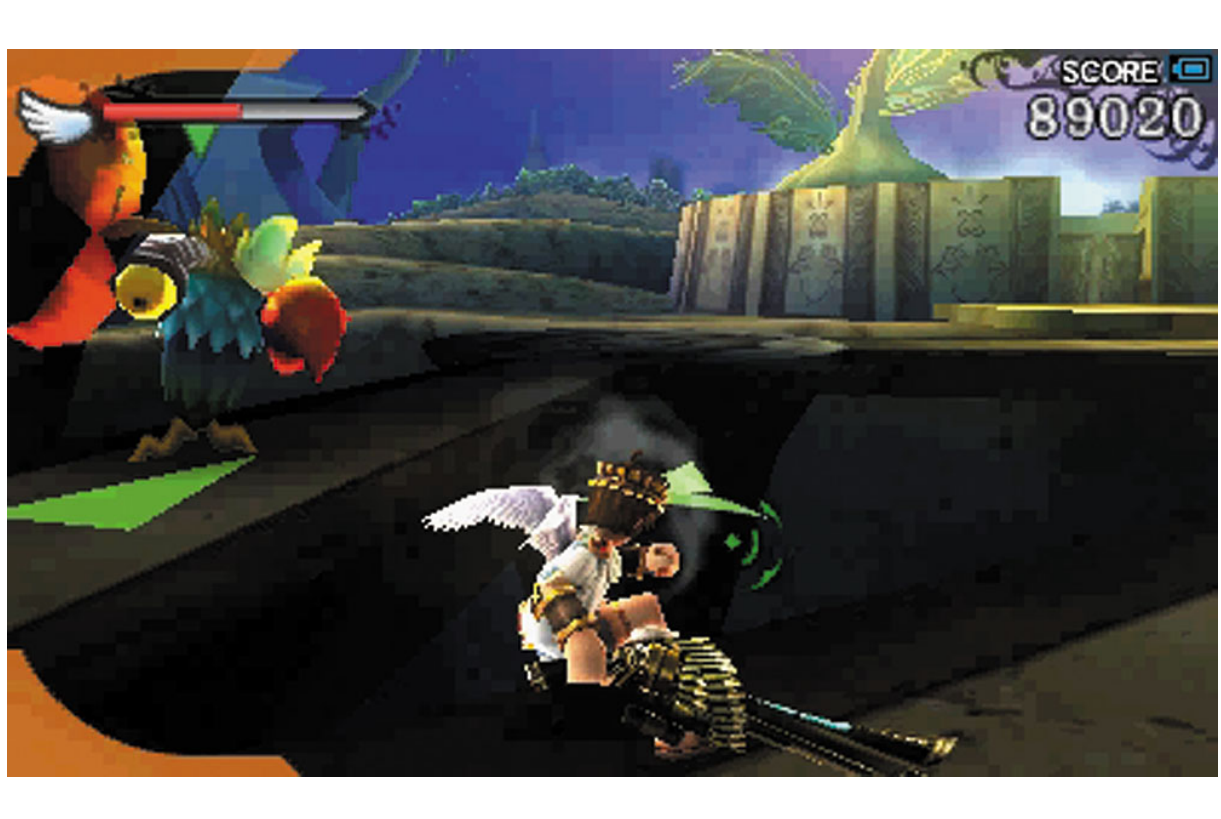

SCORE 82620

5. A Mudrone is dangerous if you allow it to be. They also take a long time to truly kill—they must be defeated a total of three times. If you're in a rush, you can run past it and most of the other enemies in this section.


SCORE 85820


SCORE 86620

6. The Cacaw here has a dangerous ability to confuse Pit from afar, making it difficult for you to aim and move. Destroy it first to make fighting the Skreetles here easier.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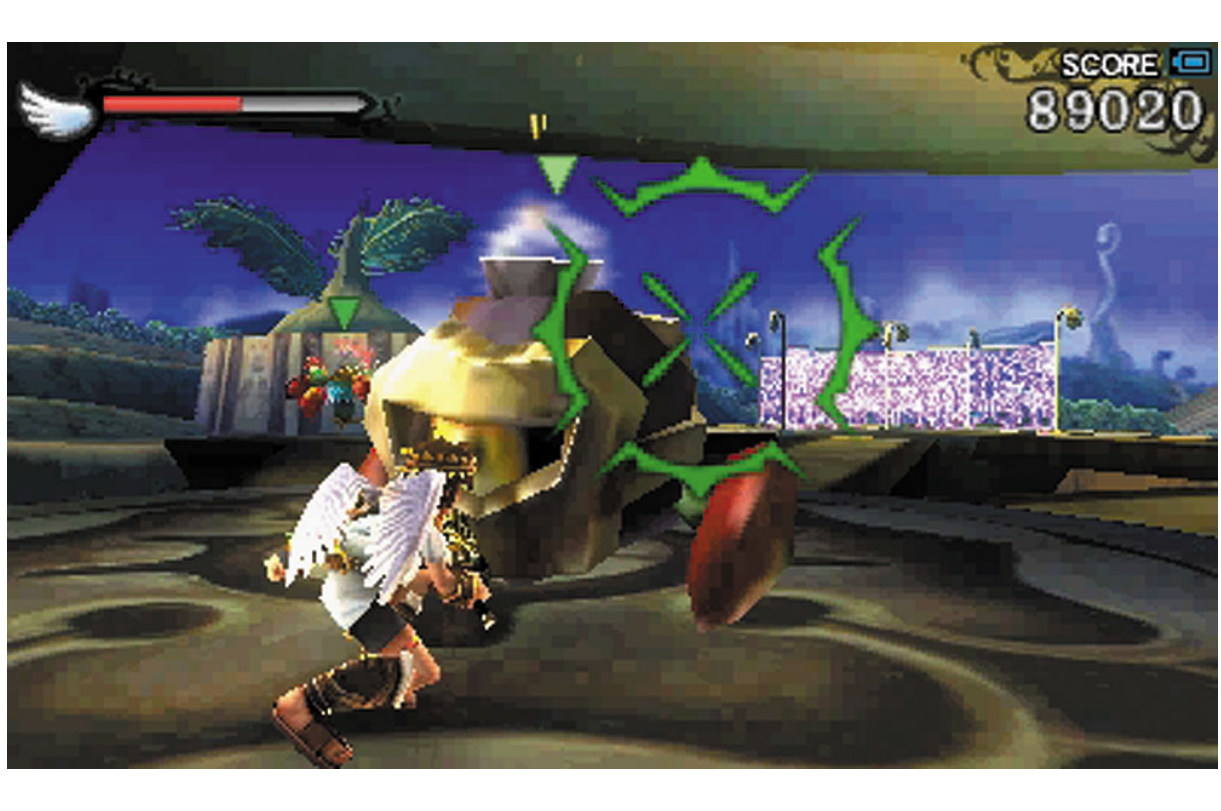
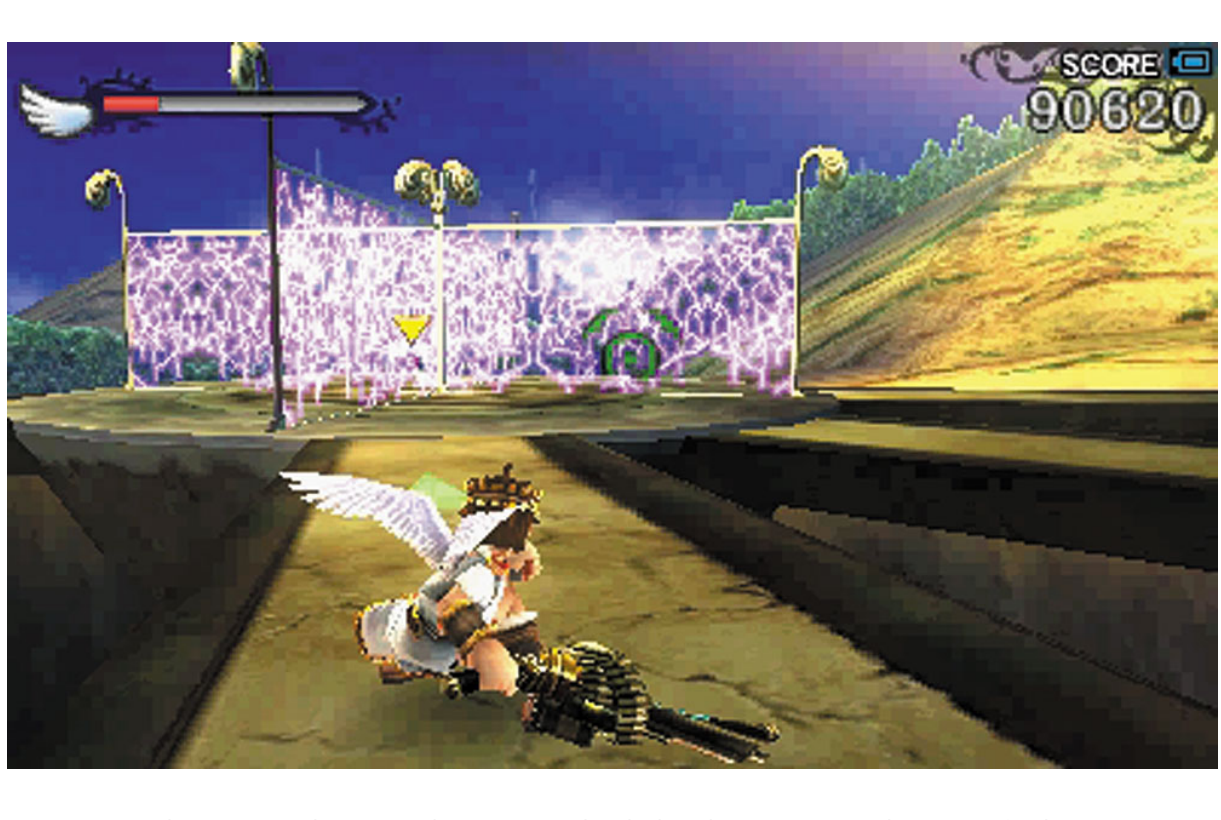
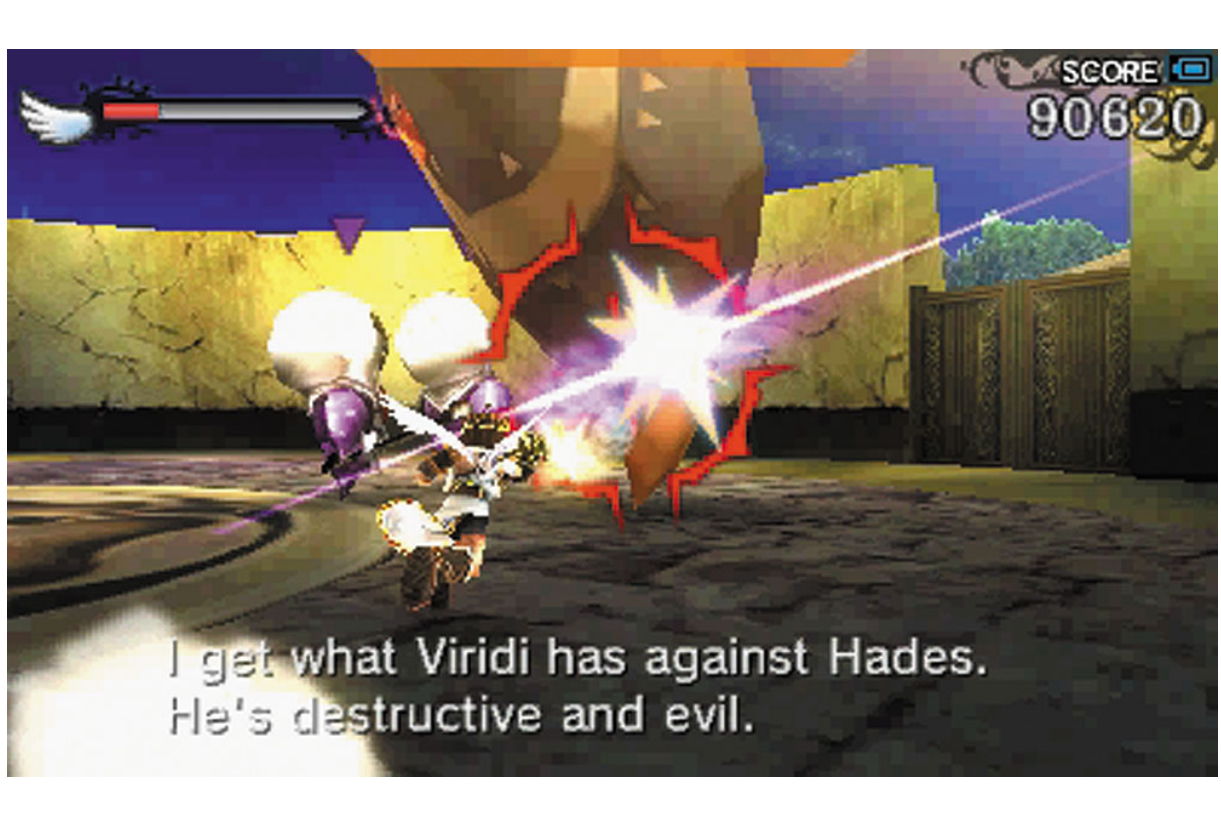
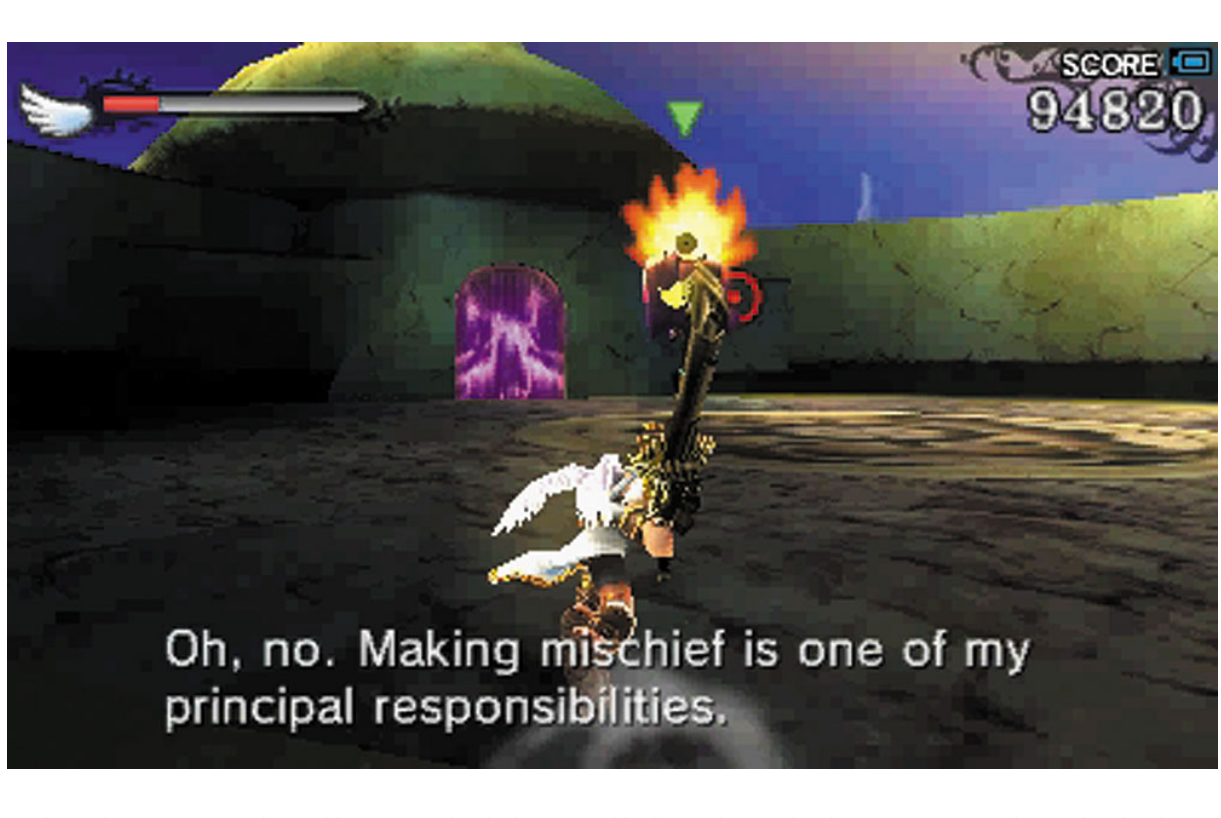

SCORE 89020

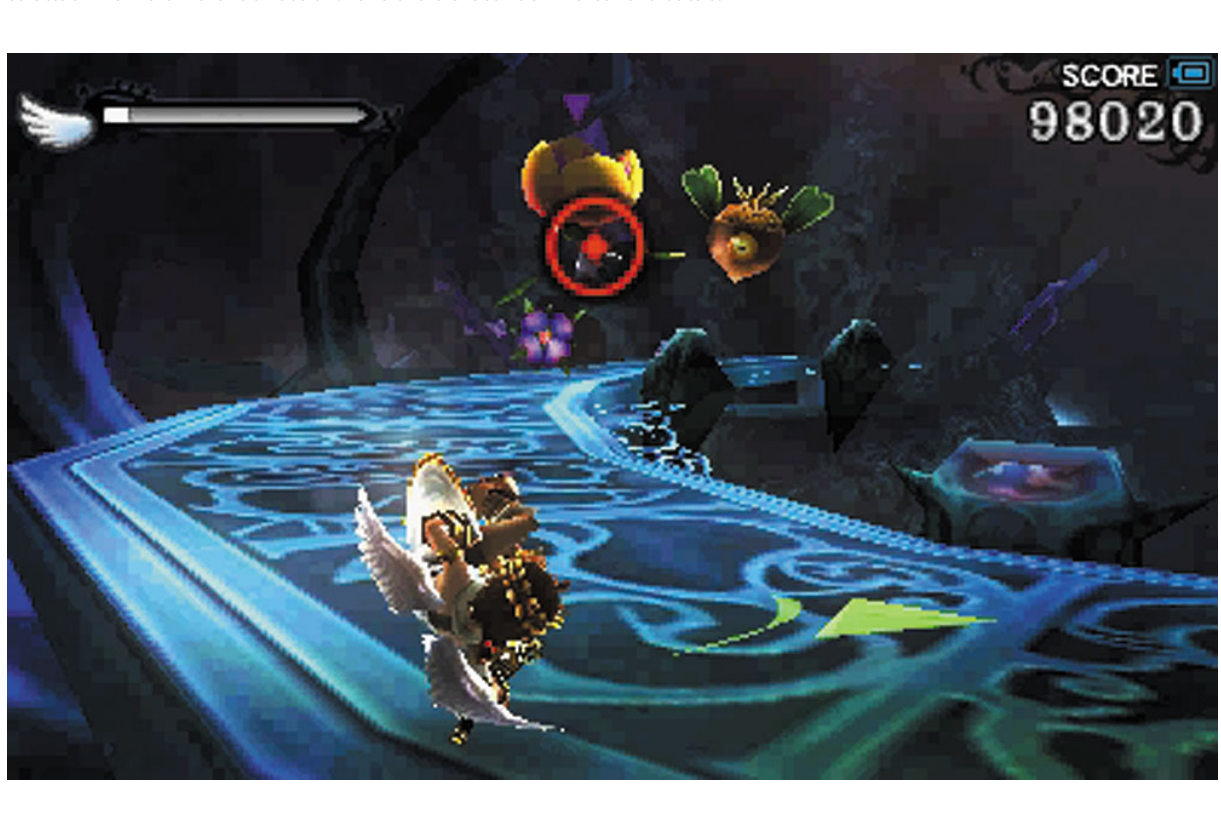

SCORE 90620

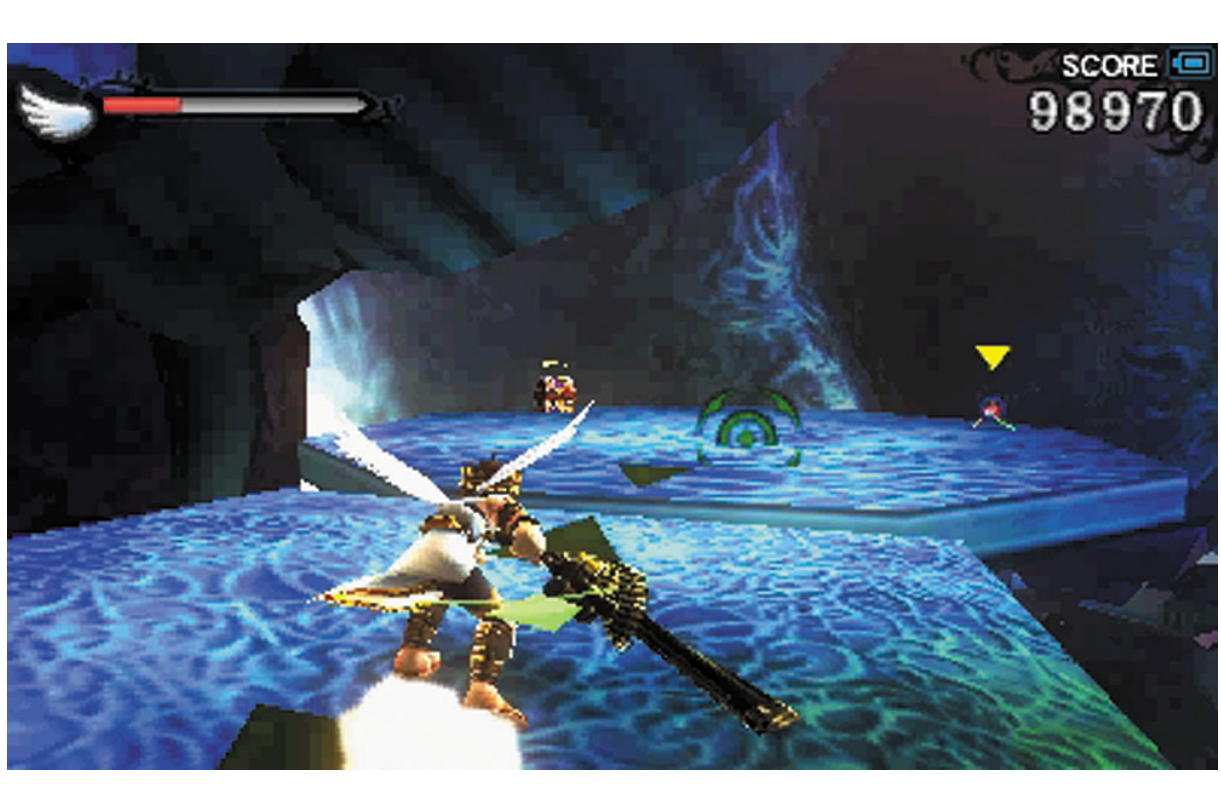
7. Bumpety Bombs, Cacaws, and a rotating electric fence make a bad combination. Destroy the enemies first before trying to navigate the trap.

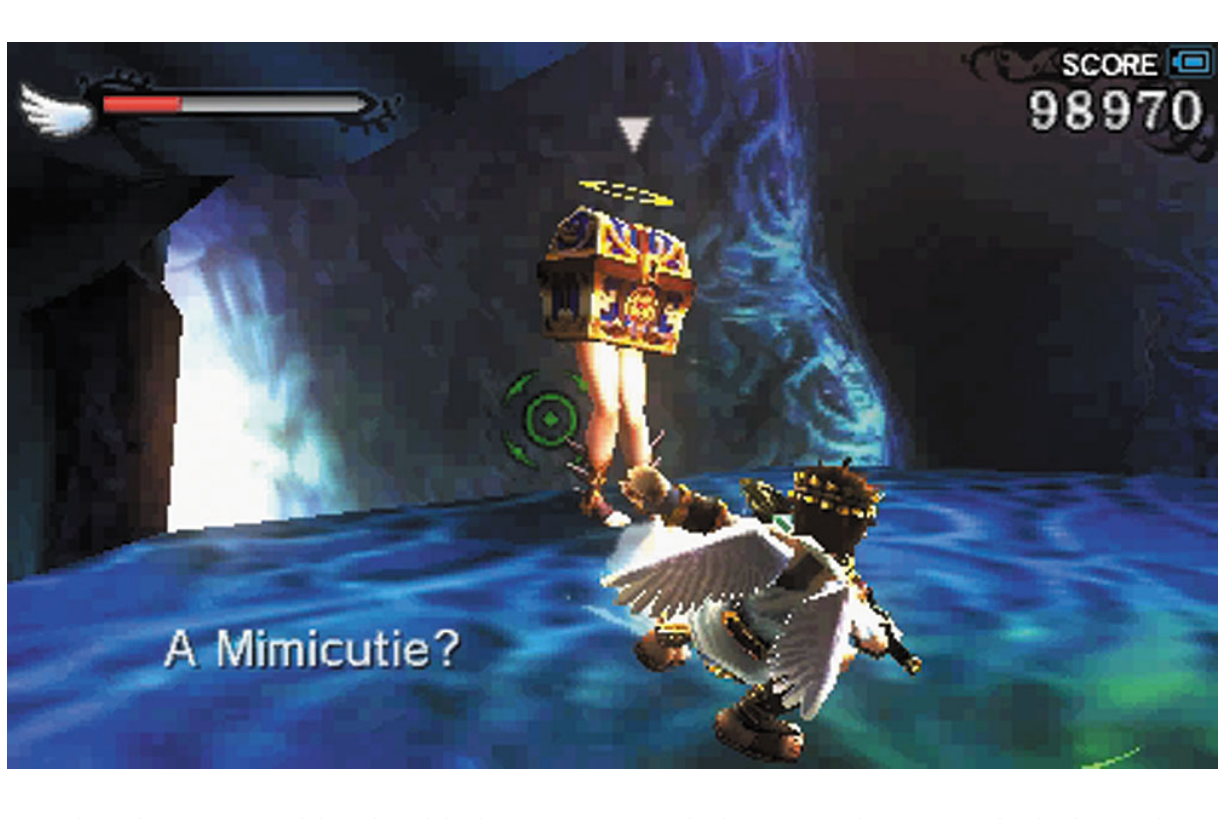

SCORE 90620
I get what Viridi has against Hades. He's destructive and evil.


SCORE 94820
Oh, no. Making mischief is one of my principal responsibilities.

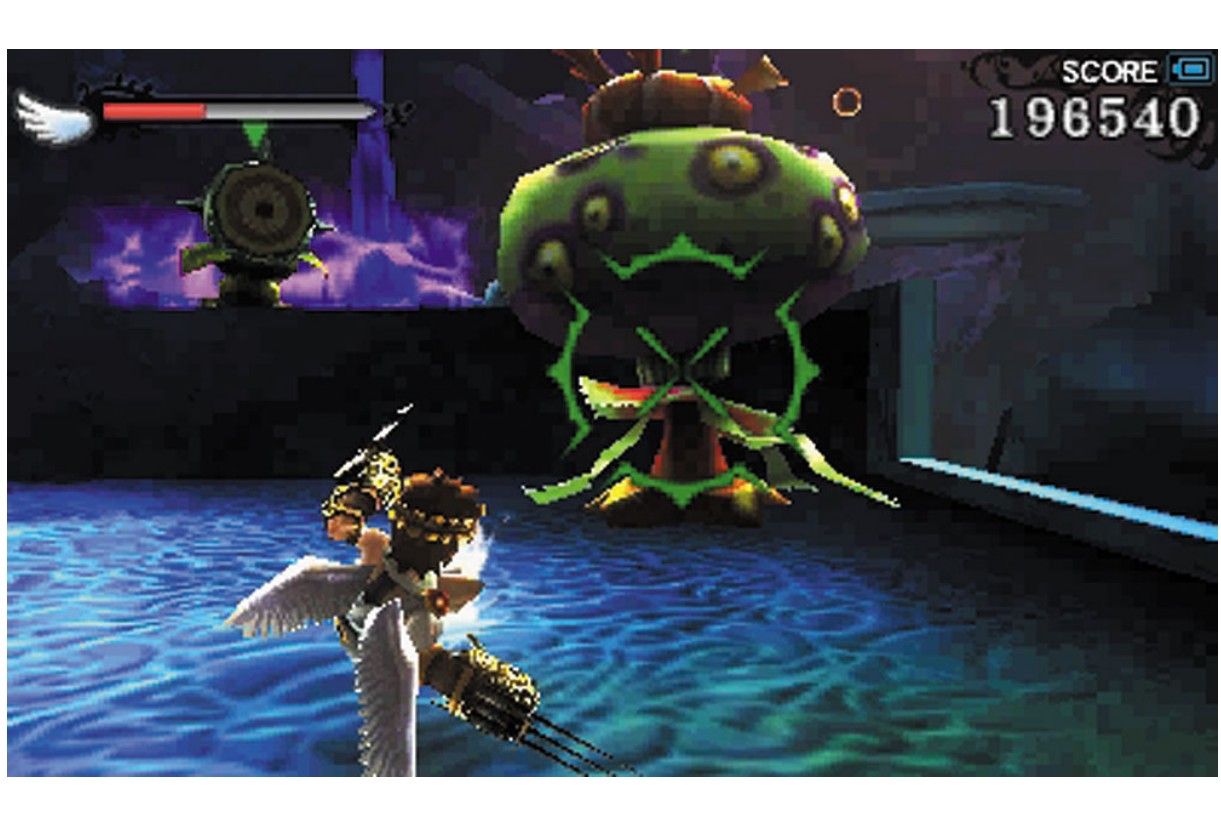
8. This is the site of an Underworld vs. Nature battle, but it would take too long to let the Boom Stomper defeat the Skuttlers on its own. Once both sides are eliminated, a Captain Flare will attack. It vanishes after taking damage, reappearing elsewhere to attack from a different direction. Take the elevator down after the battle.

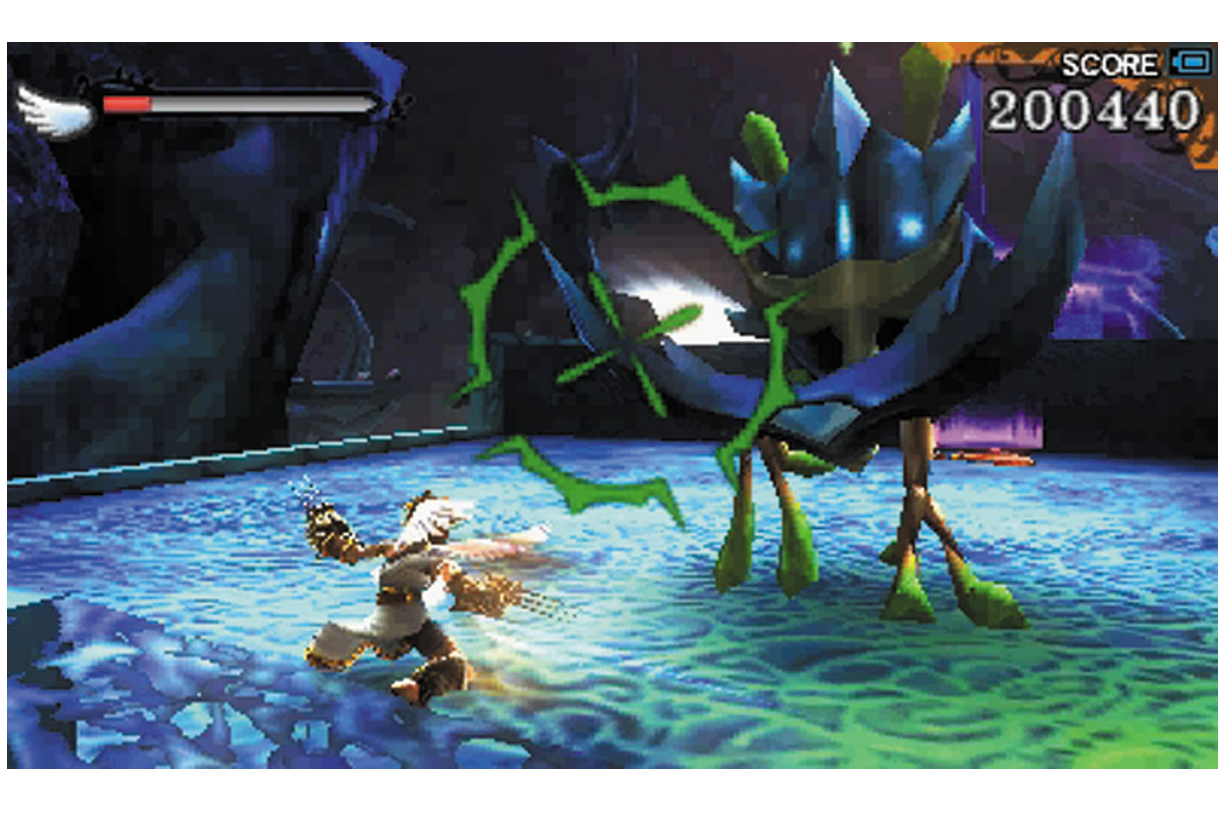

SCORE 98020


SCORE 98970

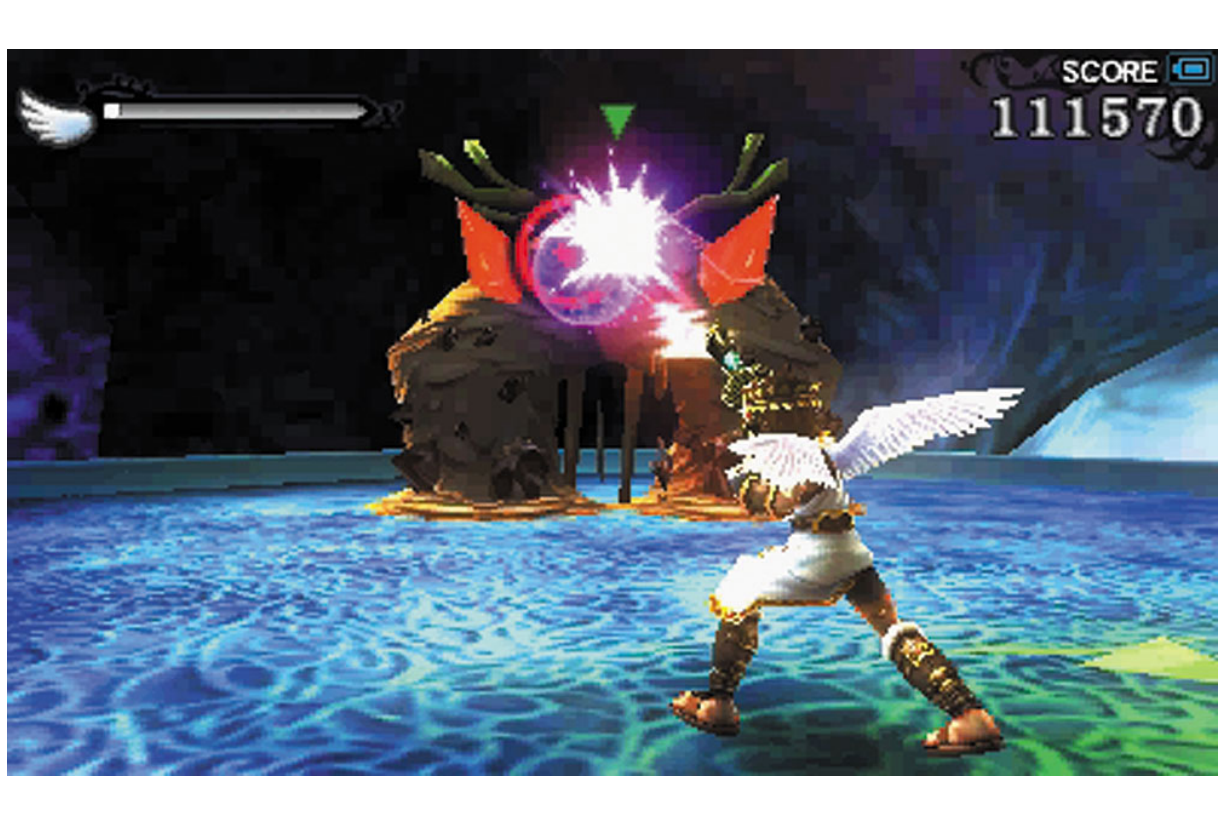

SCORE 98970
A Mimicutie?

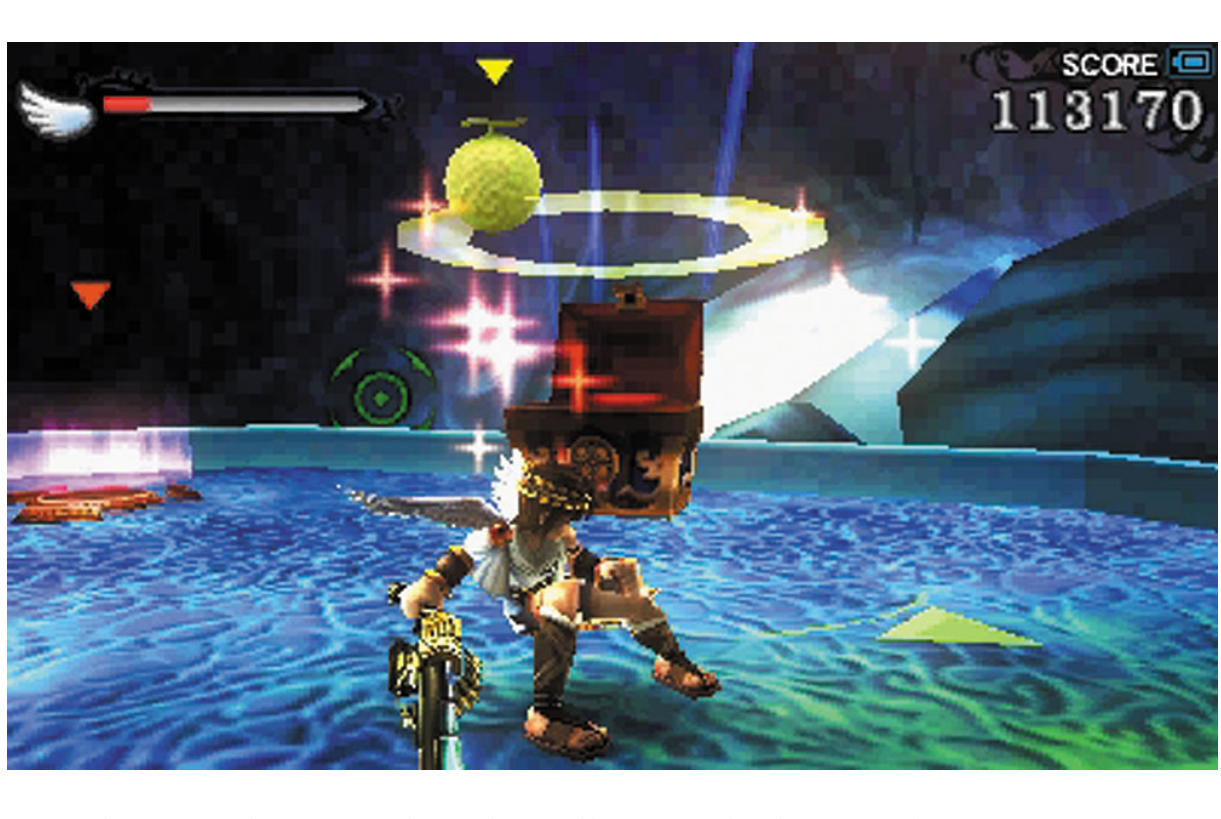
9. Nutskis and Pew Pews guard this side path leading to a Mimicutie. Take the Smart Bomb next to it and make short work of this monster, if you decide to fight it. A Cacaw and a Skreetle appear on the smaller platforms leading to the Mimicutie when the fight begins.


SCORE 196540

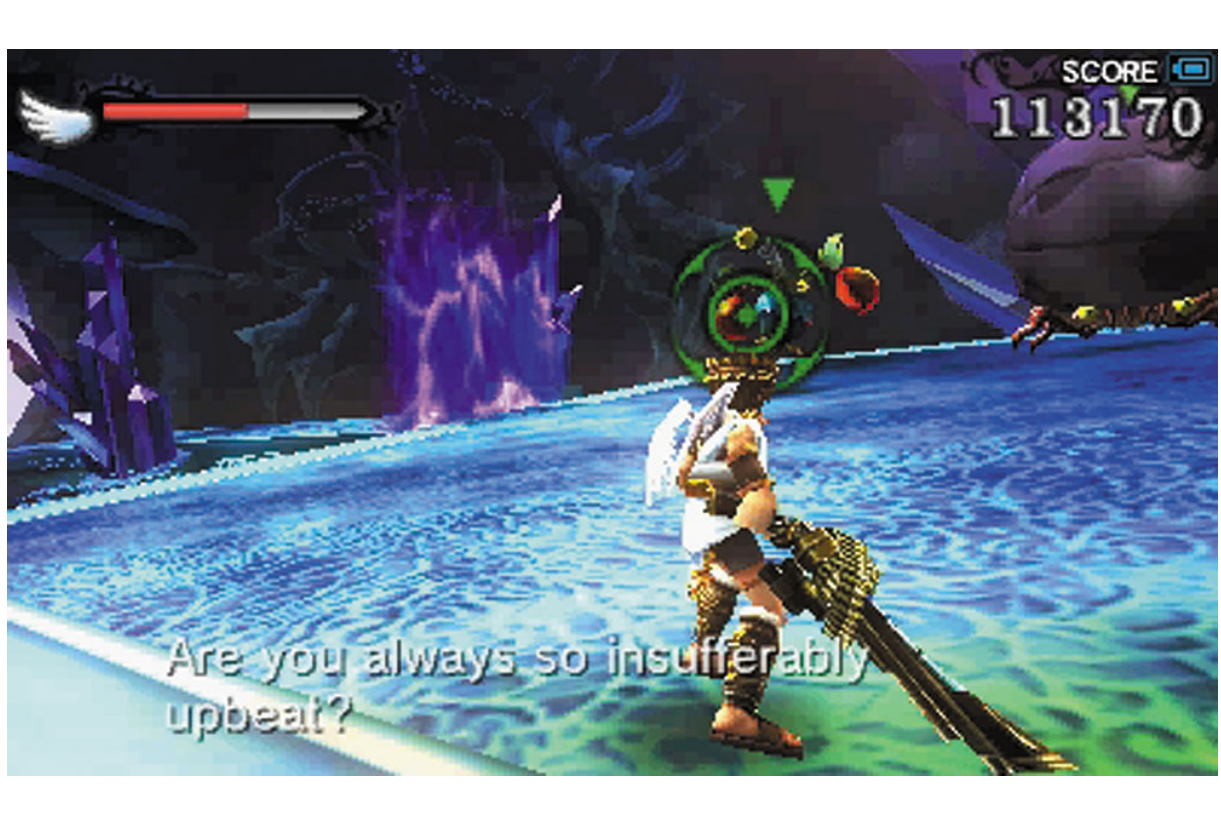

SCORE 200440

10. The Toxiecap makes this battle difficult, it can cover most of the platform with poisonous explosions. A Meeba also attacks here. It's similar to an Armin and frontal attacks are useless against it. Attack it from the sides or behind.

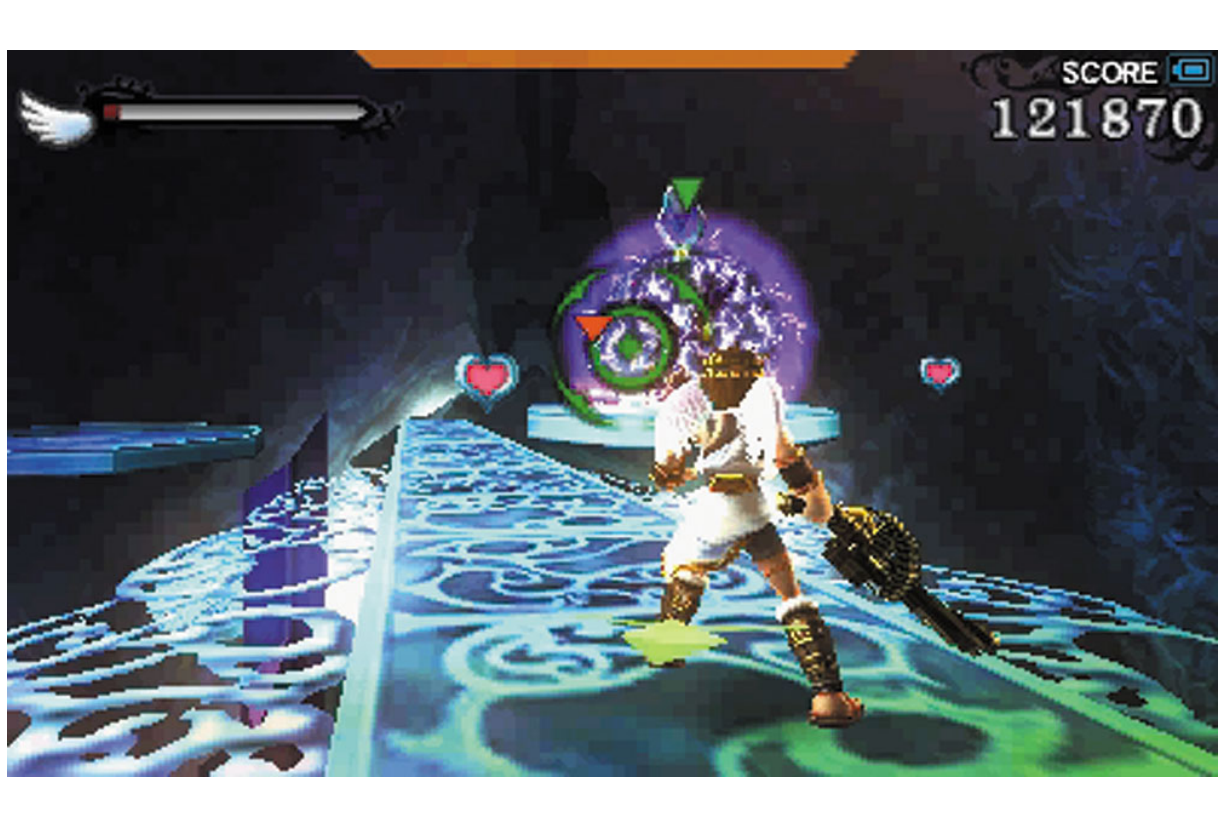

SCORE 111570

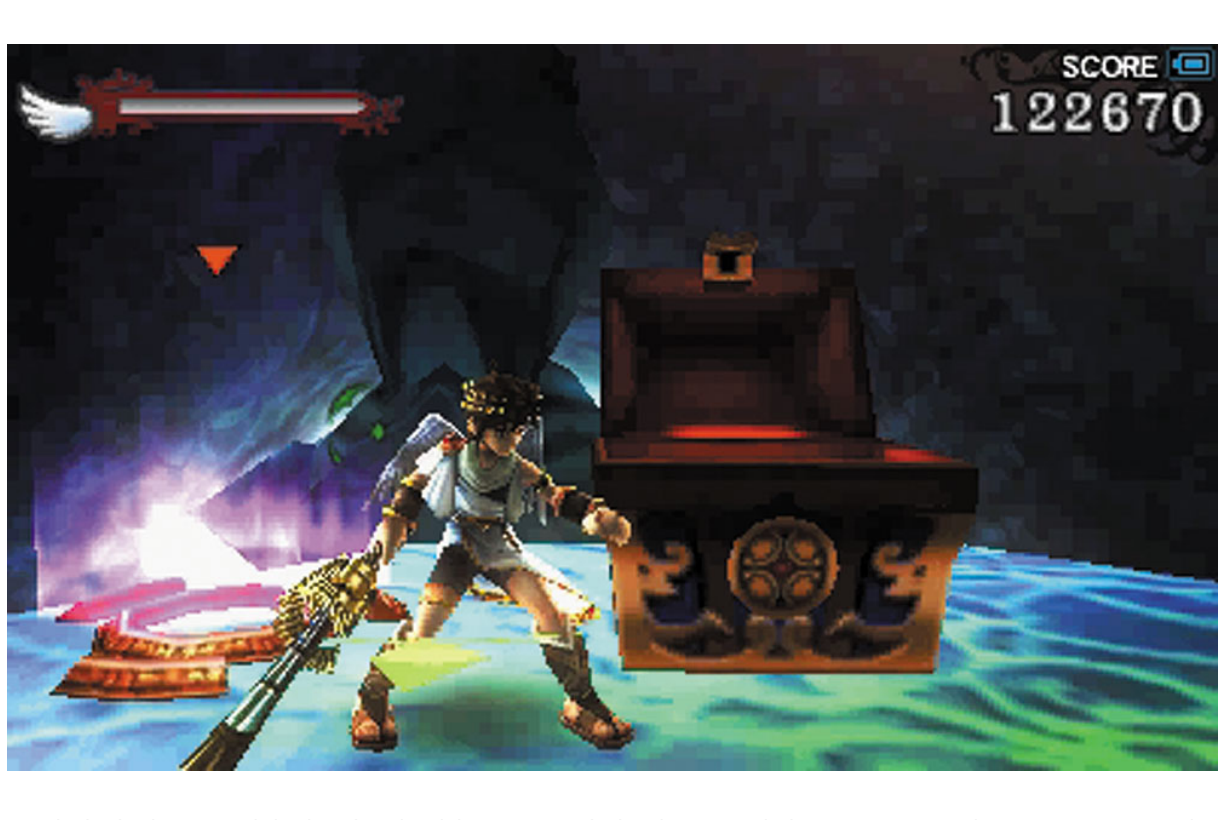

SCORE 113170

11. A Mudrone protects the Treasure Box here, and a second box appears when the monster is beaten.

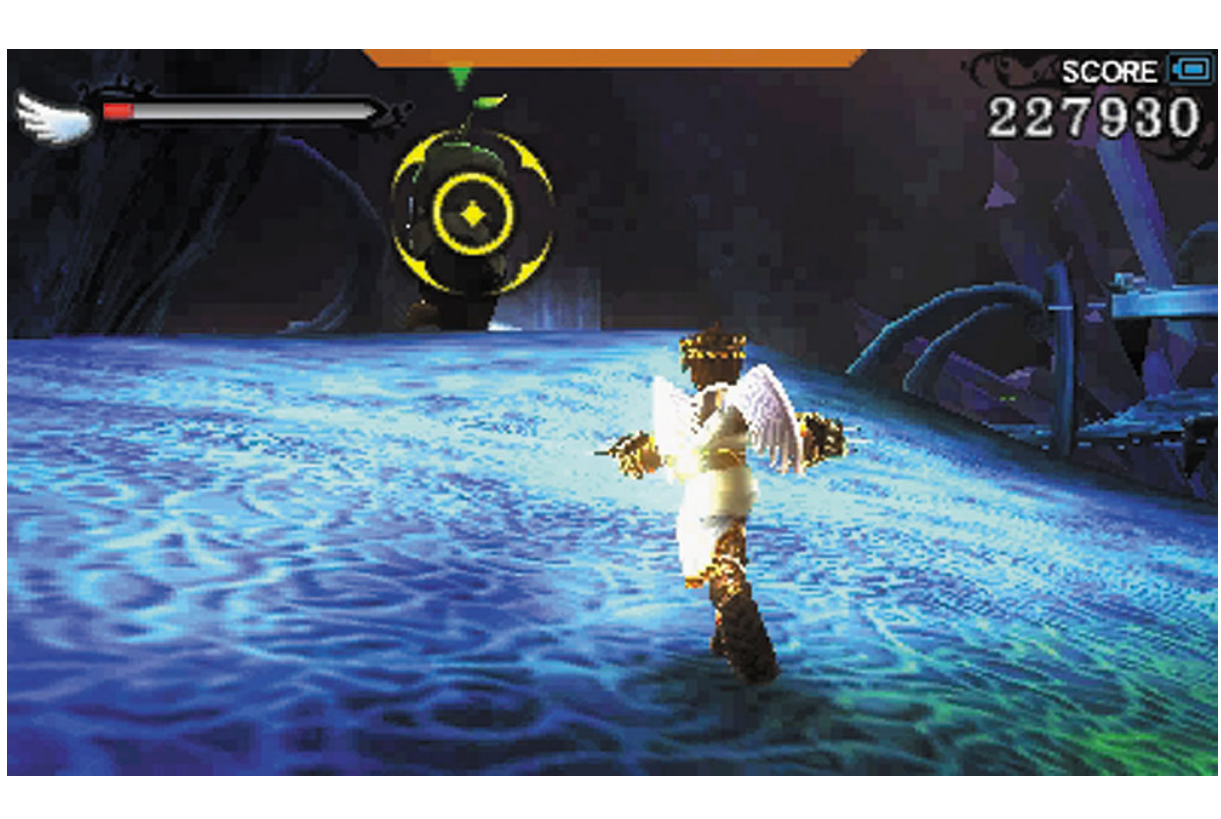

SCORE 113170
Are you always so insufferably upbeat?

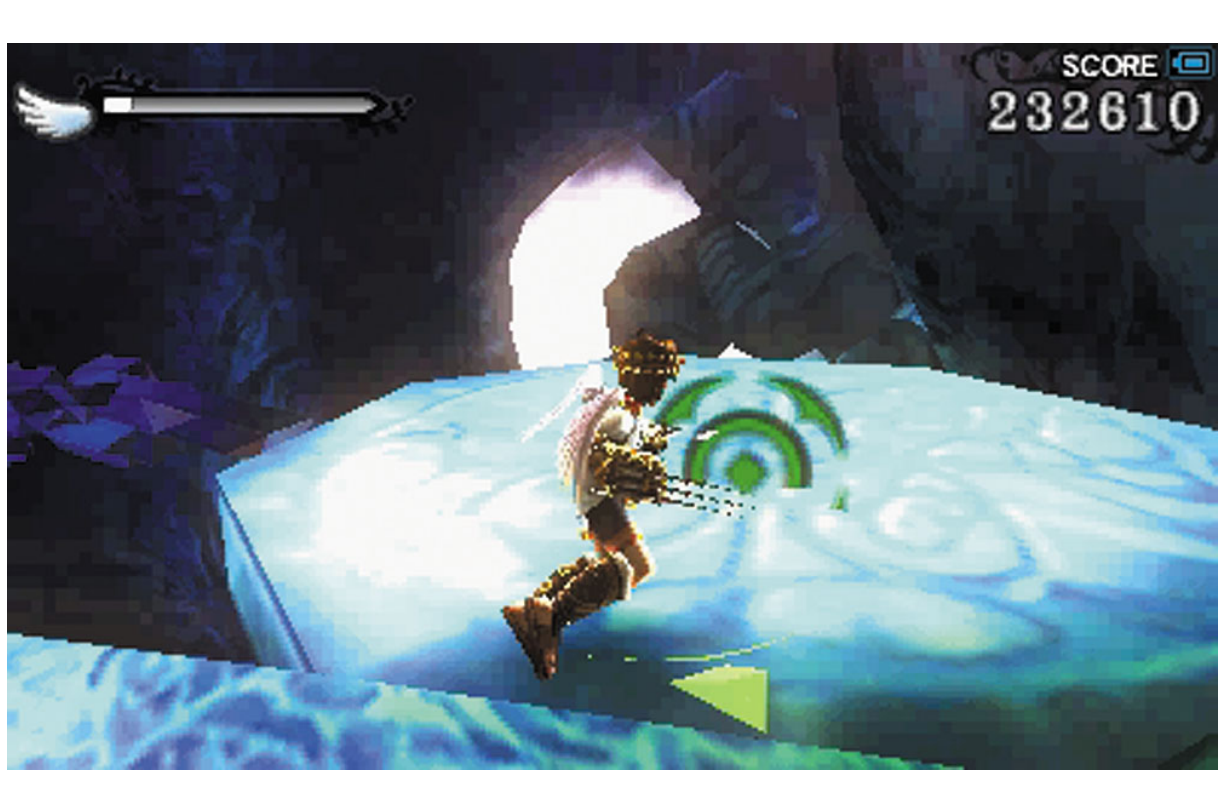
12. The two grind rail ramps send you to this platform, where you're greeted by a Megonta and two Cacaws.

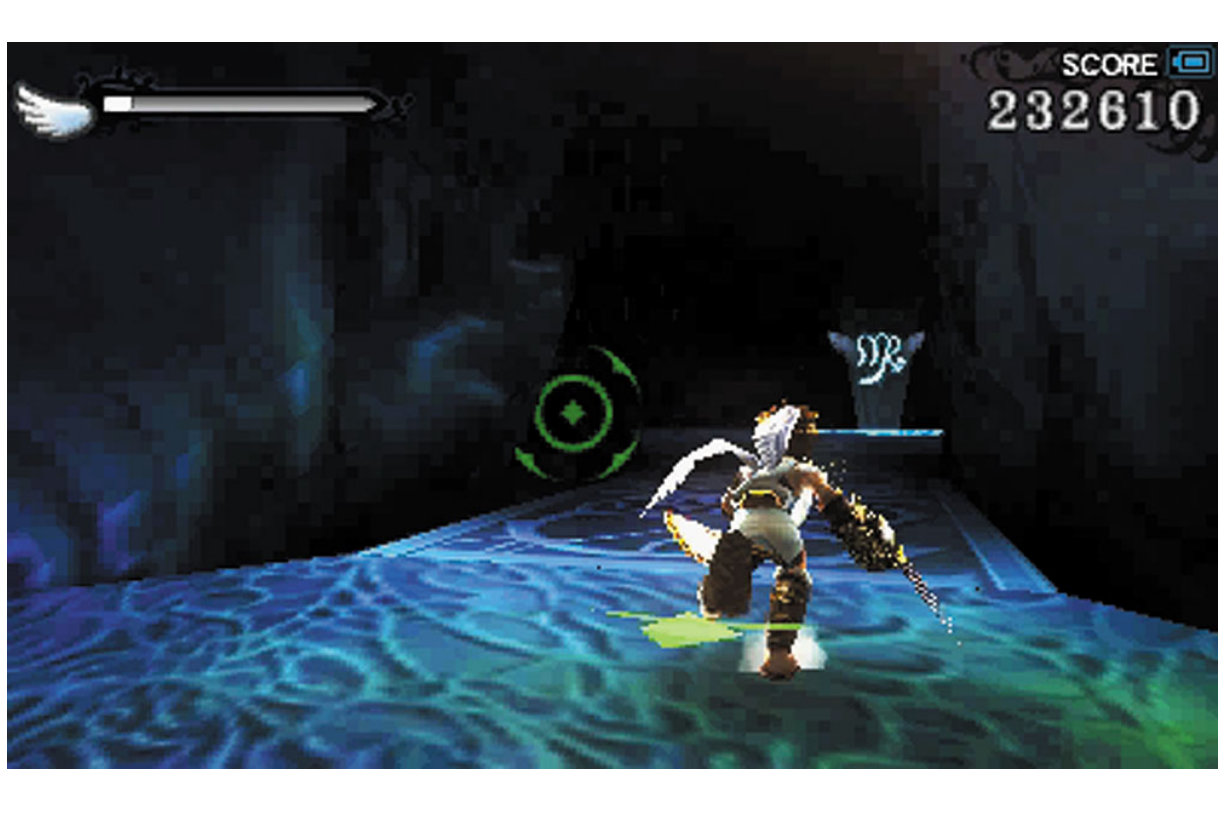

SCORE 121870


SCORE 122670

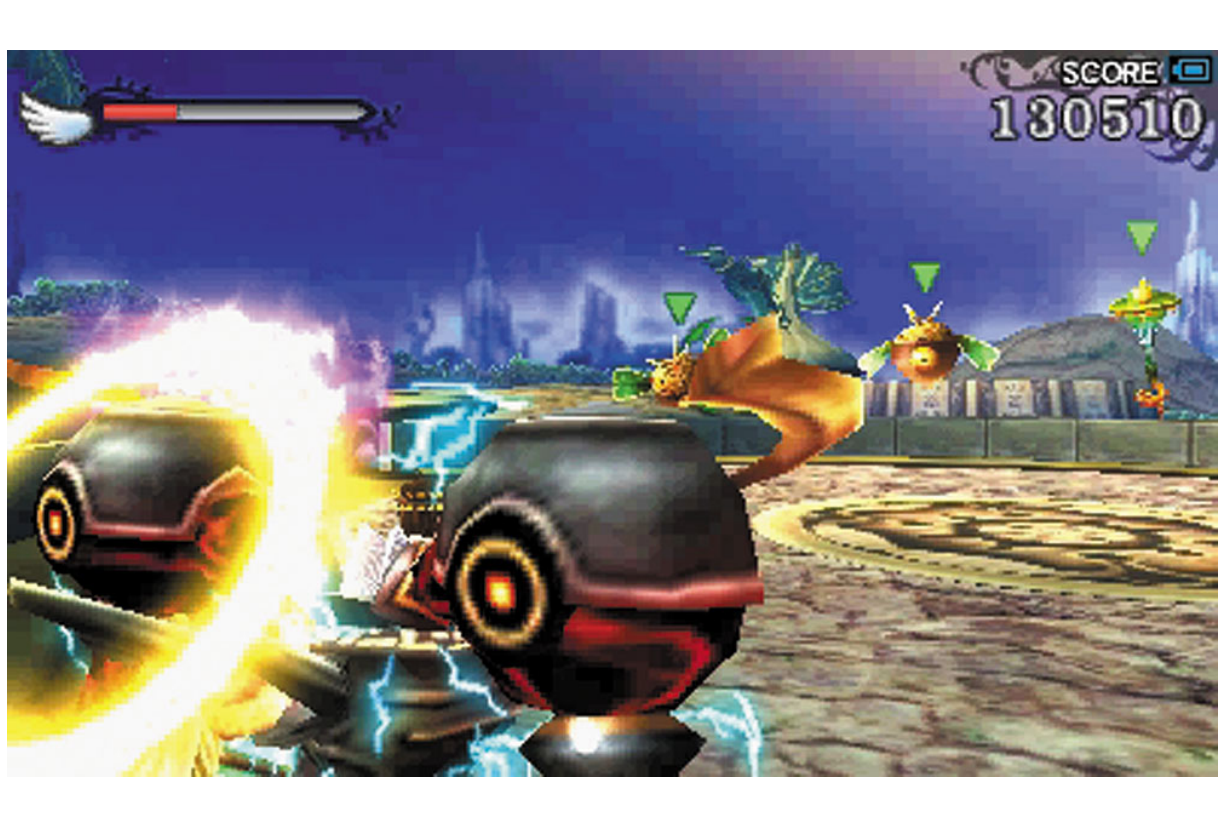
13. The bridge here swivels back and forth, while a Zert guards the platform with the Treasure Box. Take your time crossing the bridge. You can fall into a bottomless pit.


SCORE 227930


SCORE 232610


SCORE 232610

14. After fighting the enemies here, it's easy to just blaze on toward the elevator to the upper levels. Resist the urge to do this and check the area for a small platform that takes you down to a Zodiac Chamber portal.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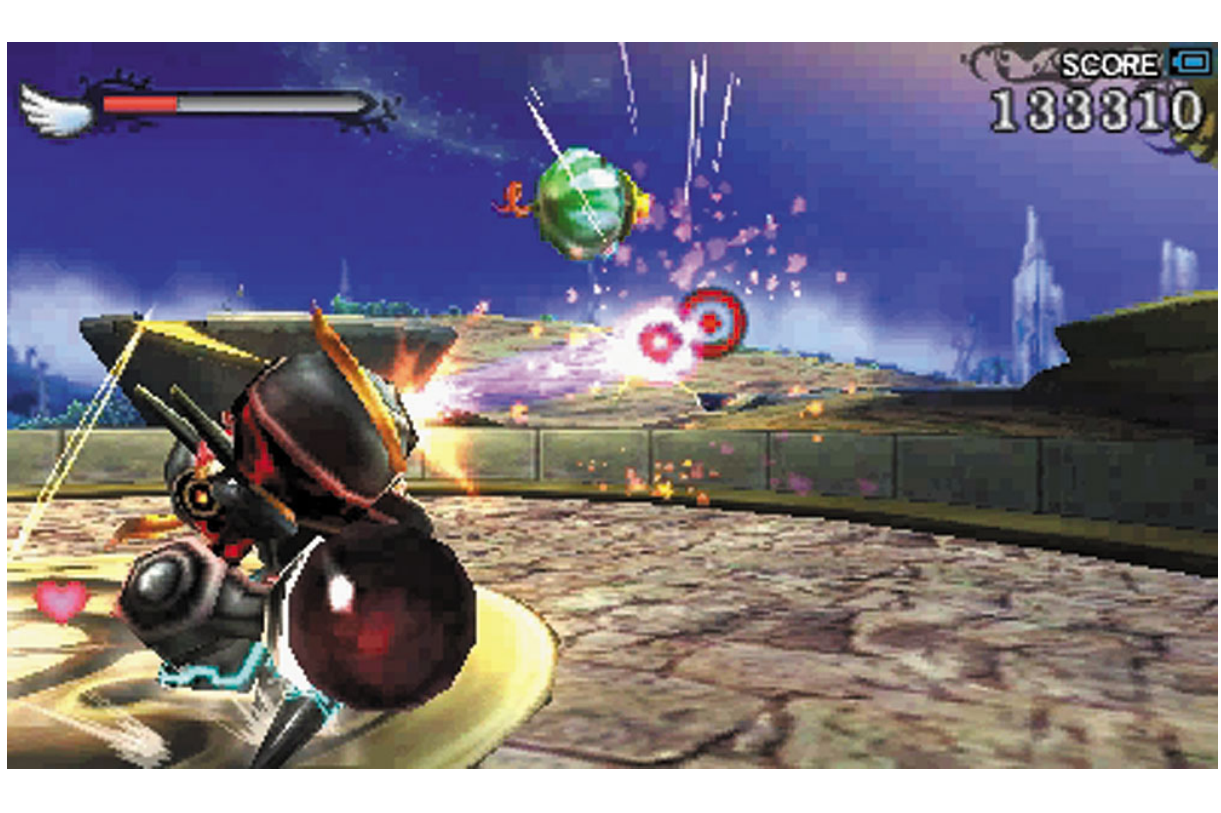
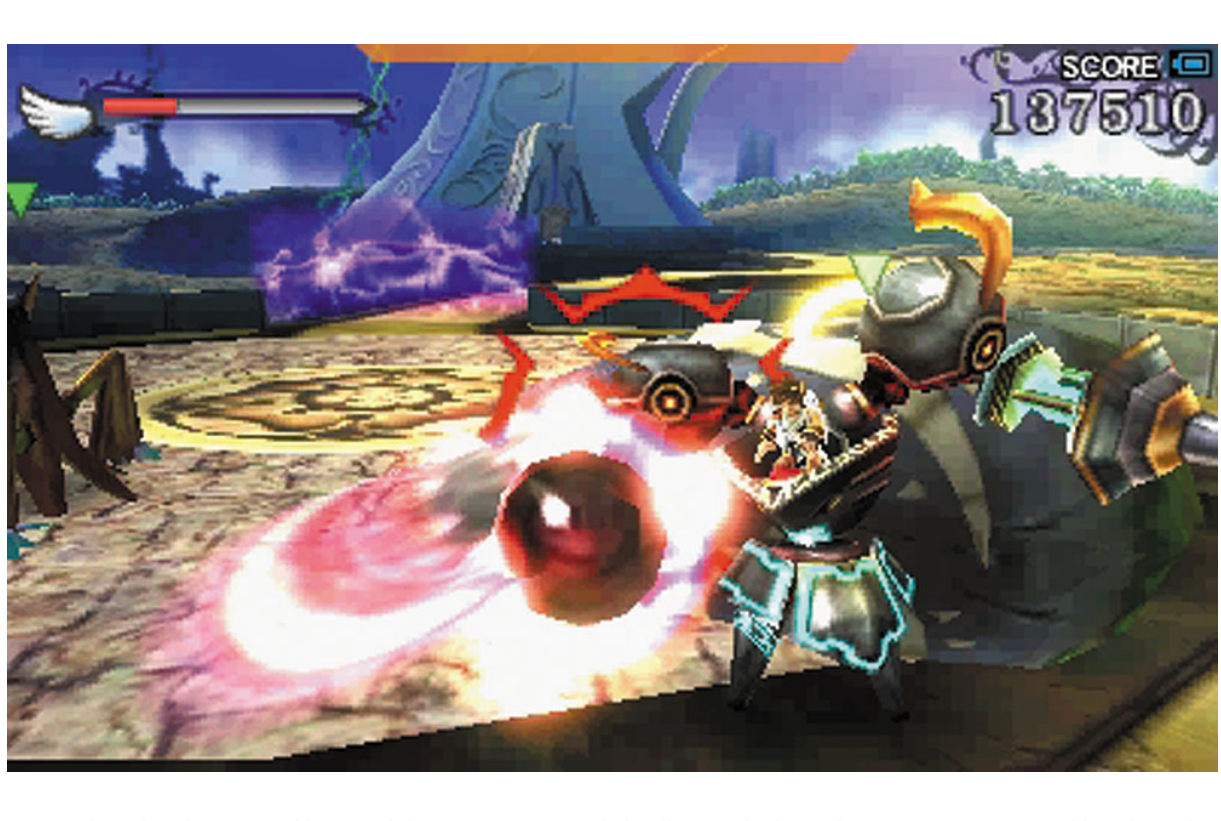
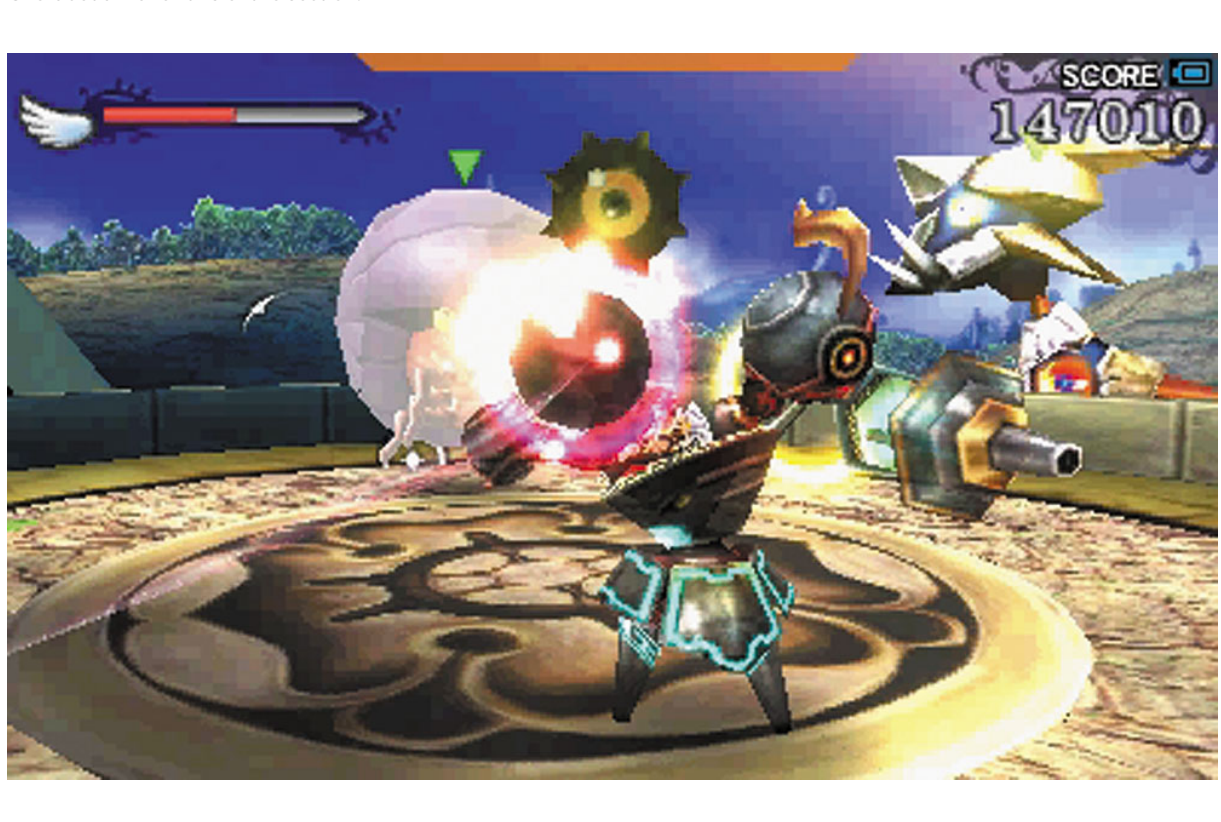
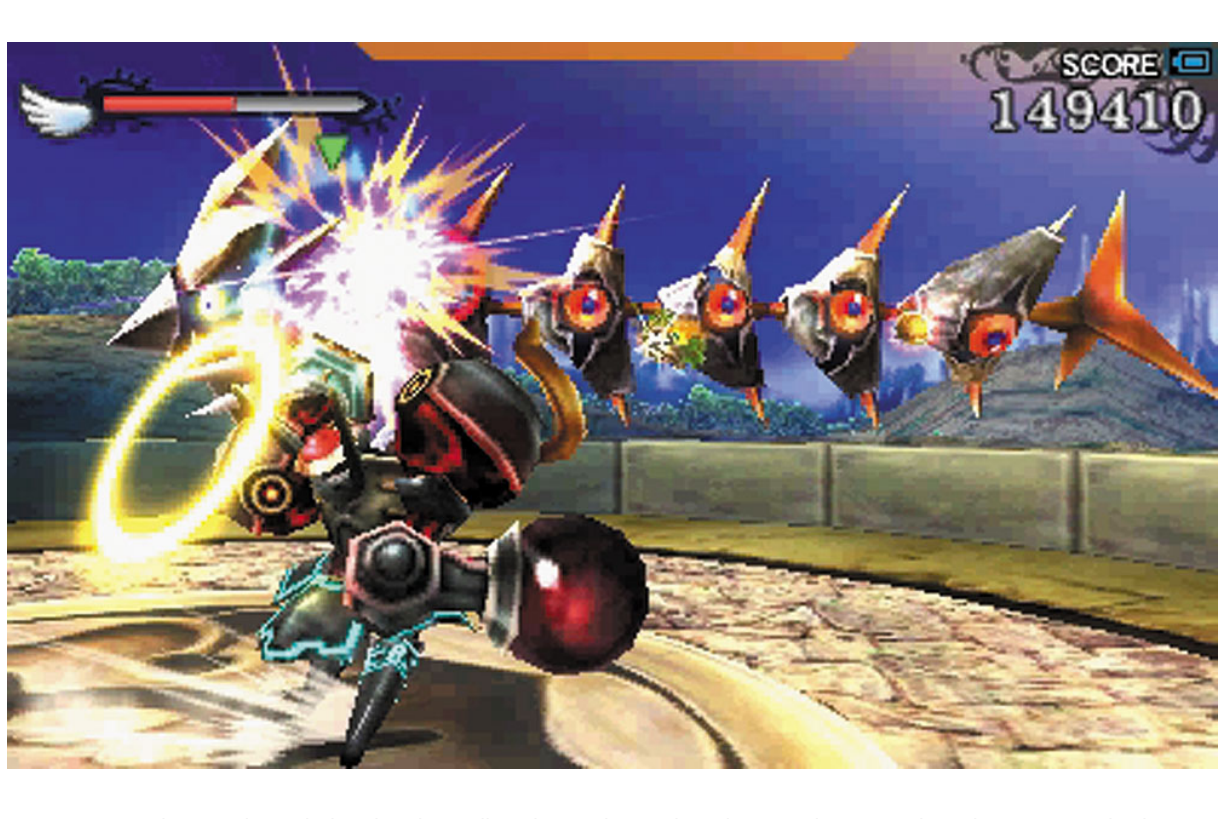

SCORE 133310


SCORE 137510

15. Another Cherubot is found here, and the Forces of Nature helpfully provide themselves as targets. It is possible to keep the Cherubot alive for this entire section.

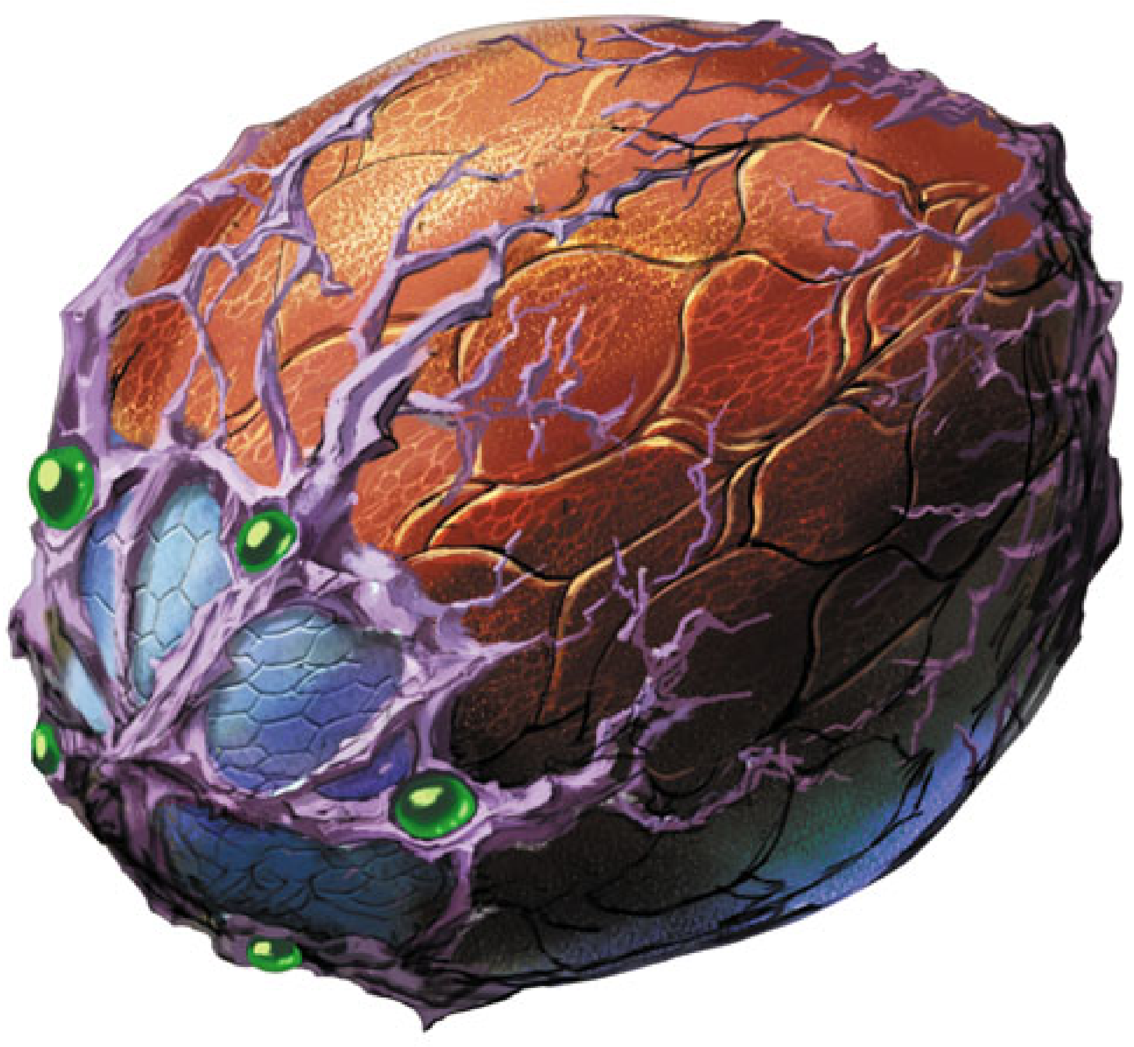

SCORE 147010


SCORE 149410

After surviving the gauntlet with the Cherubot, follow the winding path to the next platform and another enemy ambush consisting of a Megonta, a Lurchthorn, and a Captain Flare. When you're clear, proceed through the exit to another elevator. This takes you to the very center of the Reset Bomb factory. It's time to put an end to this operation!

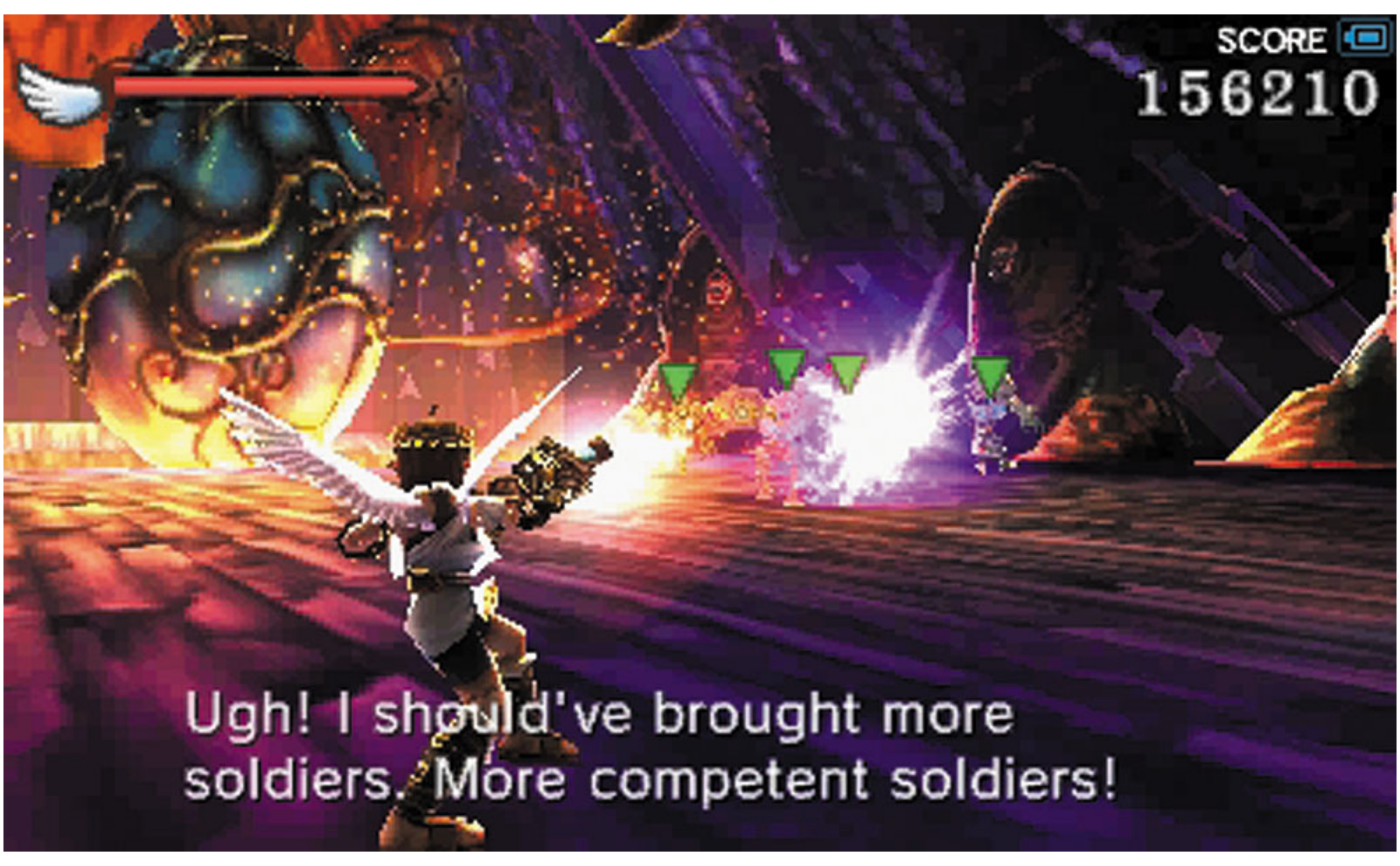
Chapter 12: Wrath of the Reset Bomb

Boss Battle: Reset Bomb Pod

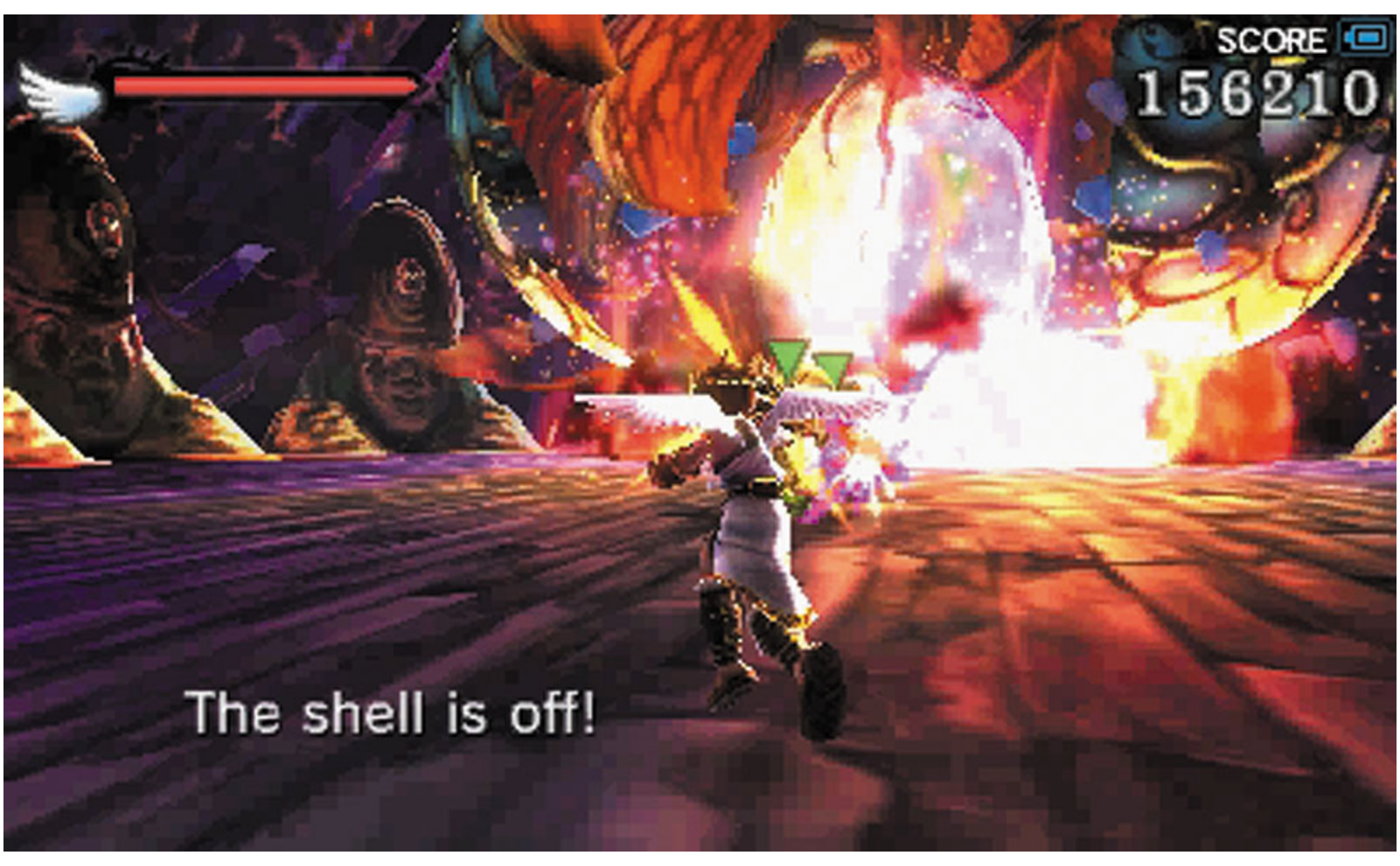


Health Range	
Min Health	Max Health
279	1008

The Reset Bomb Pod by itself is not a serious threat, but its guards are more than willing to try to make up for its weakness.

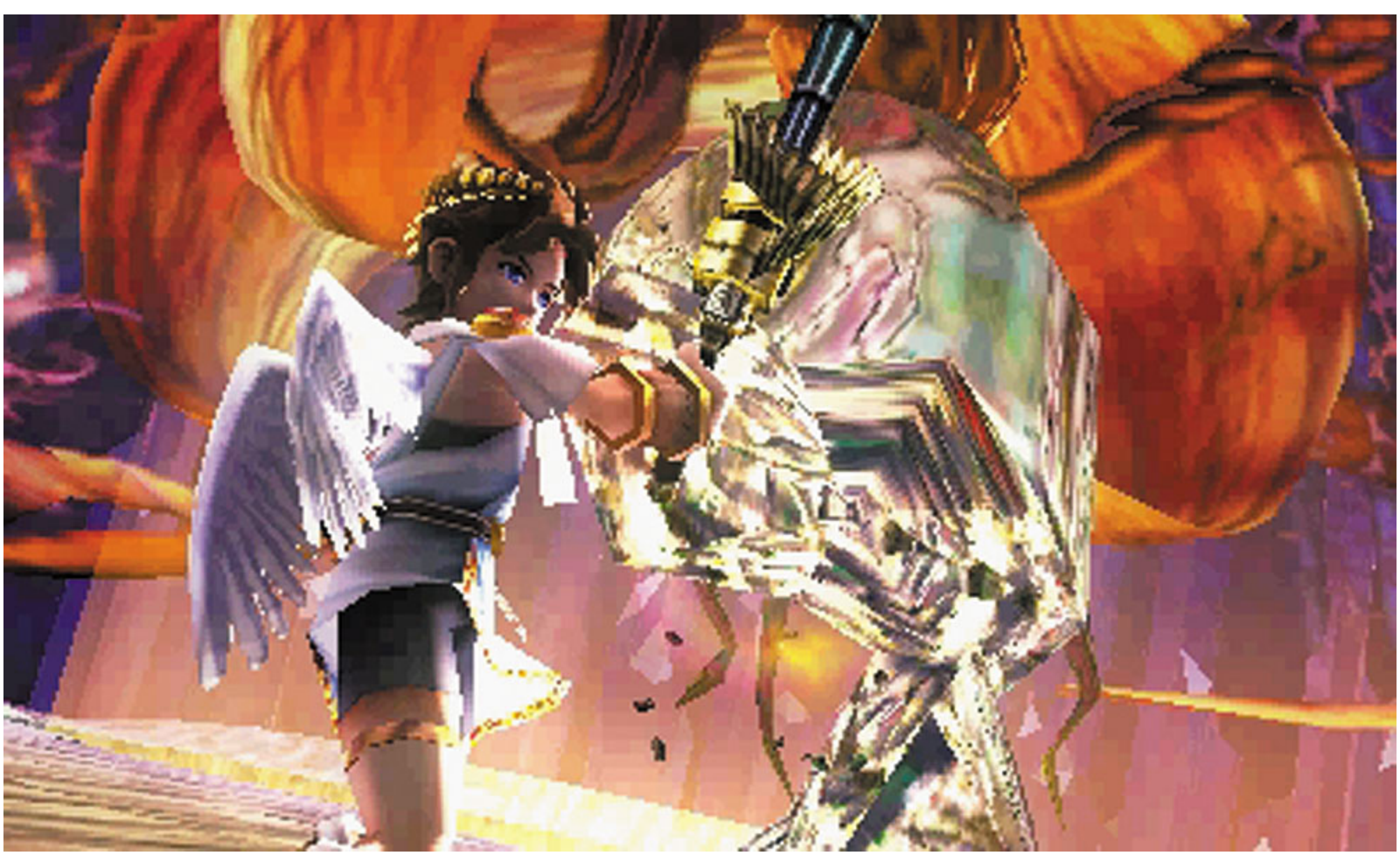


Ugh! I should've brought more soldiers. More competent soldiers!

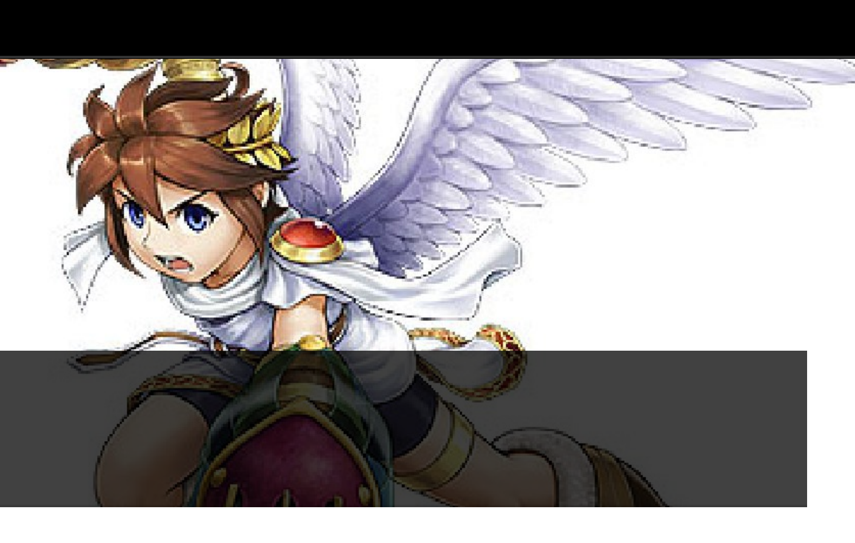


The shell is off!

The operative word here is “try.” A shell protects the Bomb Pod from direct damage, but that’s nothing a little improvisation can’t fix. A melee dash attack can send one of the guards flying into the chasm beneath the Bomb Pod, and the ensuing explosion shatters its protective shell. You have limited time to blast at the Reset Bomb Pod with any ranged attacks at your disposal before the shell regenerates. When that happens, just smack another guard into the chasm to break the new shell.



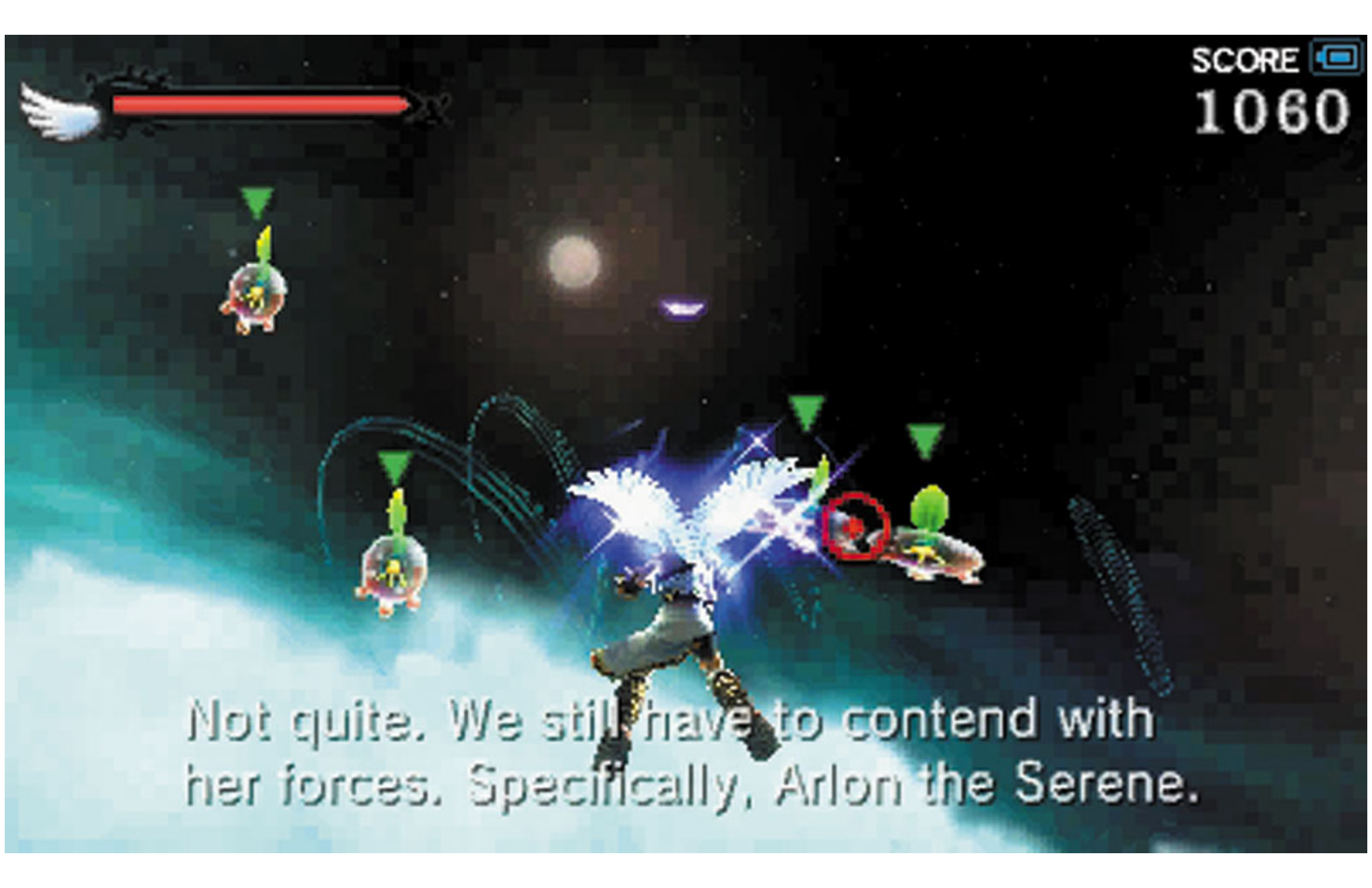
Compared to Cragalanche, and even some of the battles against the regular enemies you faced just getting to the Reset Bomb Pod, this is almost relaxing for a boss battle. By taking out the production line for the Reset Bombs, Pit and Palutena have bought the humans more time against the Forces of Nature.

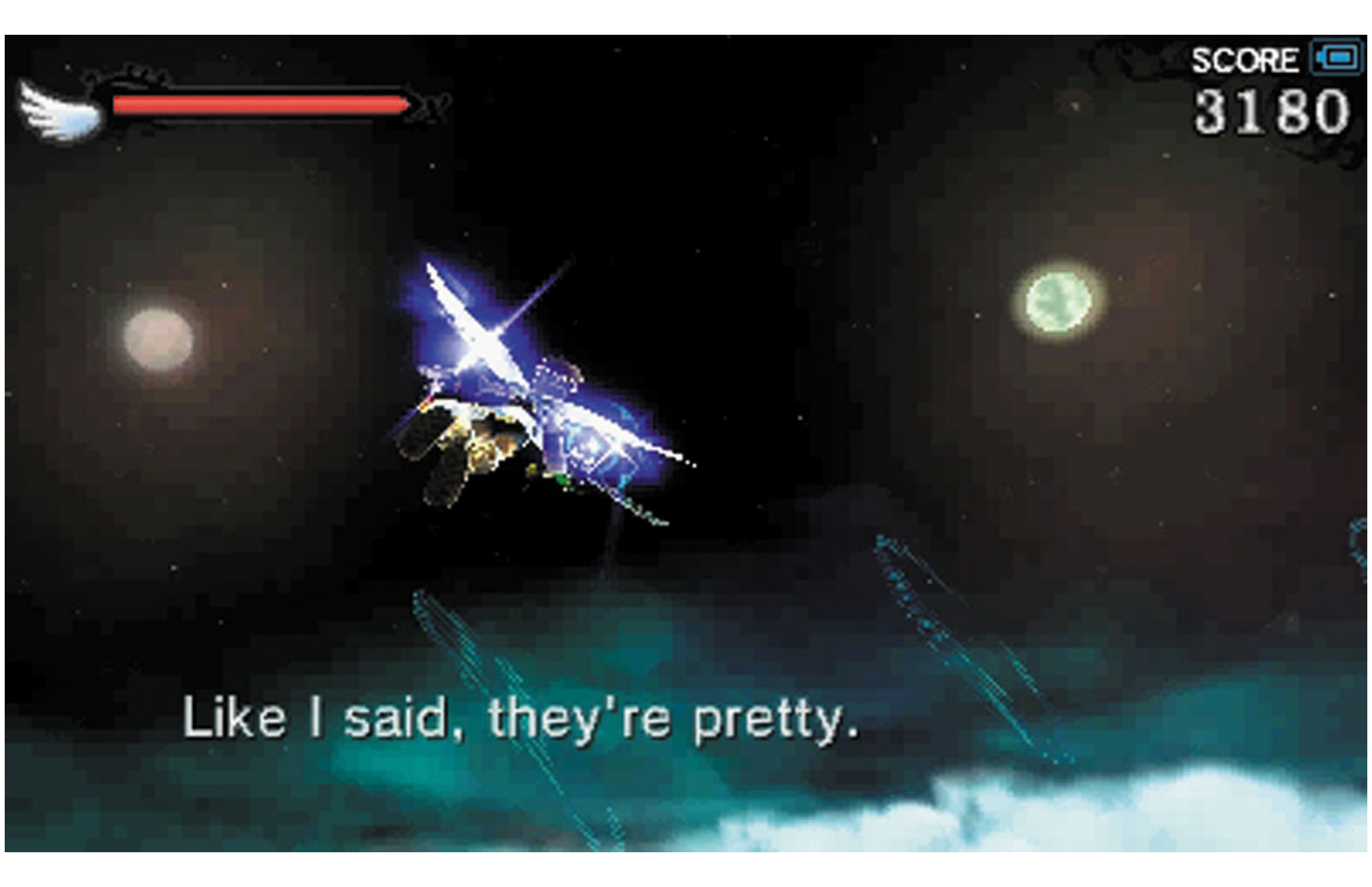


Chapter 13: The Lunar Sanctum

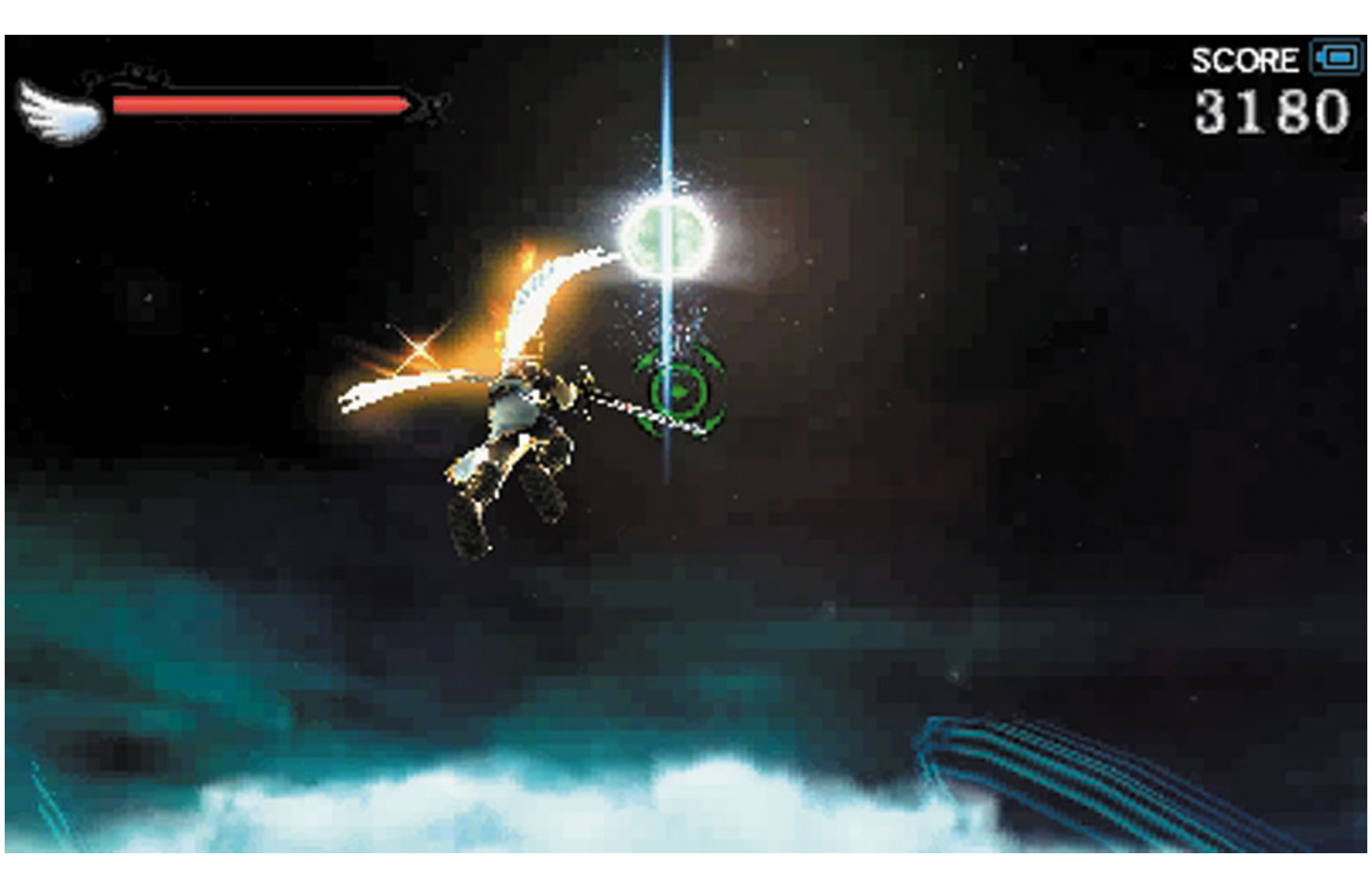
Air Battle

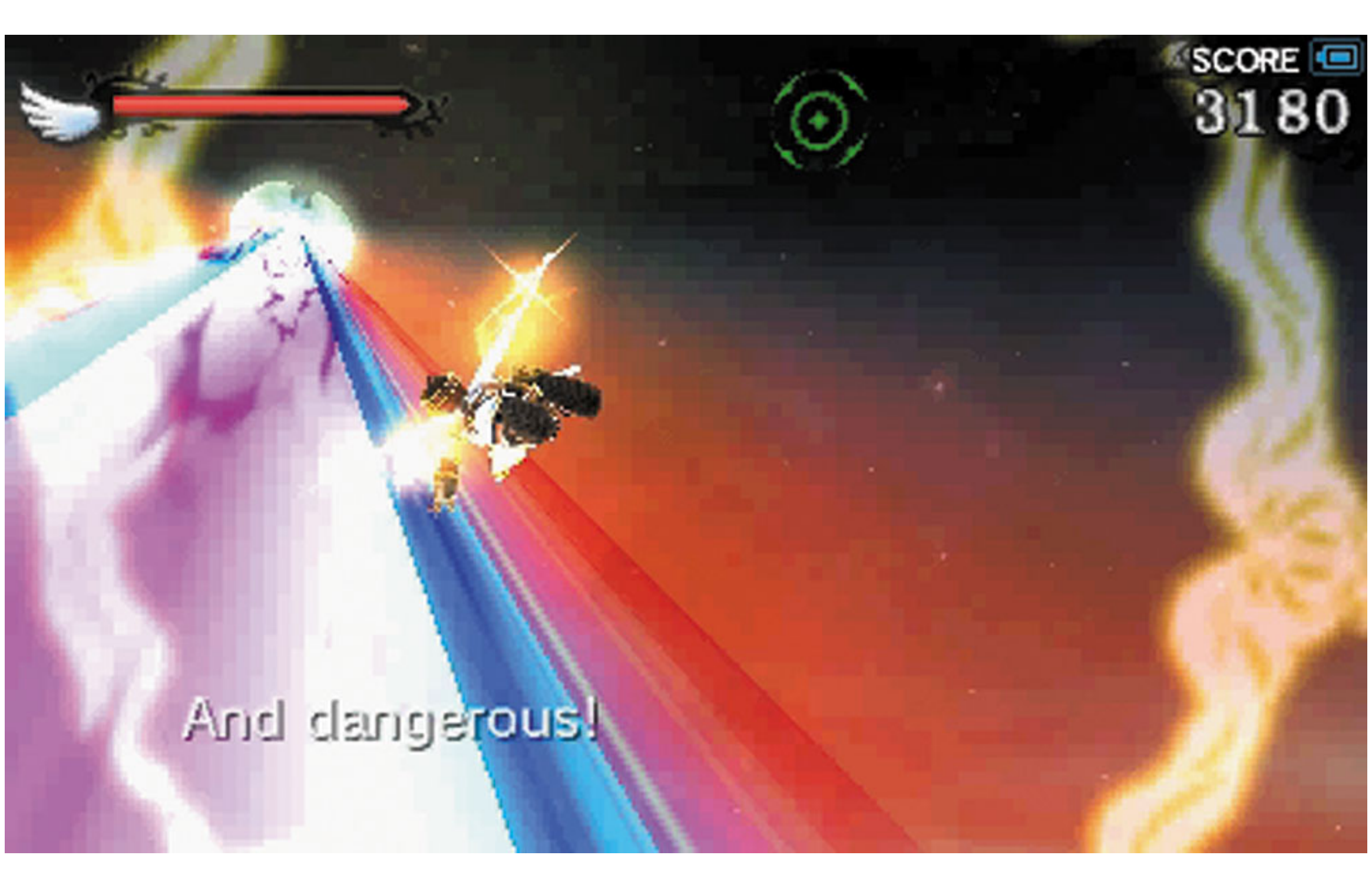
Pit's musical amateur hour aside, things appear to be going well for Palutena's army. Palutena is still concerned with Viridi, specifically her general, Arlon the Serene, and his weapon that is said to outmatch the power of her Reset Bombs.


SCORE
1060
Not quite. We still have to contend with her forces. Specifically, Arlon the Serene.

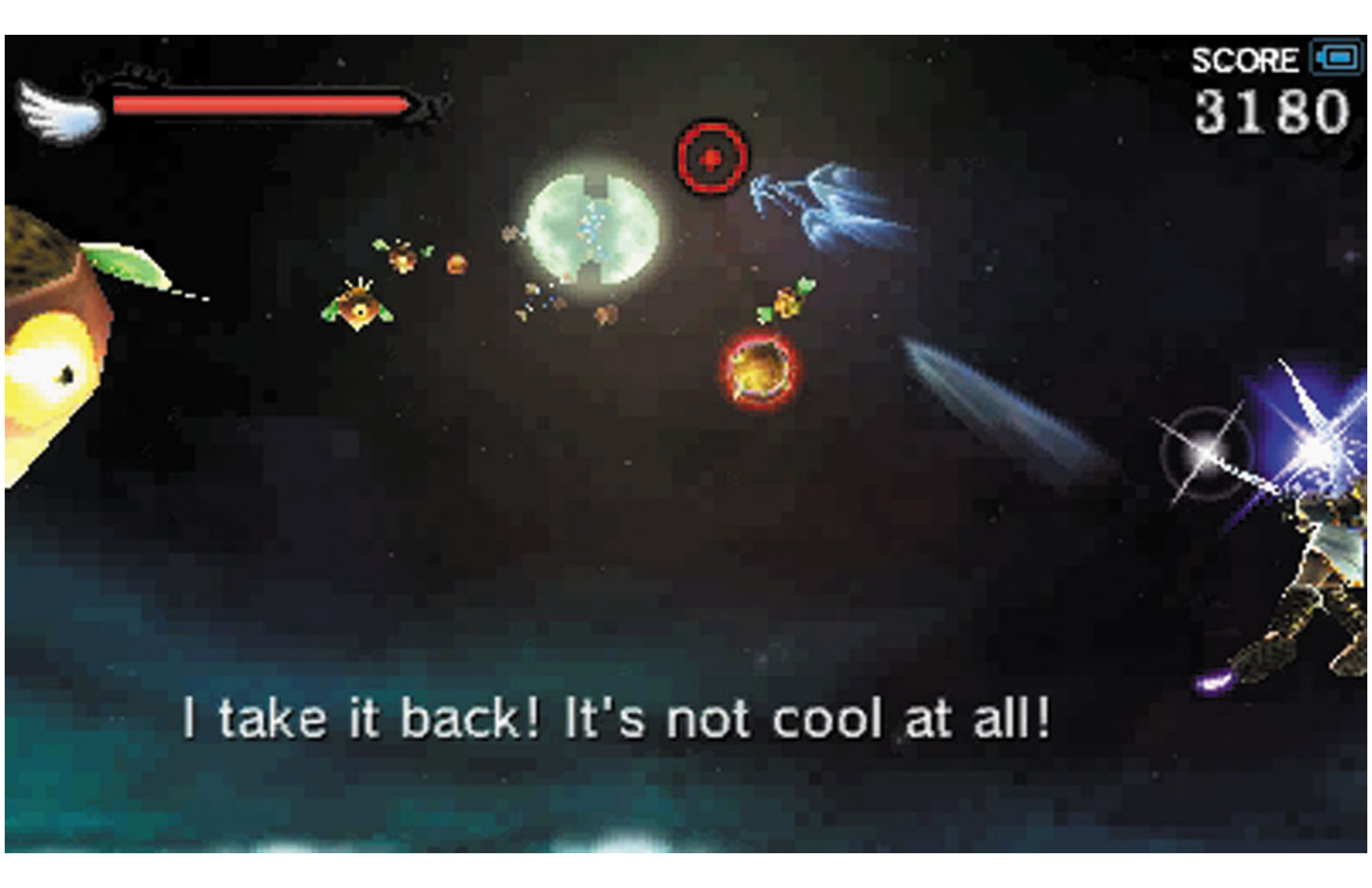

SCORE
3180
Like I said, they're pretty.

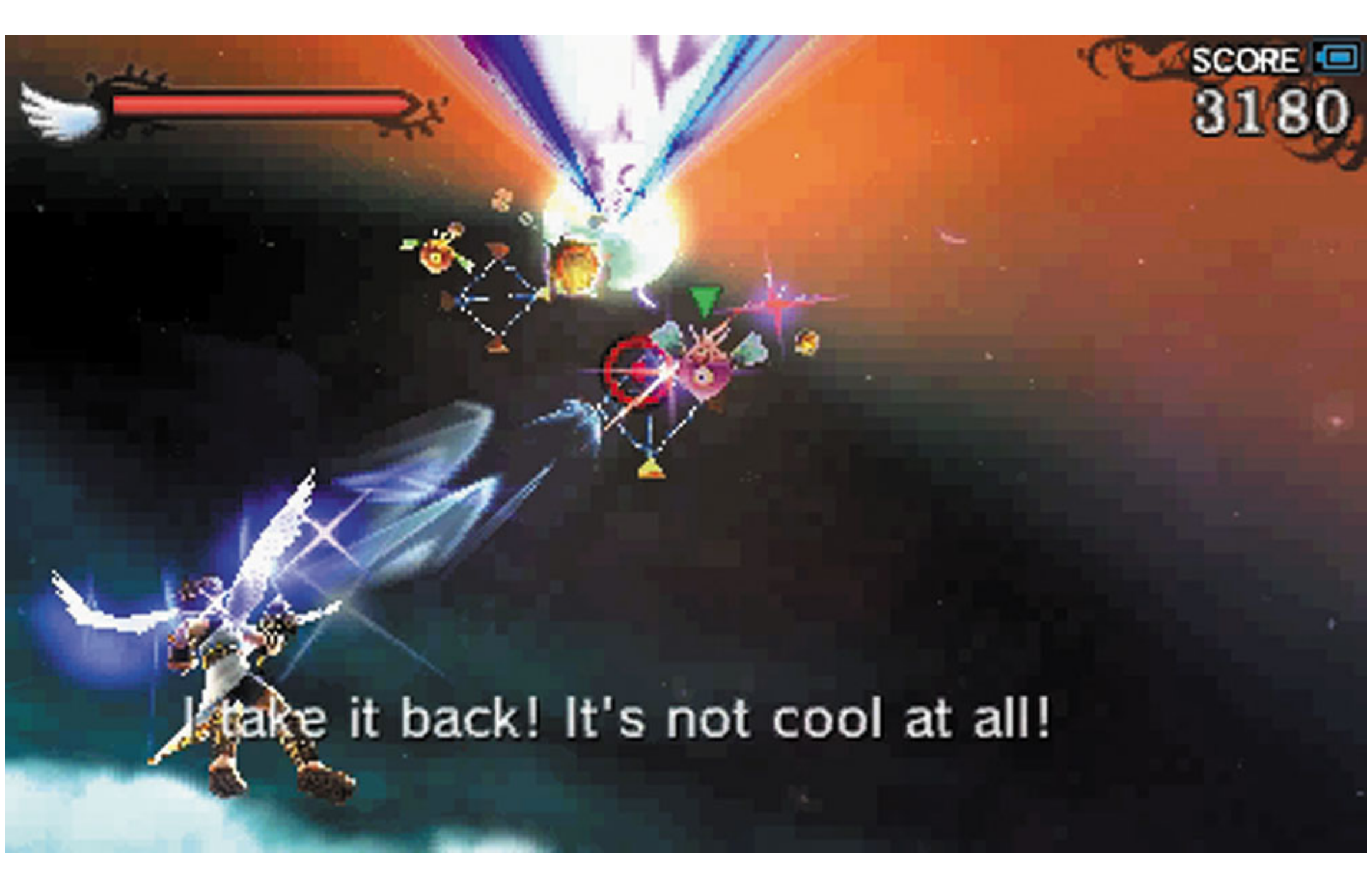
Early waves of Nature troops include Nutskis and Pips, but nothing as worrisome as the fact there are two moons in the sky.



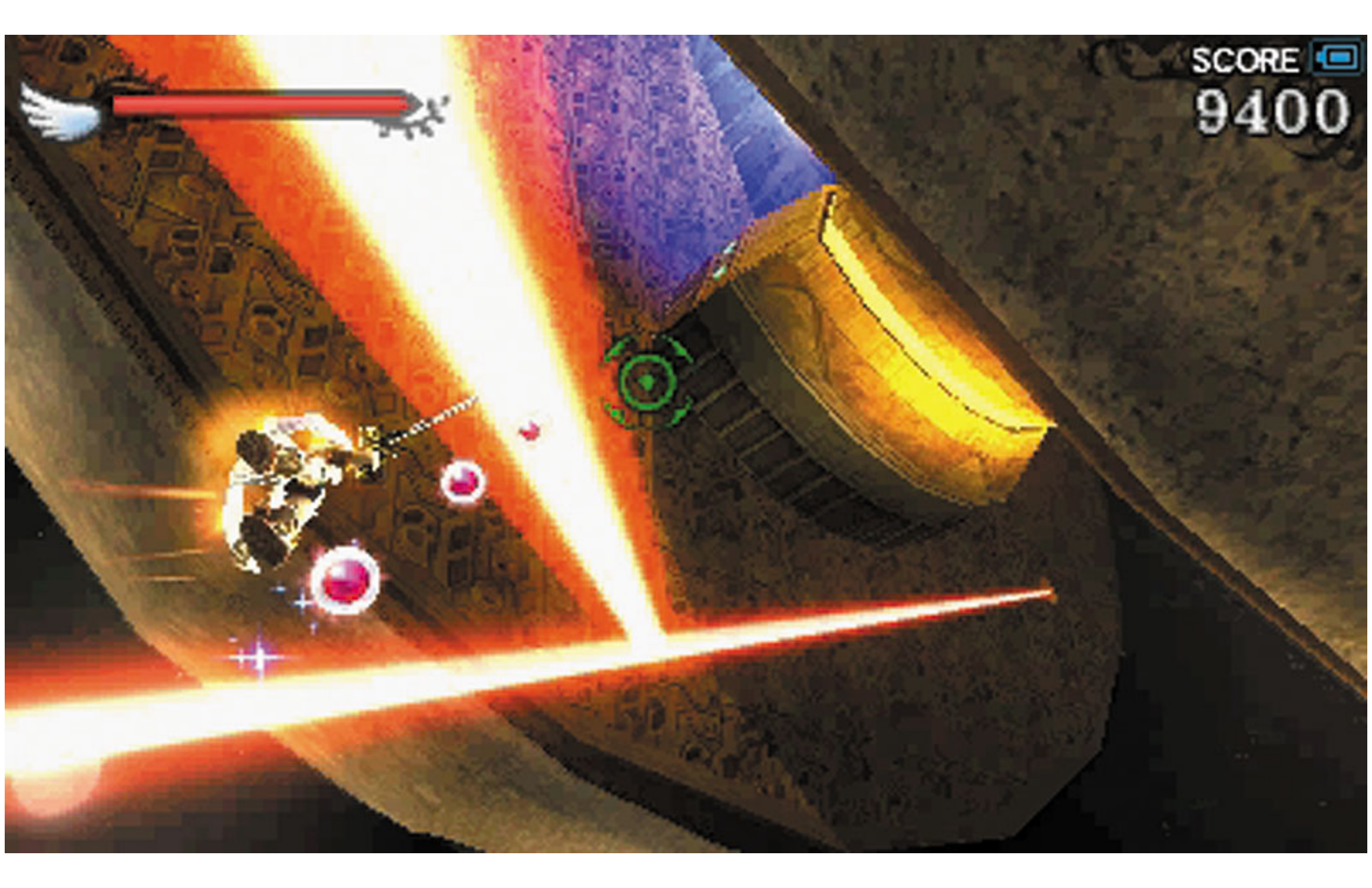

SCORE
3180
And dangerous!

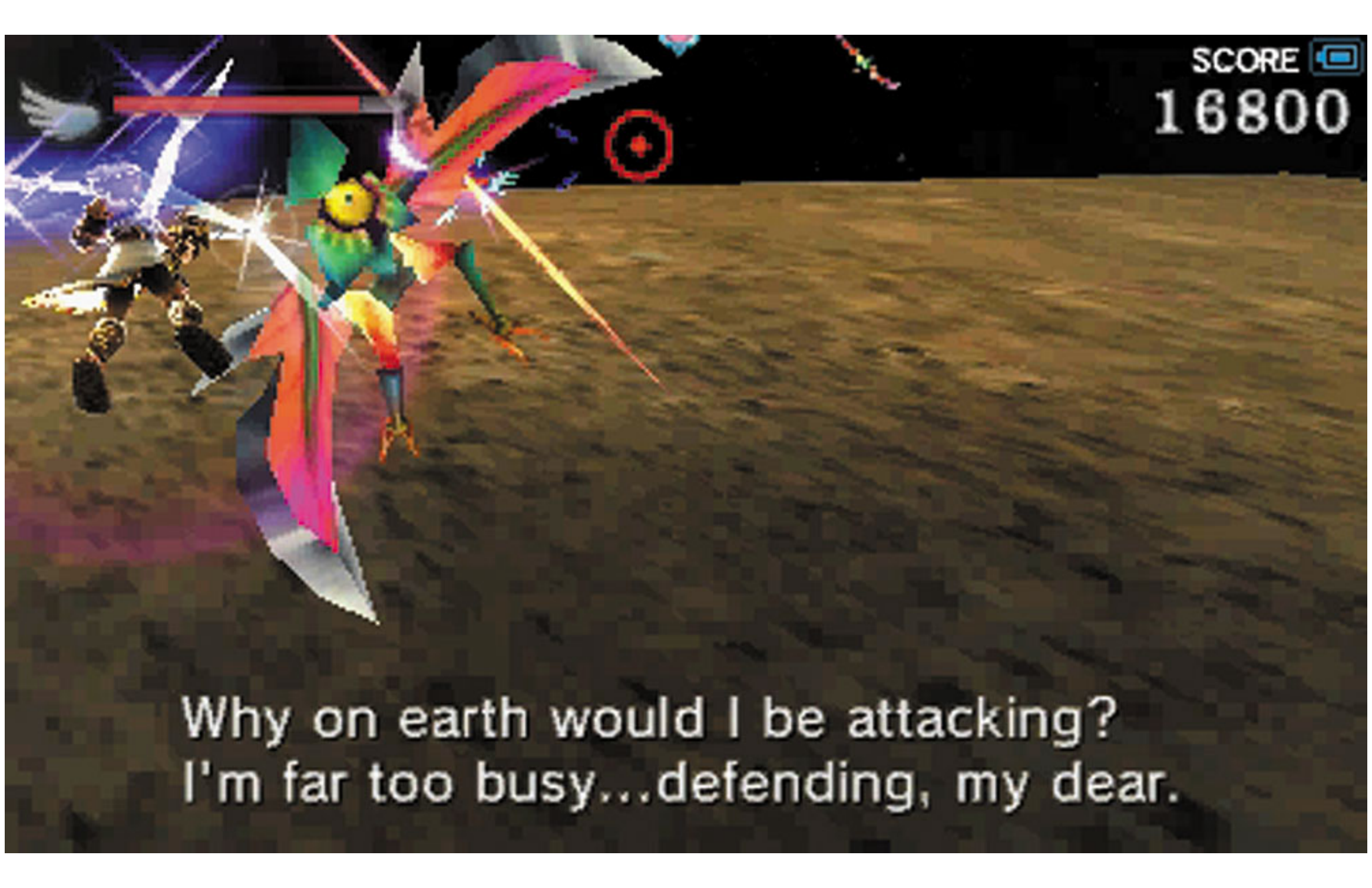
Okay, there's only one moon in the sky. The other is the Lunar Sanctum, a battle station with significant firepower.

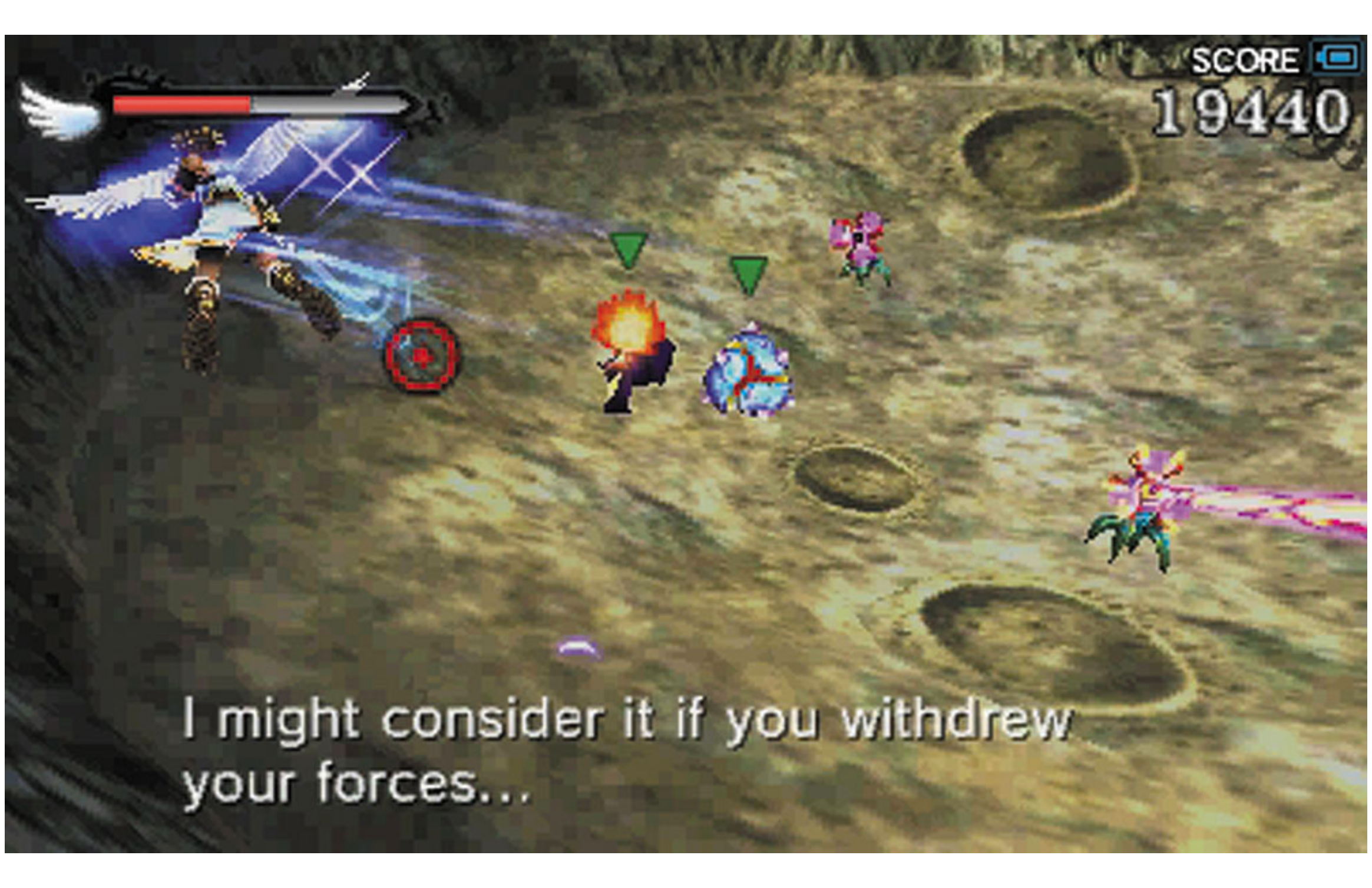

SCORE
3180
I take it back! It's not cool at all!


SCORE
3180
I take it back! It's not cool at all!

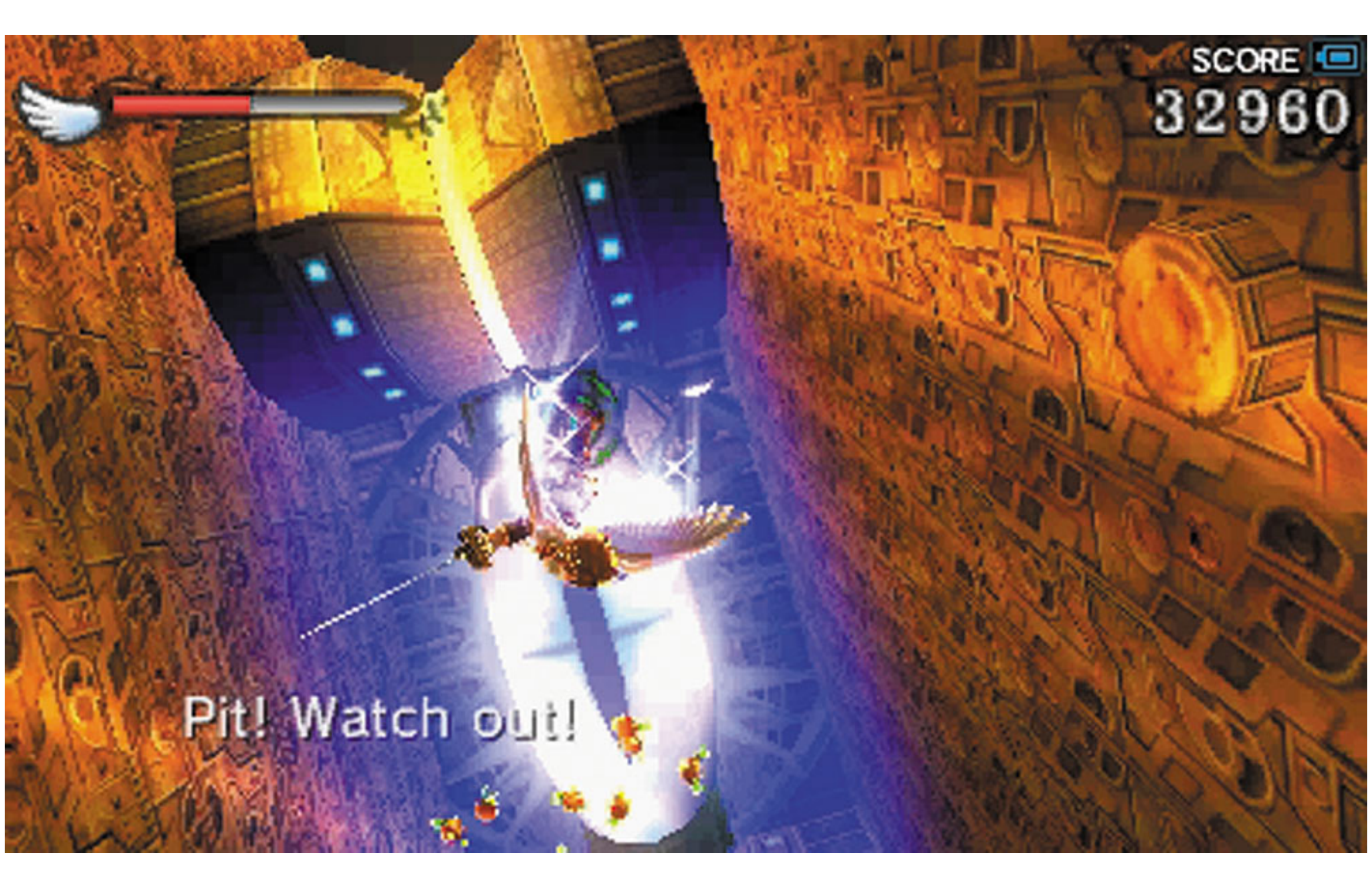
Viridi's forces, backed by the death moon in the distance, begin their attack in earnest. Superlasers continuously lance out toward Pit, but it's only an impressive light show for now. Concentrate on the enemies closer to Pit.

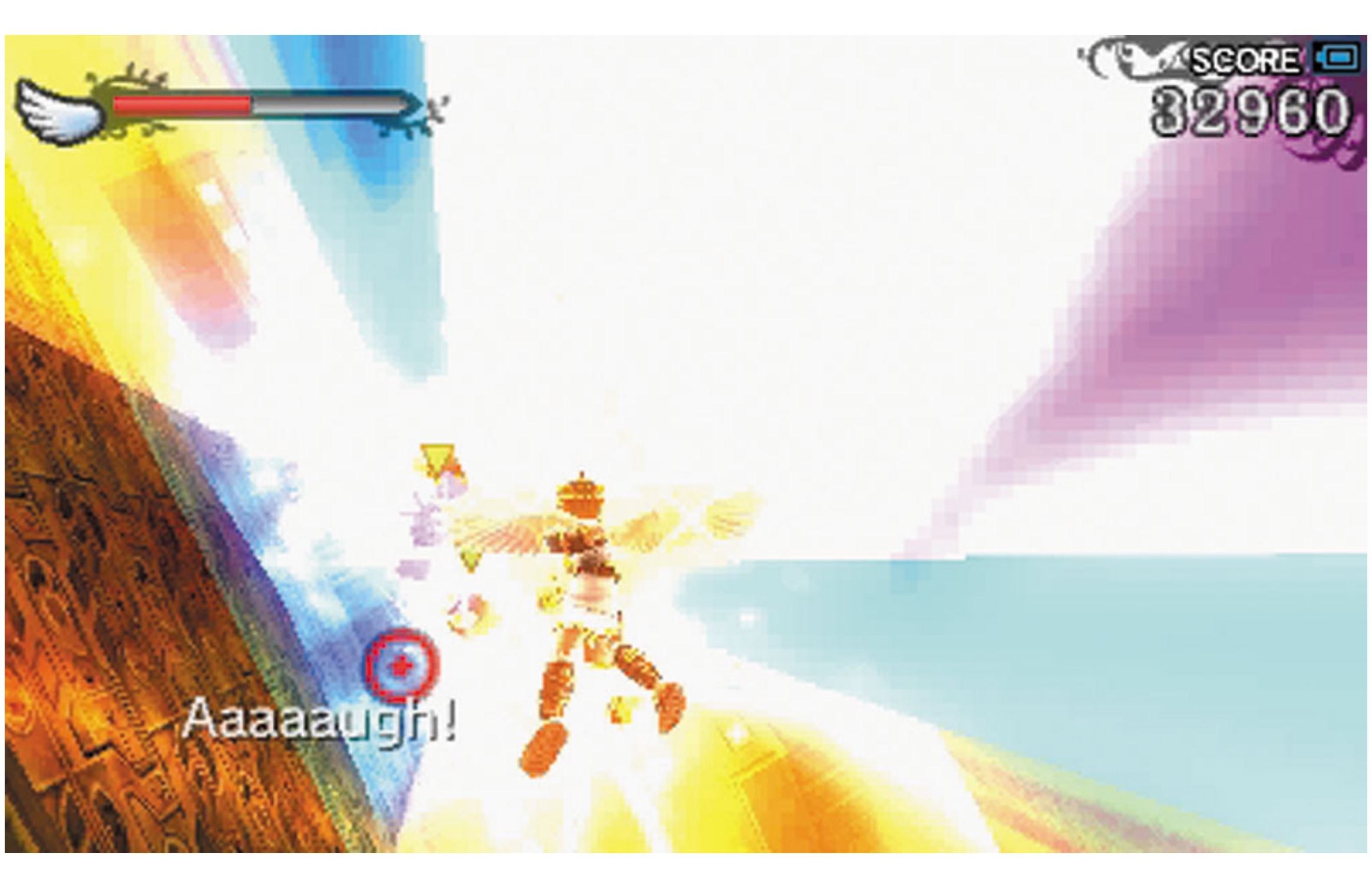



SCORE
16800
Why on earth would I be attacking? I'm far too busy...defending, my dear.

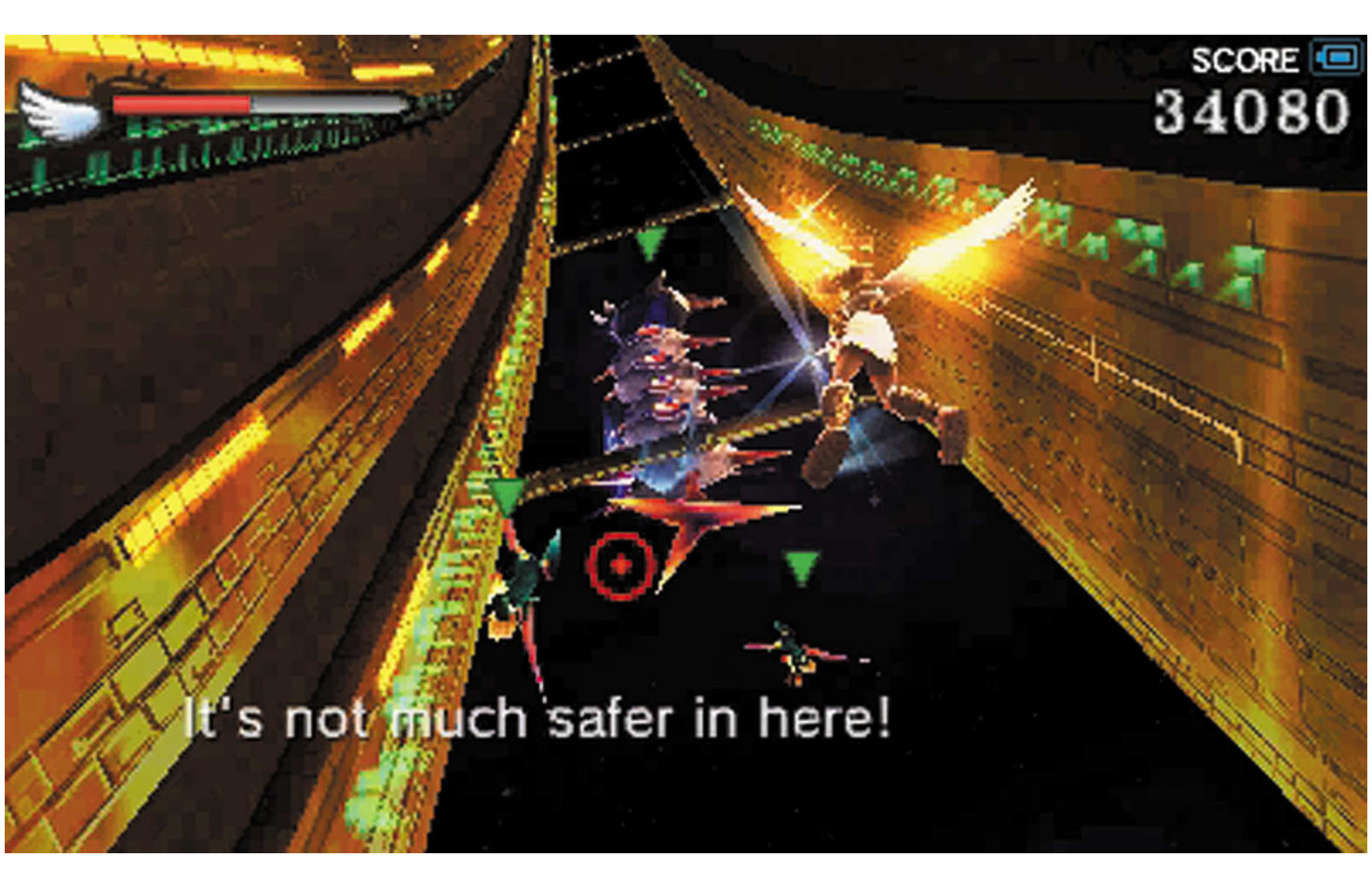

SCORE
19440
I might consider it if you withdrew your forces...

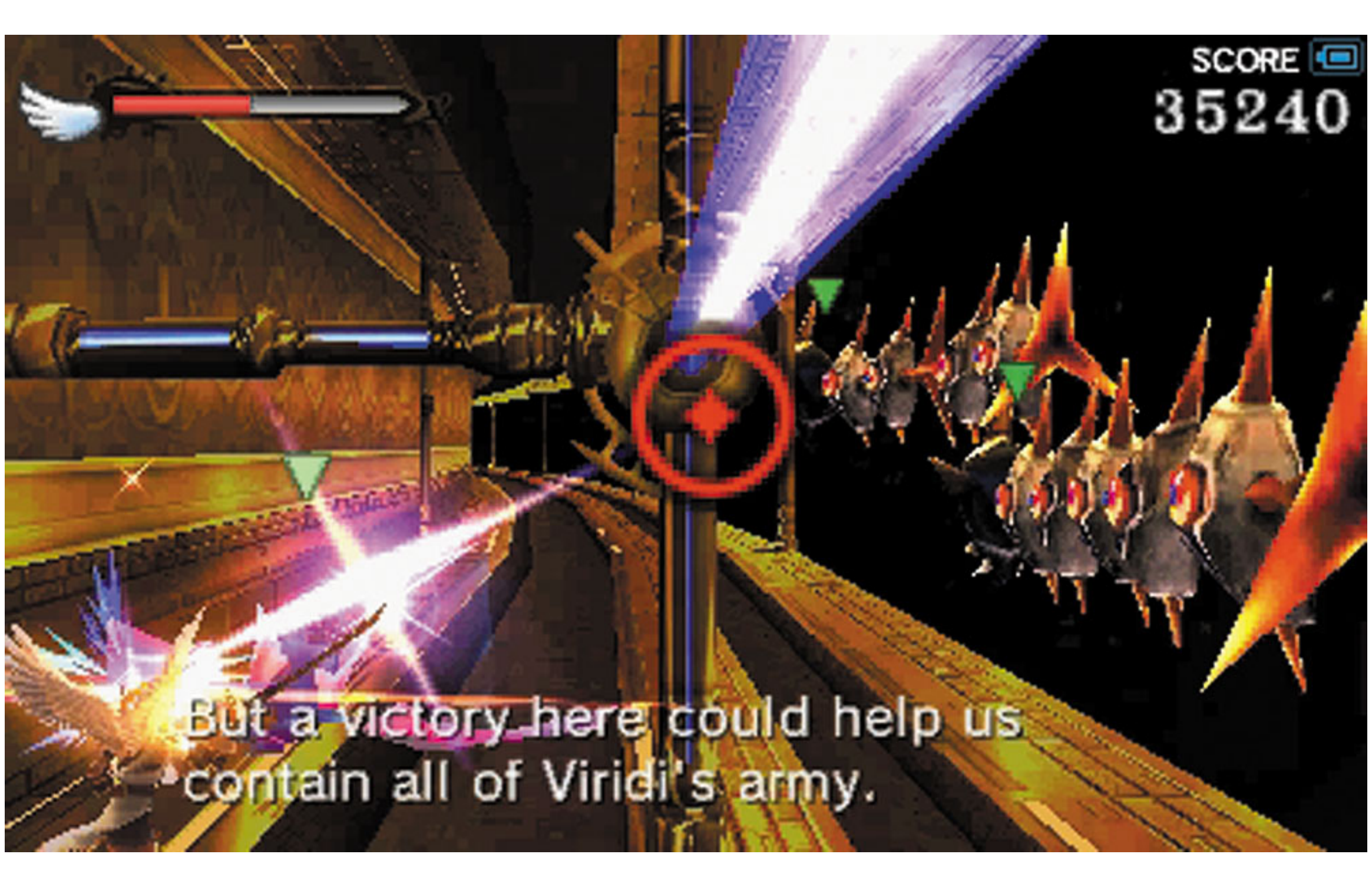
The laser defenses around the main trench inspire Palutena to take Pit on an alternate route along the outside of the battle station, and the Forces of Nature are there to meet him. Pay special attention to the Lethinium laser cannons positioned throughout the craters, they can be especially damaging on higher Intensities.


SCORE
32960
Pit! Watch out!

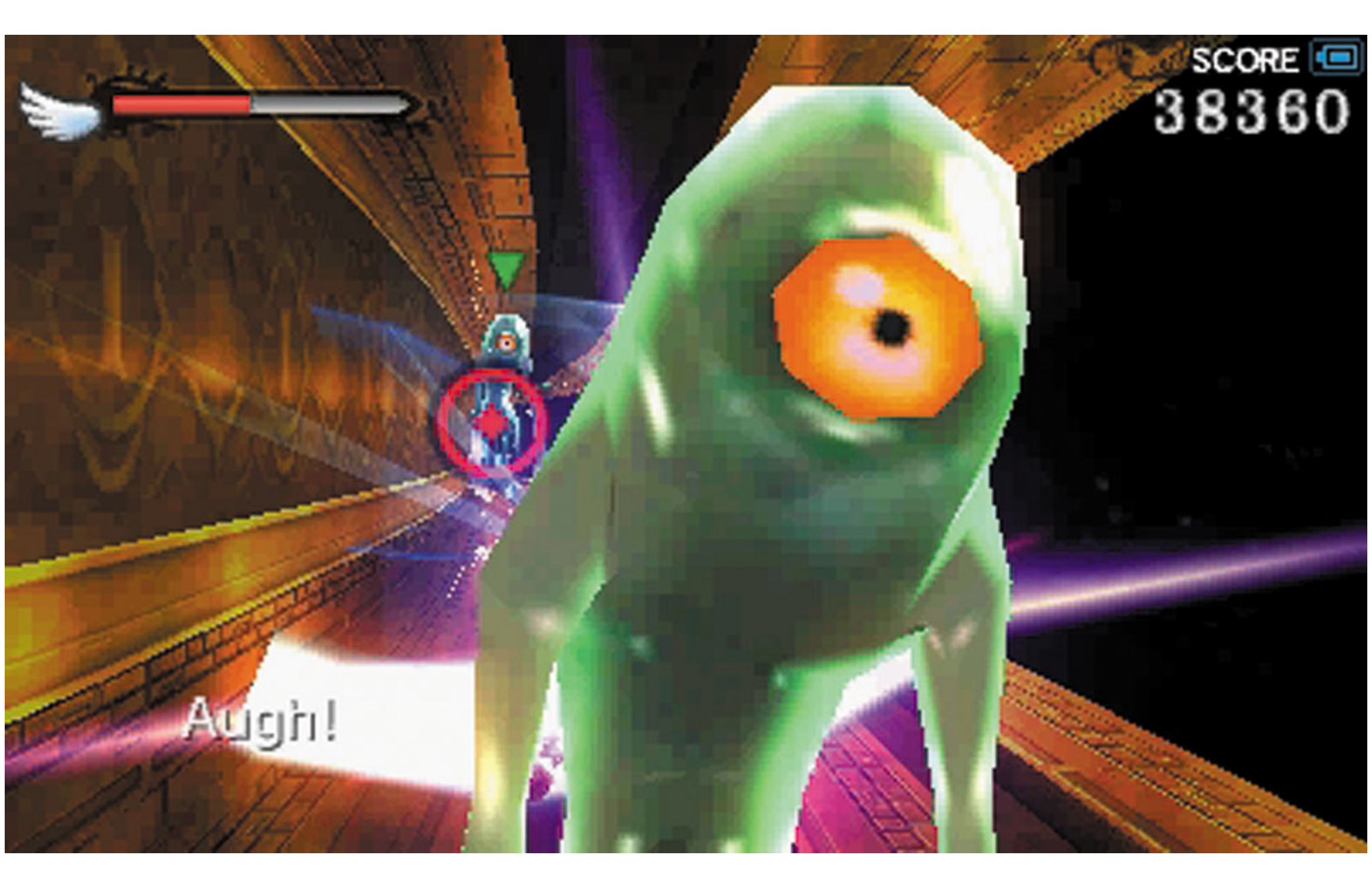

SCORE
32960
Aaaaaugh!

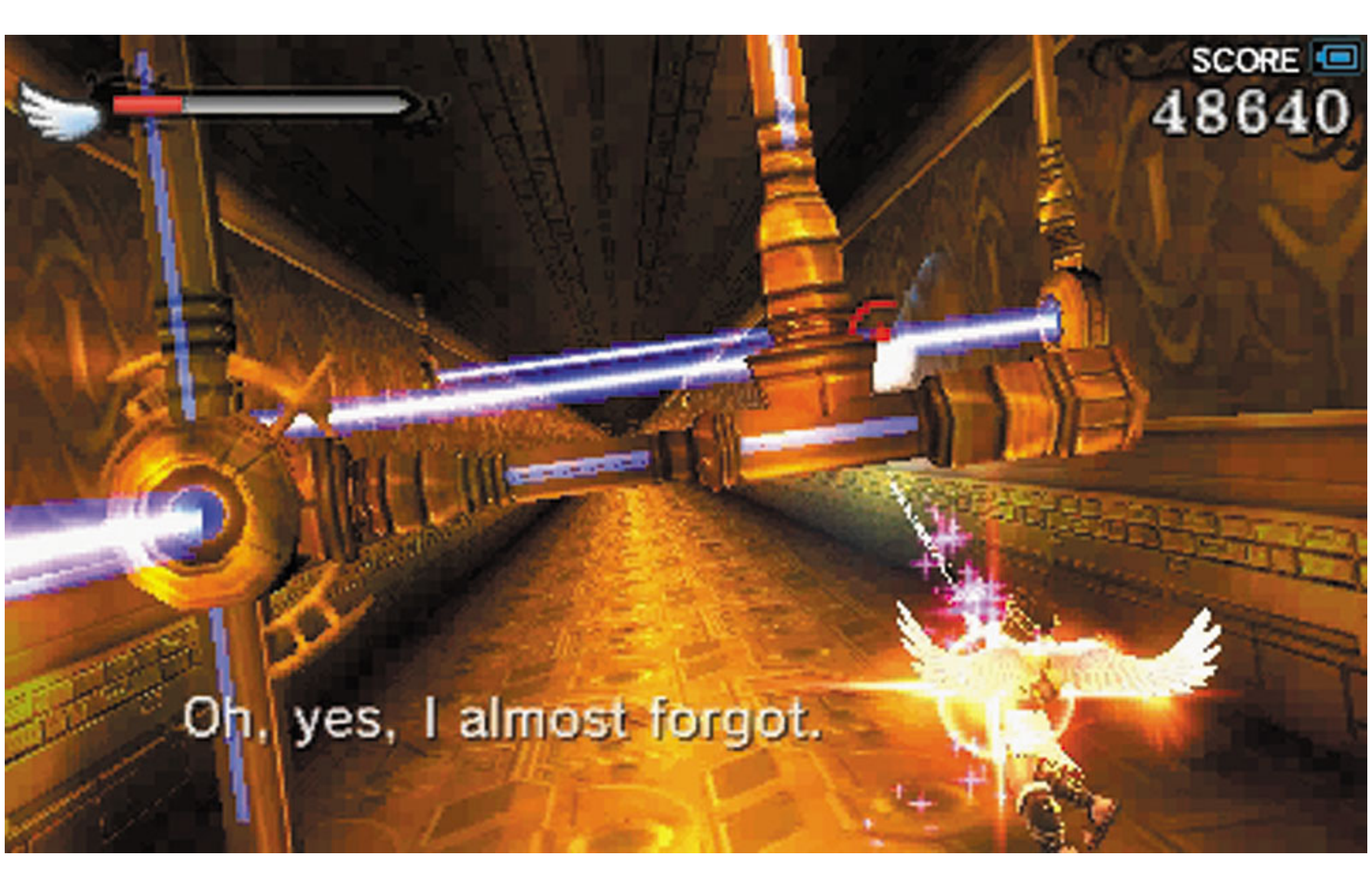
After several passes on the outer defenses, Palutena sends Pit back into the main trench, which almost proves fatal.

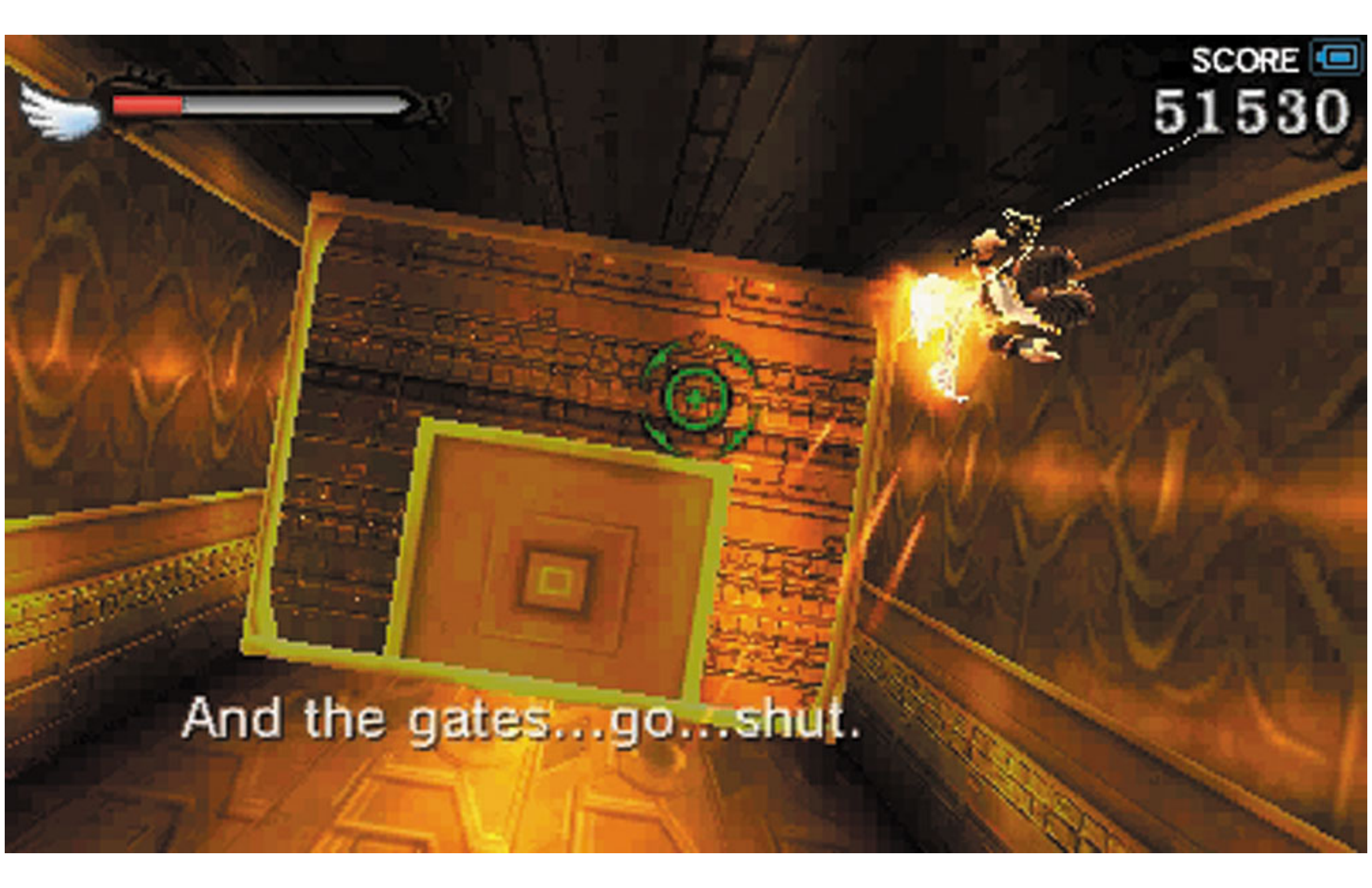

SCORE
34080
It's not much safer in here!


SCORE
35240
But a victory here could help us contain all of Viridi's army.

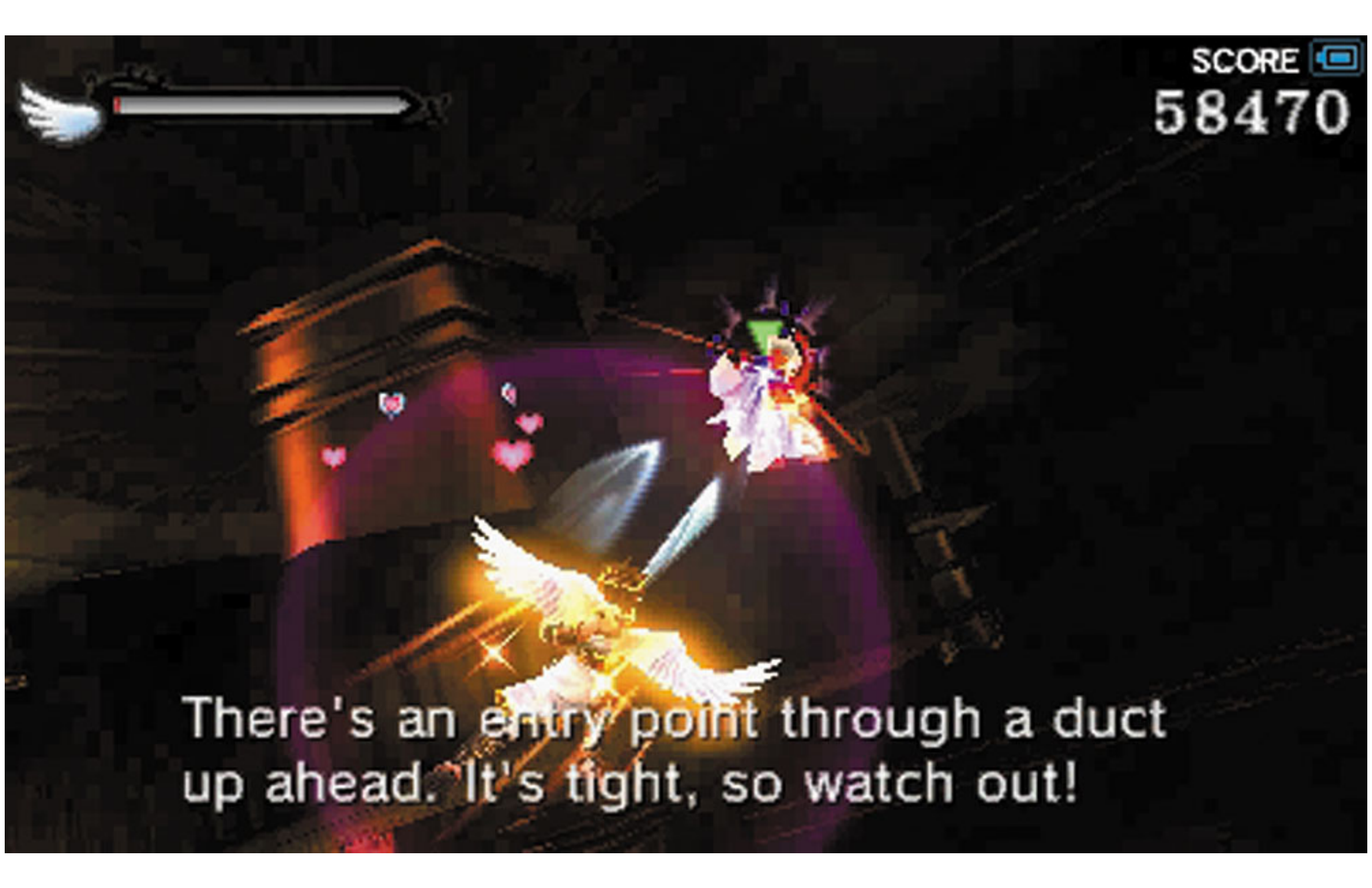
Undeterred, the goddess finds another potential infiltration point, but the Forces of Nature don't make it easy to navigate. In addition to enemies, this smaller trench is filled with obstacles to run into. A Special Attack to clear out the baddies can help you concentrate on your flying.

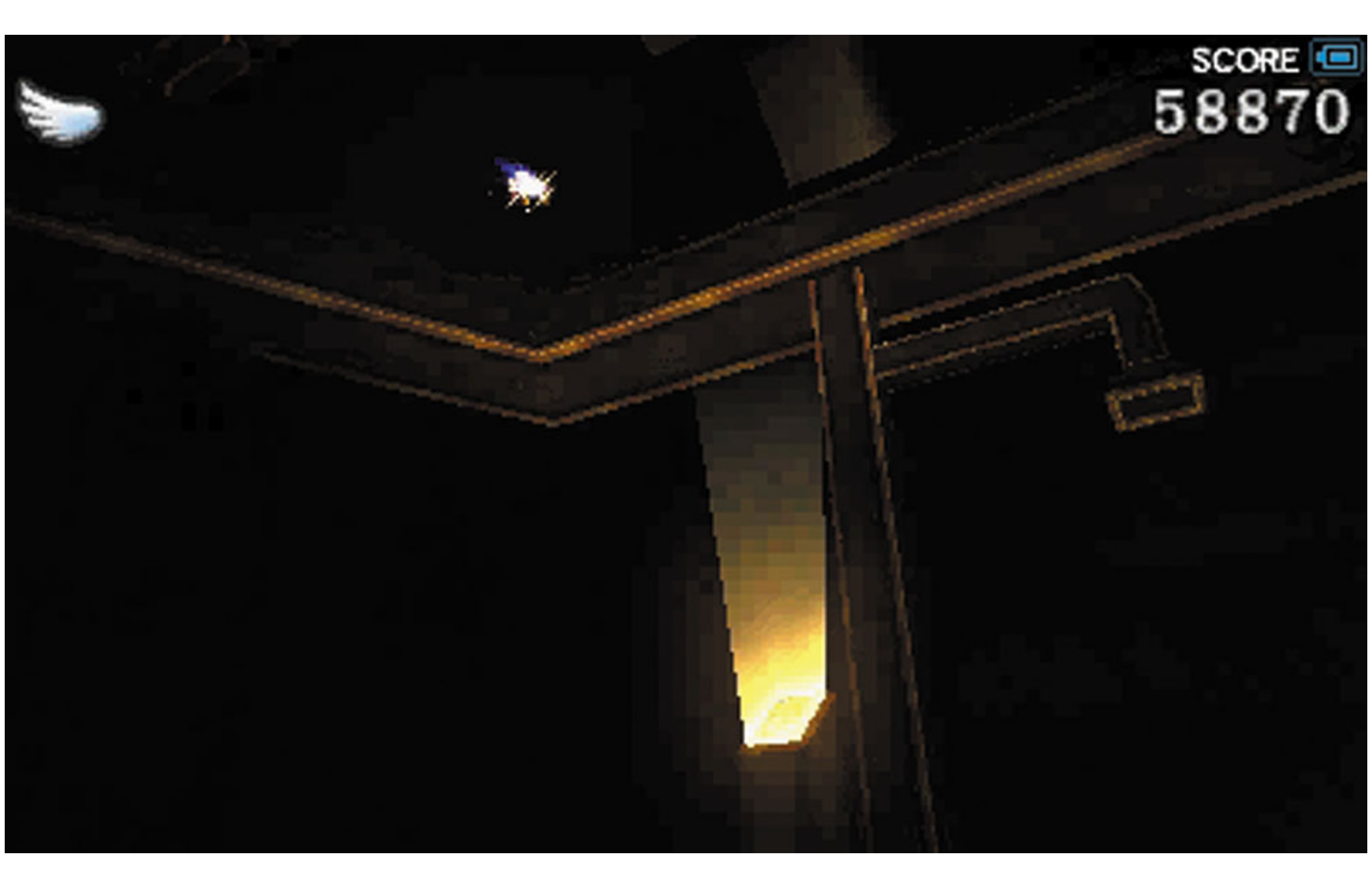

SCORE
38360
Augh!


SCORE
48640
Oh, yes, I almost forgot.

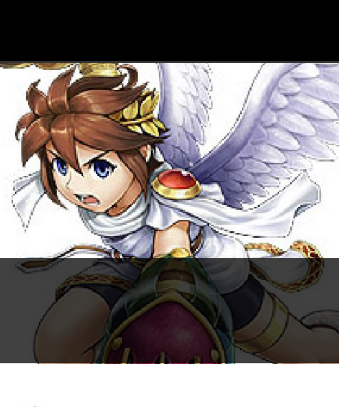

SCORE
51530
And the gates...go...shut.

Palutena has Pit dive deeper into the battle station in the hopes of evading the Flages. More obstacles fill the narrow corridors, and Arlon even starts shutting gates to block Pit's progress. Take note of the smaller section of each gate that differs from the rest, as these can be shot from a distance or bashed open up close. If you're low on health here, you can't afford to miss blasting open a safe path through each gate."

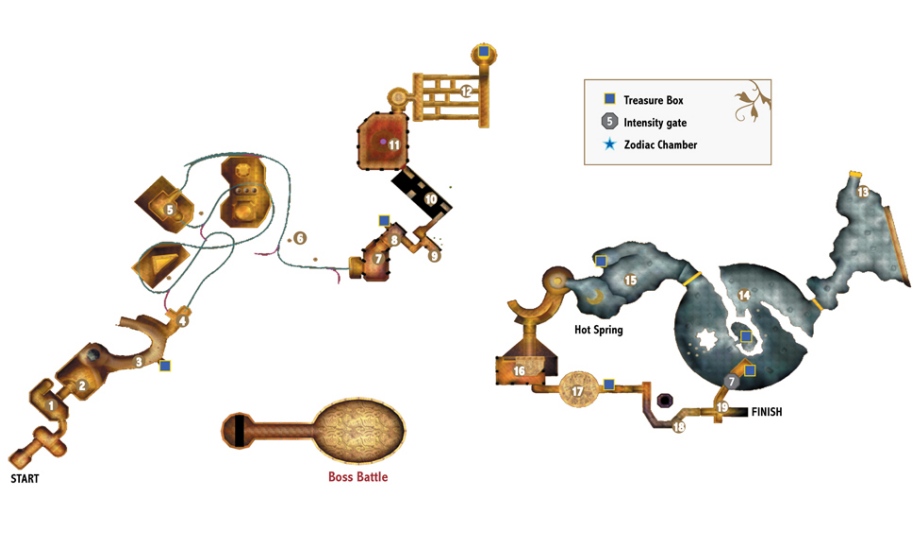

SCORE
58470
There's an entry point through a duct up ahead. It's tight, so watch out!


SCORE
58870

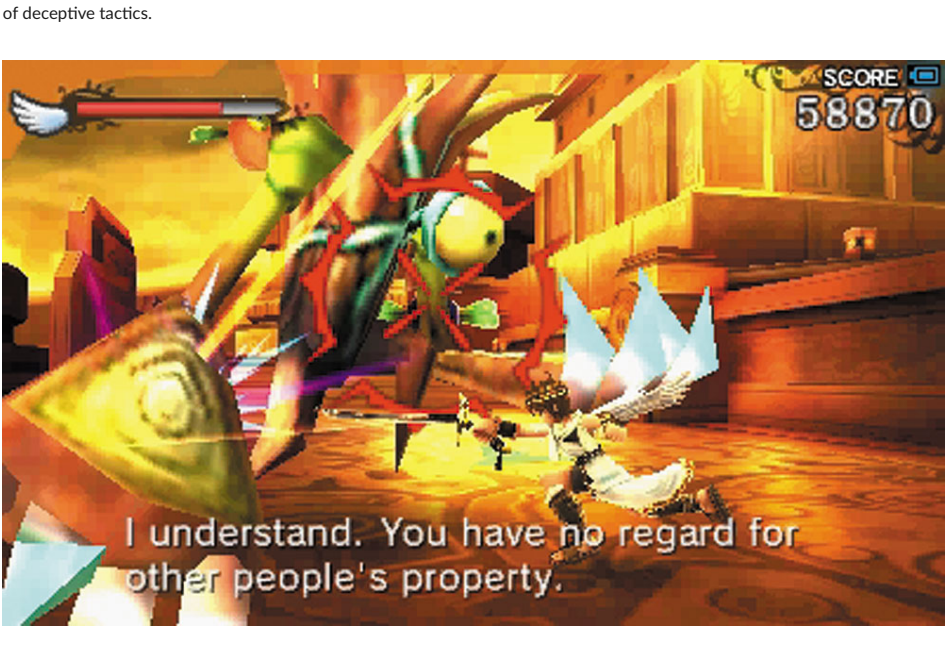
Survive this final corridor, and you're almost home free. Strike down the last few enemies, until Palutena sends Pit flying through one of the air ducts.



Chapter 13: The Lunar Sanctum
Land Battle


Treasure Box
Intensity gate
Zodiac Chamber
Hot Spring
START
Boss Battle
FINISH

The Lunar Sanctum is rather posh for a battle station. You'll soon find that Arlon's love of living in luxury is matched by his love of deceptive tactics.


SCORE
58870

I understand. You have no regard for other people's property.

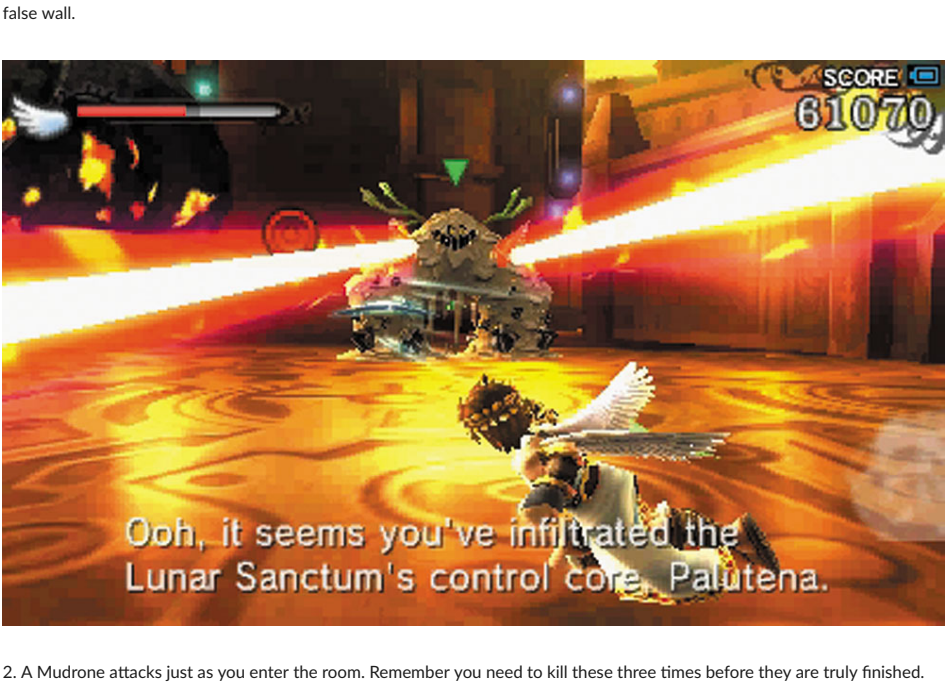
SCORE
60470

Are my eyes playing tricks on me?

SCORE
61070

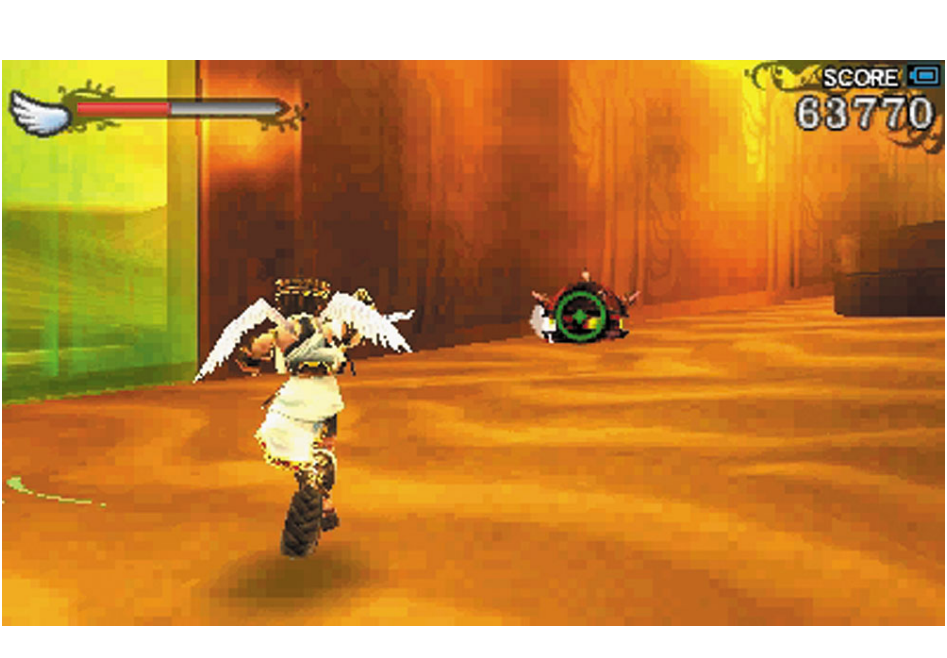
I can't believe you're messing with me at a time like this!

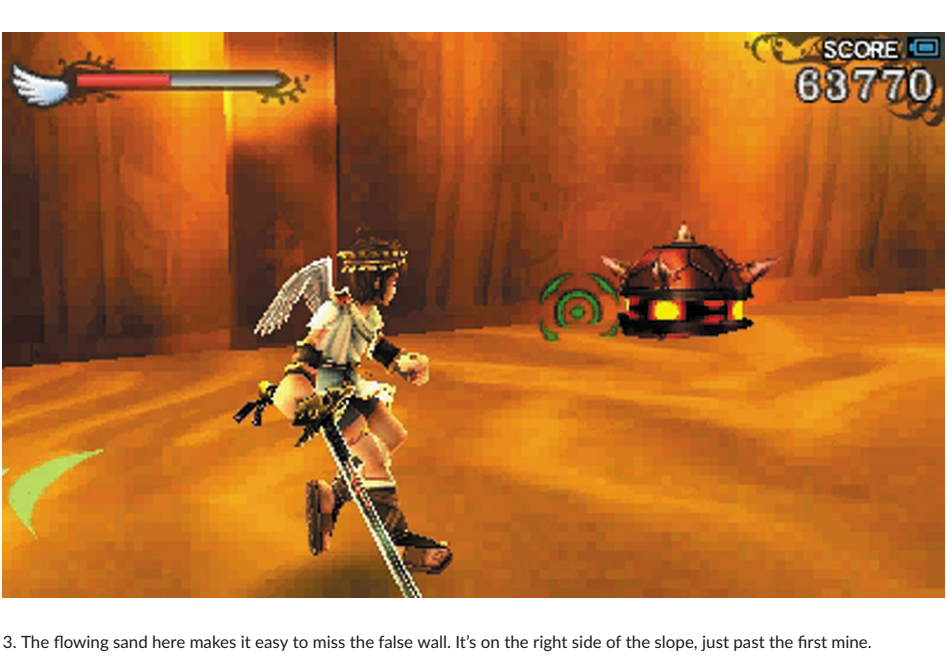
1. You're immediately greeted by an Urgle, Nutskis, and Pew Pews in this section. Among them, holographic projections of enemies dart about, trying to confuse you. If at any point you are lost, look for Palutena's guiding arrows that point out the false wall.


SCORE
61070

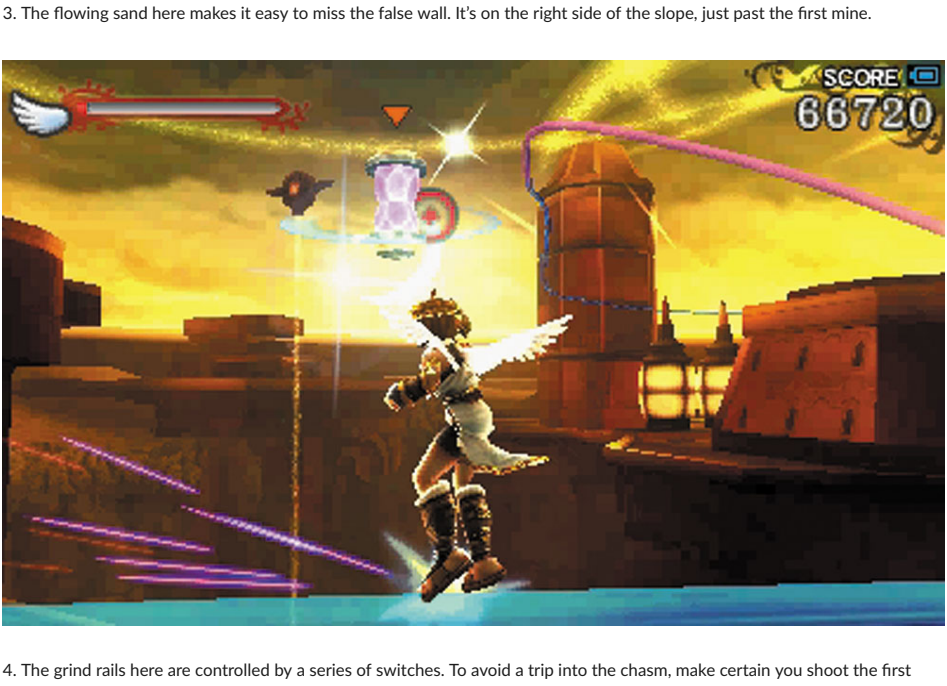
Ooh, it seems you've infiltrated the Lunar Sanctum's control core, Palutena.

2. A Mudrone attacks just as you enter the room. Remember you need to kill these three times before they are truly finished.

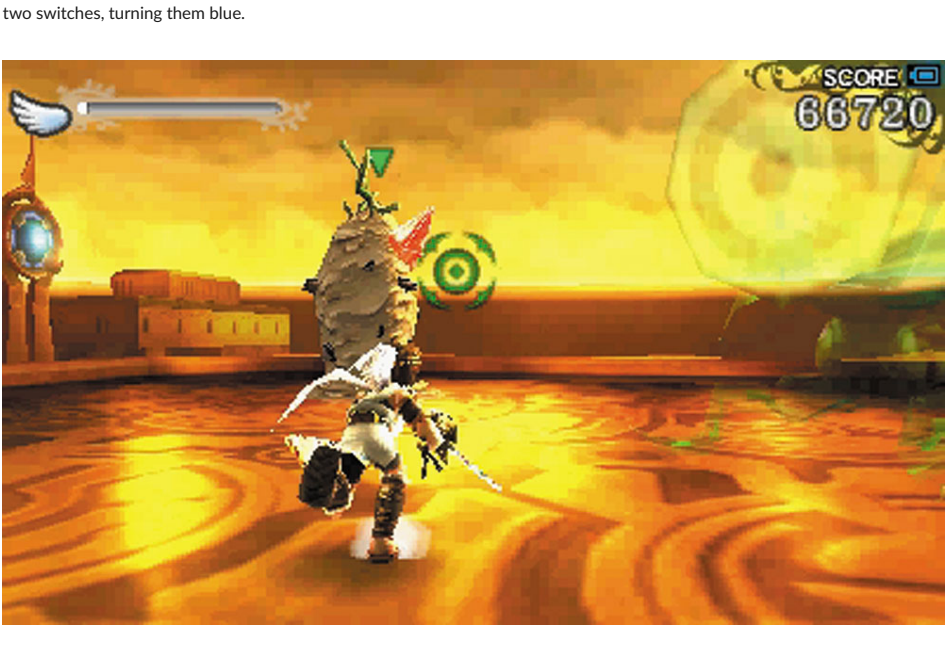

SCORE
63770

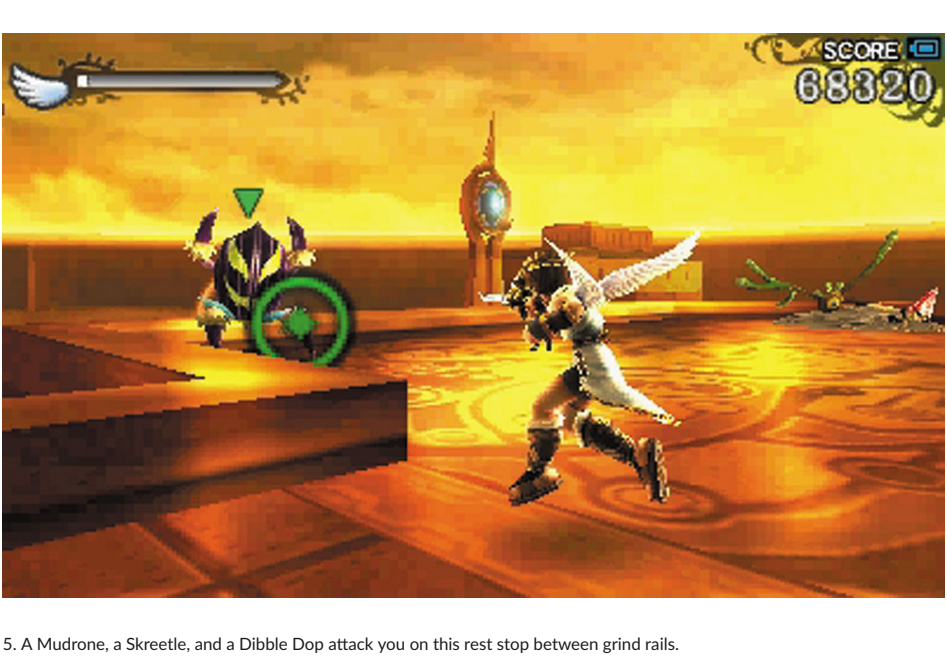

SCORE
63770

3. The flowing sand here makes it easy to miss the false wall. It's on the right side of the slope, just past the first mine.

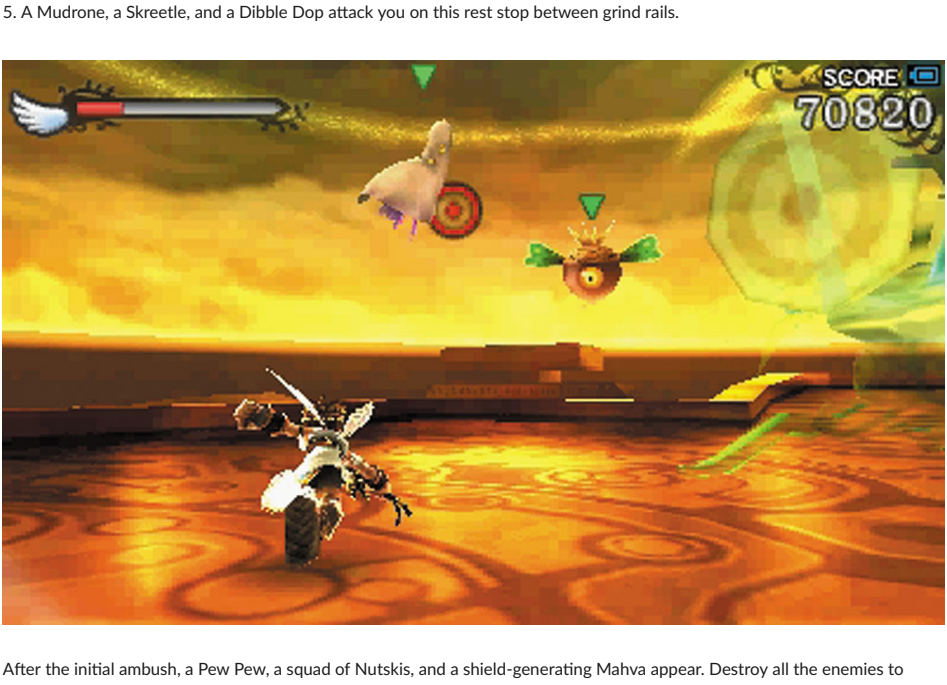

SCORE
66720

4. The grind rails here are controlled by a series of switches. To avoid a trip into the chasm, make certain you shoot the first two switches, turning them blue.

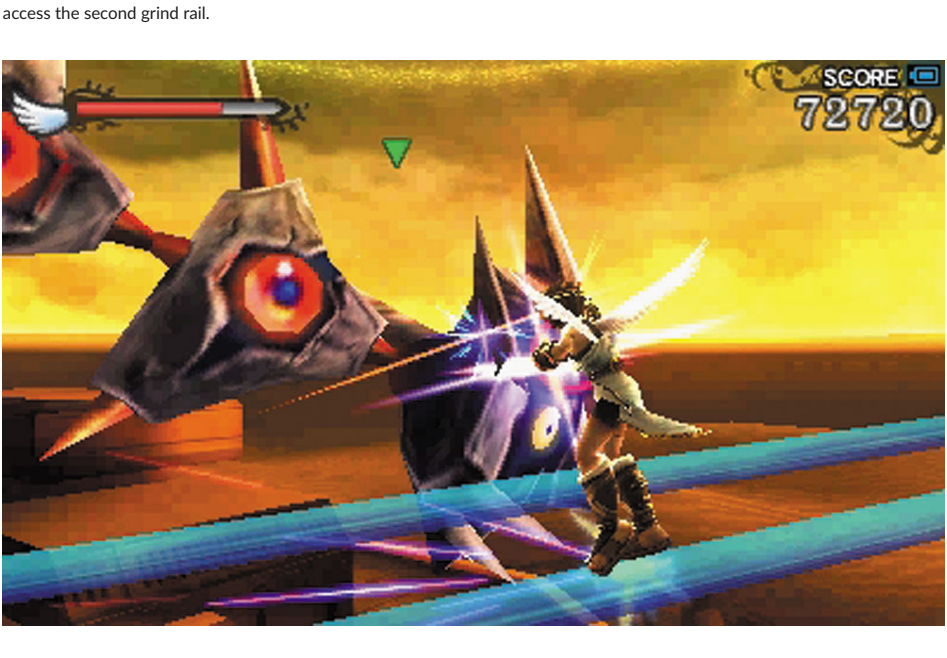

SCORE
66720

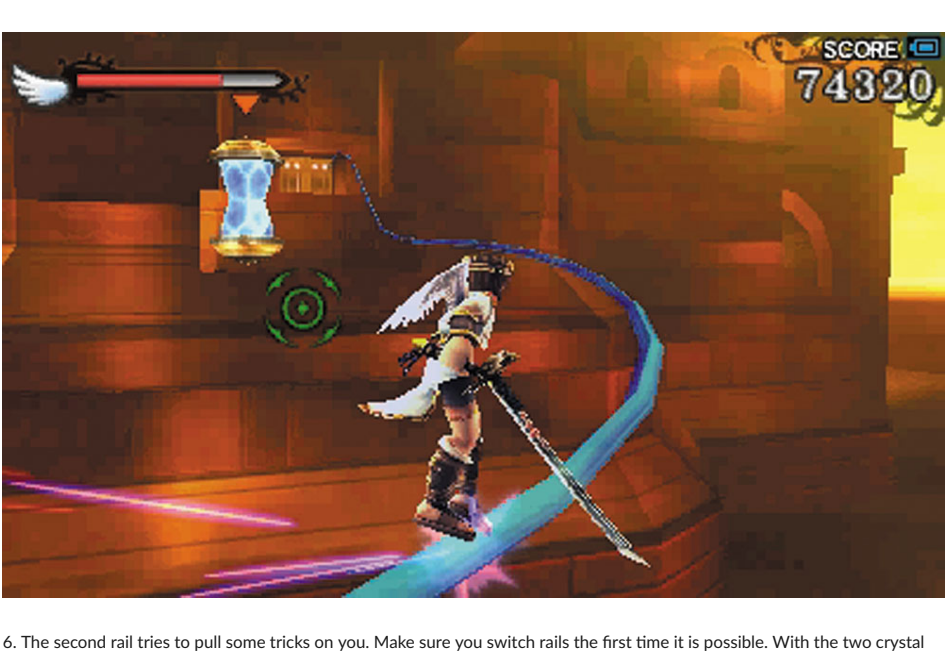

SCORE
68320

5. A Mudrone, a Skreetle, and a Dibble Dop attack you on this rest stop between grind rails.

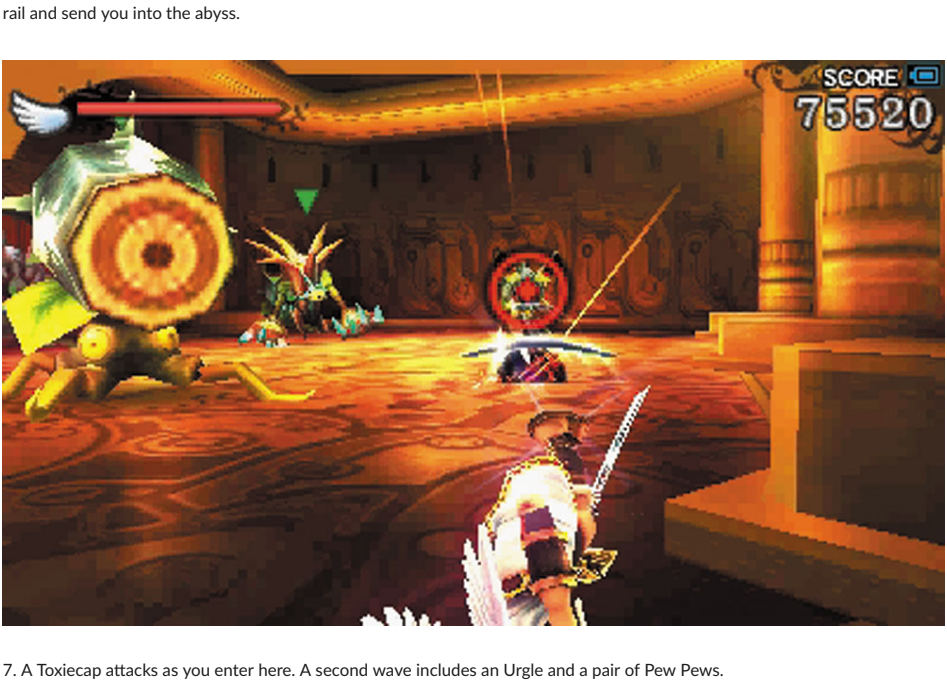

SCORE
70820

After the initial ambush, a Pew Pew, a squad of Nutskis, and a shield-generating Mahva appear. Destroy all the enemies to access the second grind rail.

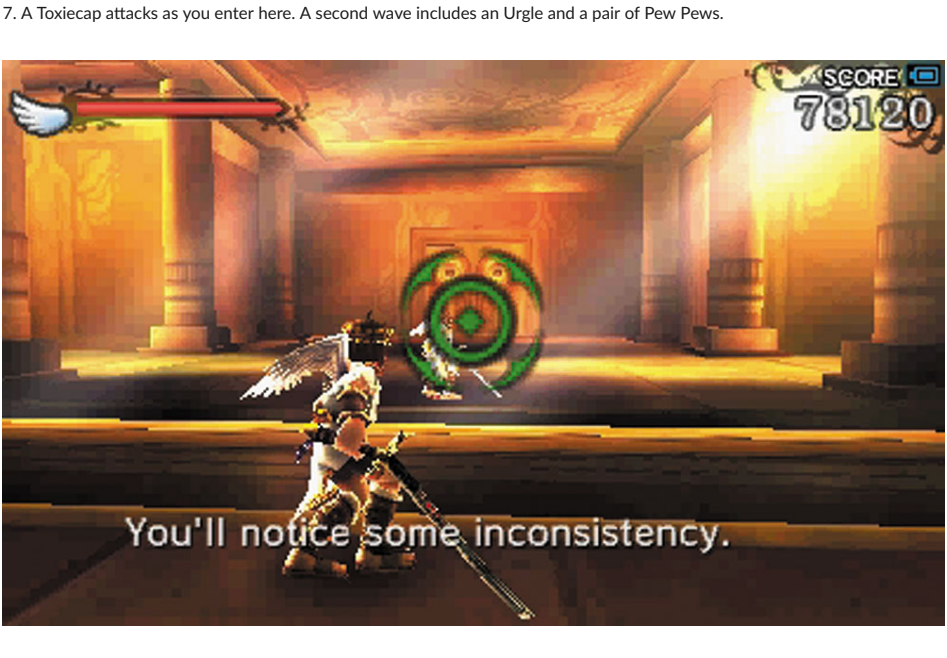

SCORE
72720


SCORE
74320

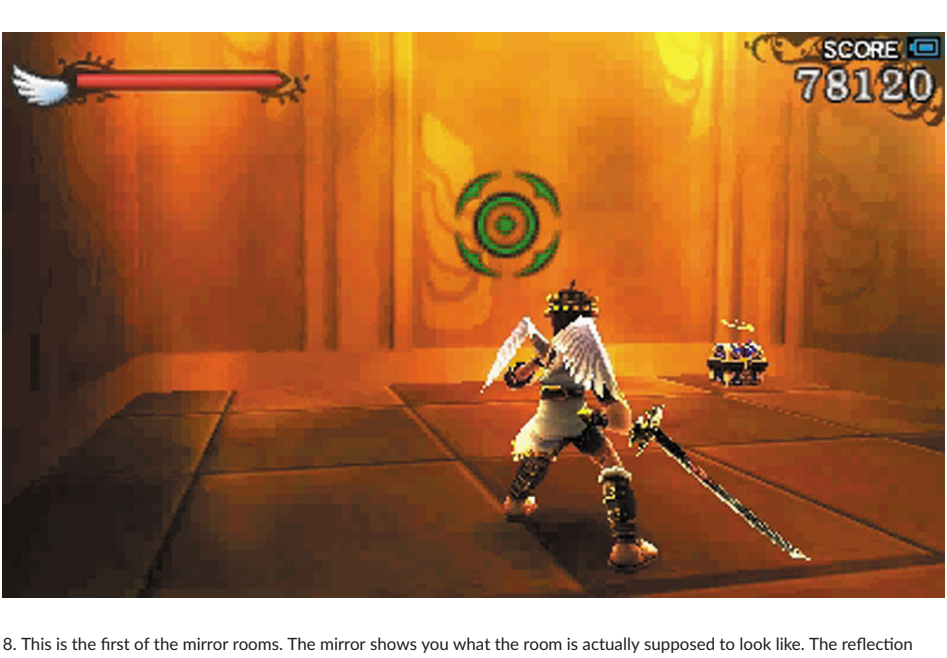
6. The second rail tries to pull some tricks on you. Make sure you switch rails the first time it is possible. With the two crystal switches on this rail, you need to shoot only the first switch. The second is already turned blue, and shooting it will cut off the rail and send you into the abyss.


SCORE
75520

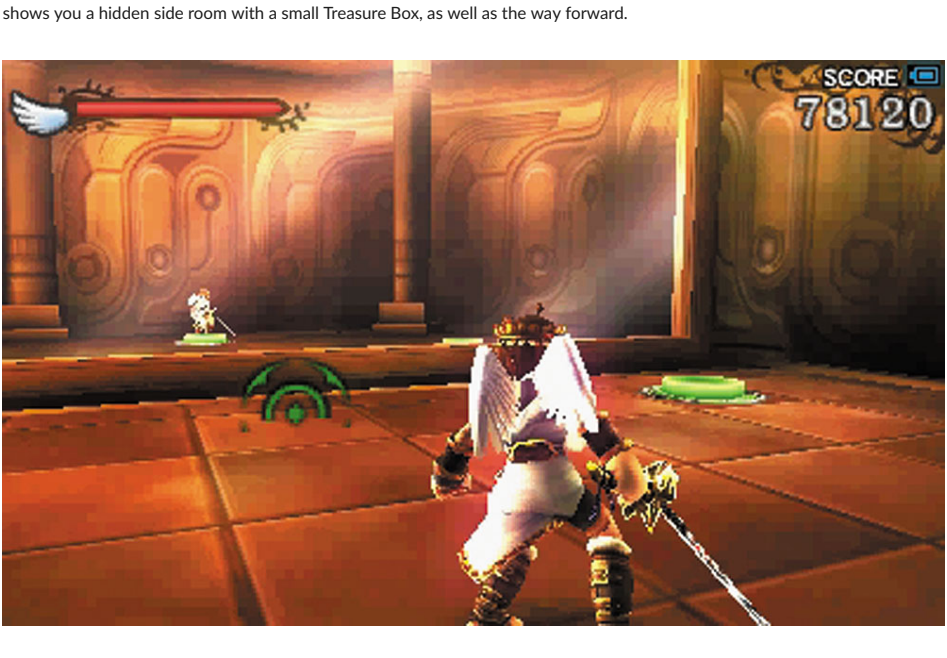
7. A Toxiecap attacks as you enter here. A second wave includes an Urgle and a pair of Pew Pews.

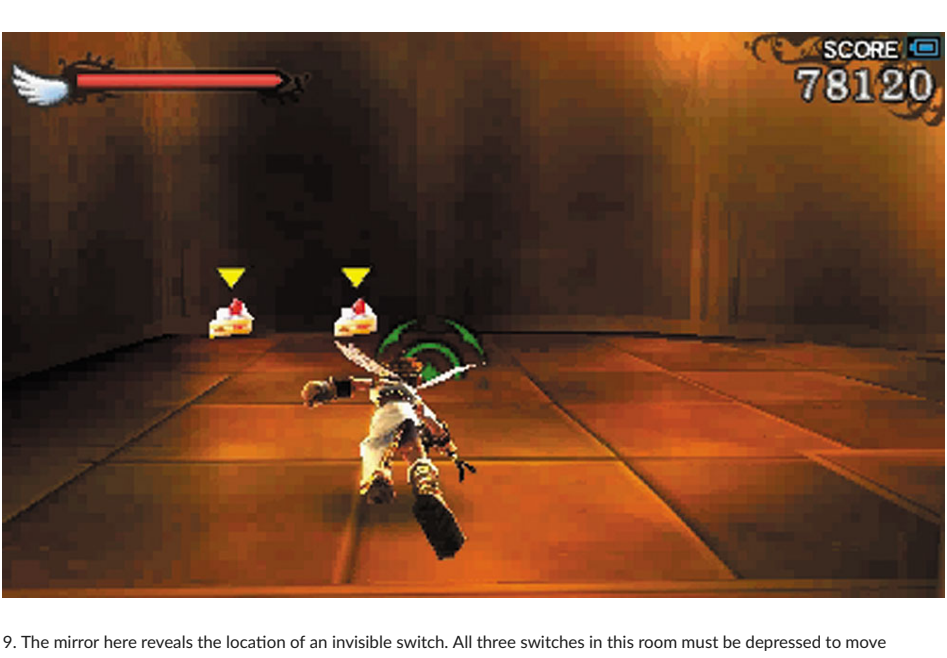

SCORE
78120

You'll notice some inconsistency.

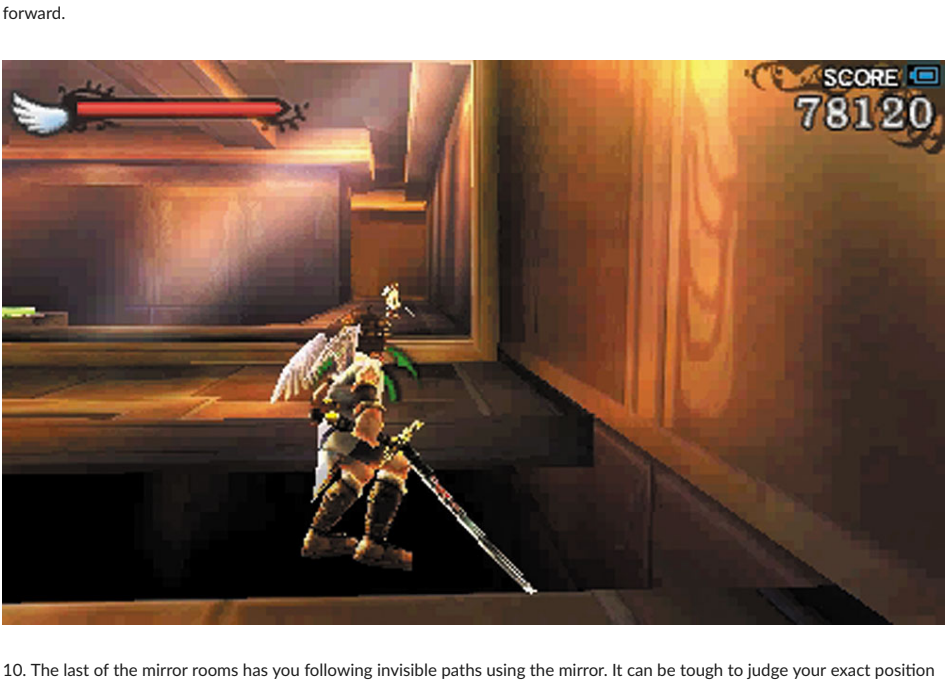

SCORE
78120

8. This is the first of the mirror rooms. The mirror shows you what the room is actually supposed to look like. The reflection shows you a hidden side room with a small Treasure Box, as well as the way forward.

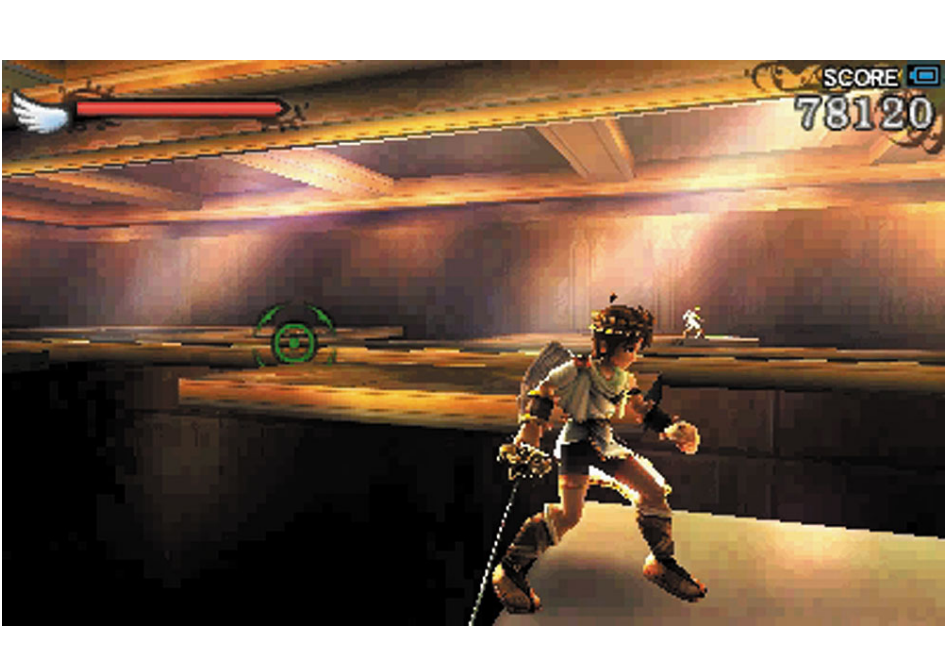

SCORE
78120

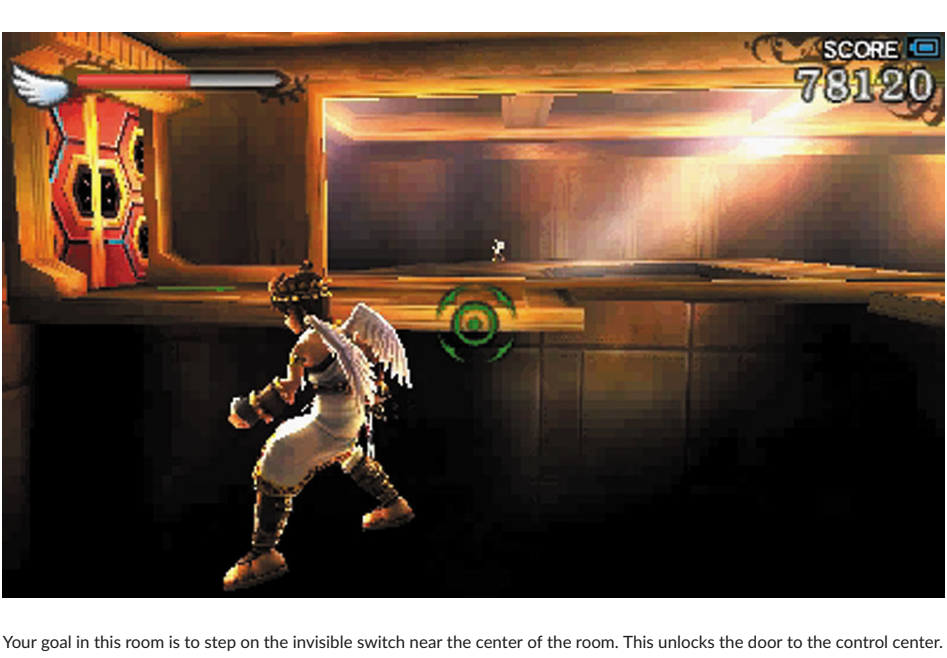

SCORE
78120

9. The mirror here reveals the location of an invisible switch. All three switches in this room must be depressed to move forward.

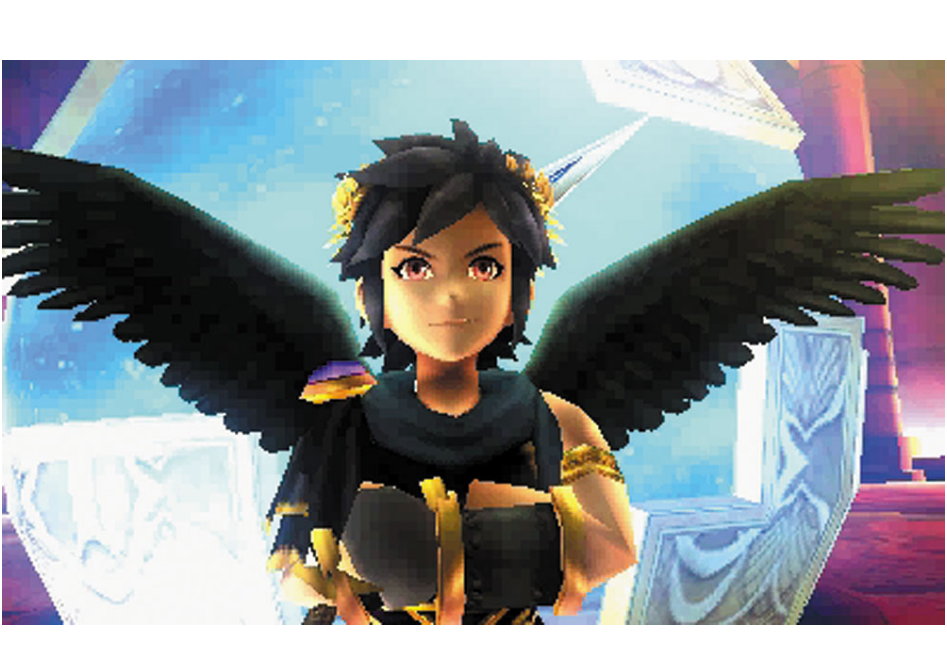

SCORE
78120

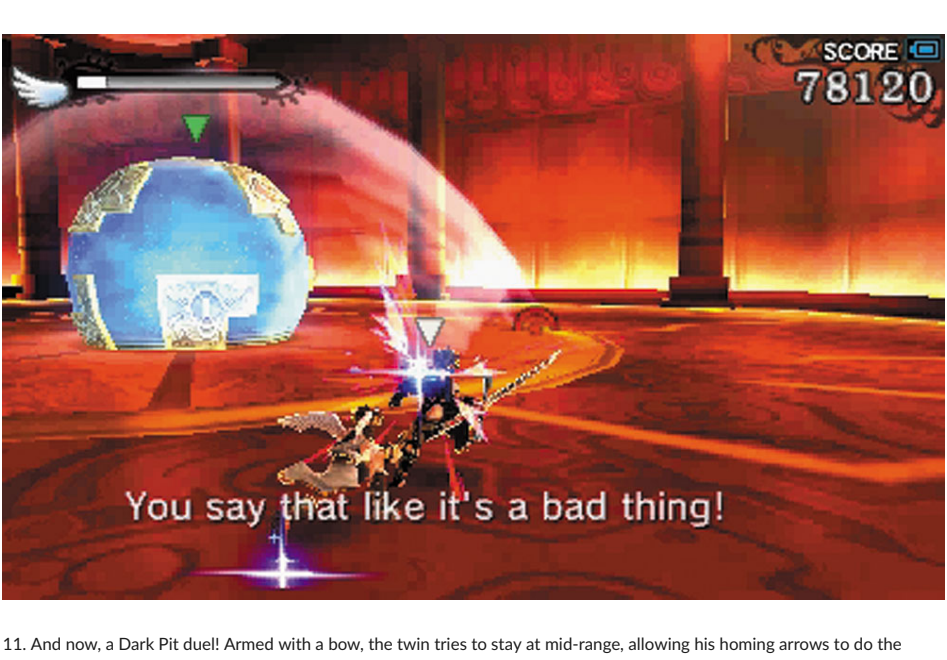
10. The last of the mirror rooms has you following invisible paths using the mirror. It can be tough to judge your exact position over the pit with the reflection. Rushing through here isn't advisable, unless you are certain you know where you need to walk.


SCORE
78120


SCORE
78120

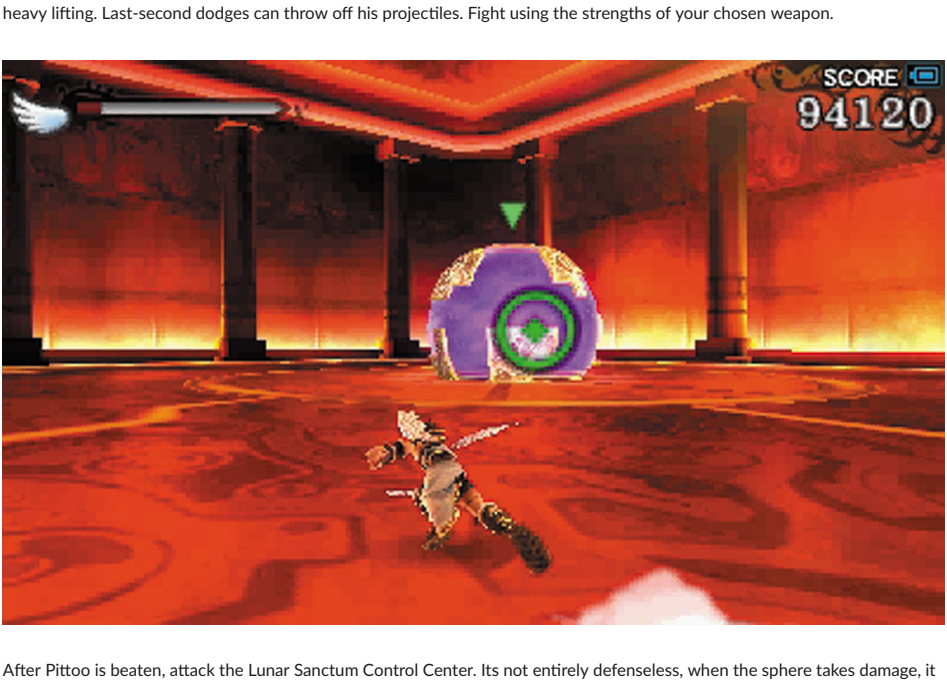
Your goal in this room is to step on the invisible switch near the center of the room. This unlocks the door to the control center.




SCORE
78120

You say that like it's a bad thing!

11. And now, a Dark Pit duel! Armed with a bow, the twin tries to stay at mid-range, allowing his homing arrows to do the heavy lifting. Last-second dodges can throw off his projectiles. Fight using the strengths of your chosen weapon.

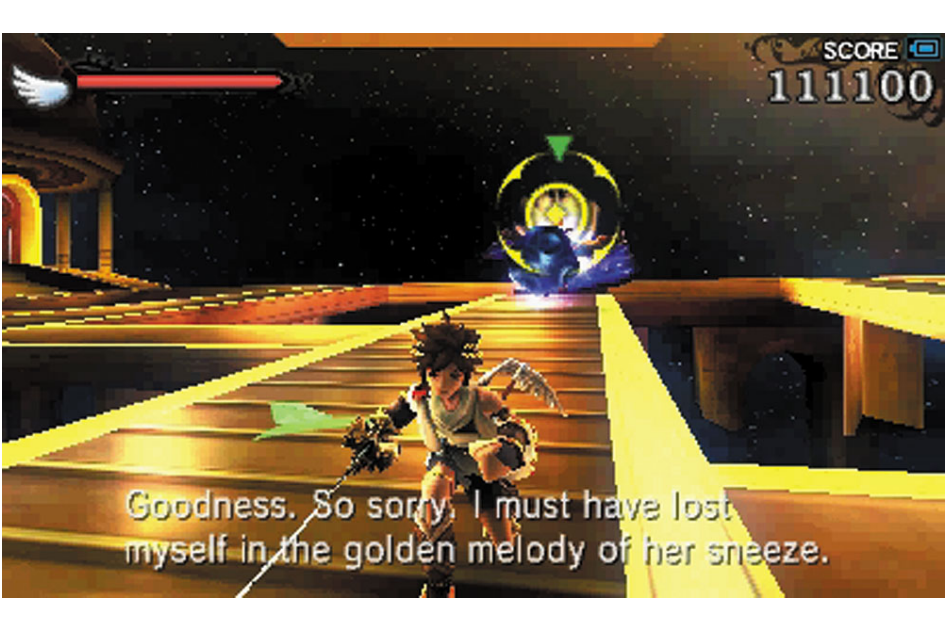

SCORE
94120

After Pittoo is beaten, attack the Lunar Sanctum Control Center. Its not entirely defenseless, when the sphere takes damage, it will lob explosives at the attacker. After it is destroyed, you can move on. A Drink of the Gods can be found near the exit of the control center.

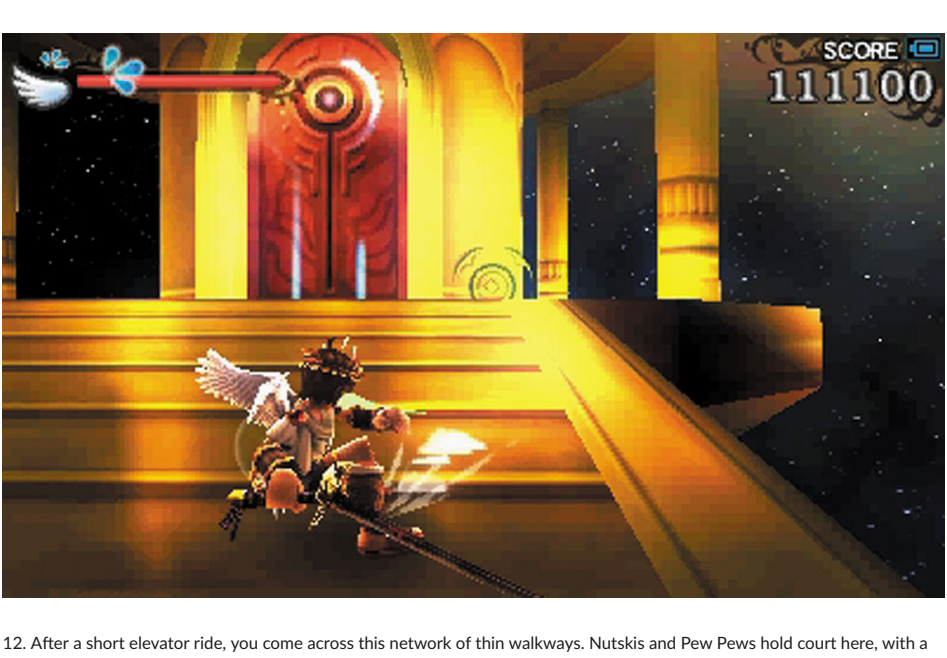
The Lunar Sanctum Control Center will lob explosives at its attacker when it is attacked. This is true for both the player and Dark Pit. The text should be changed to reflect this.

Tip

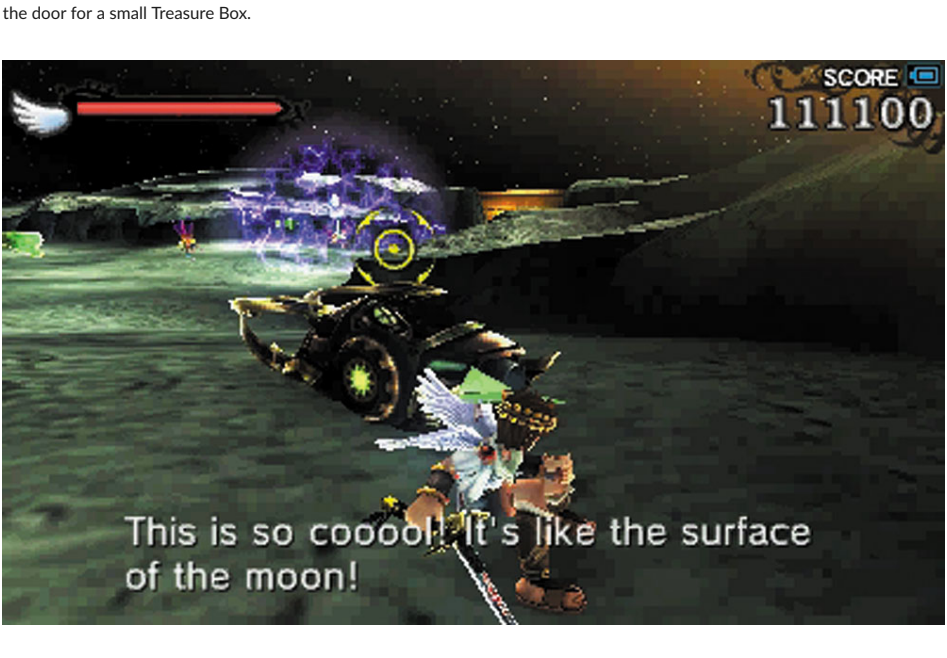
It's possible to have the Control Center attack Dark Pit if any of his shots hit the sphere.


SCORE
111100

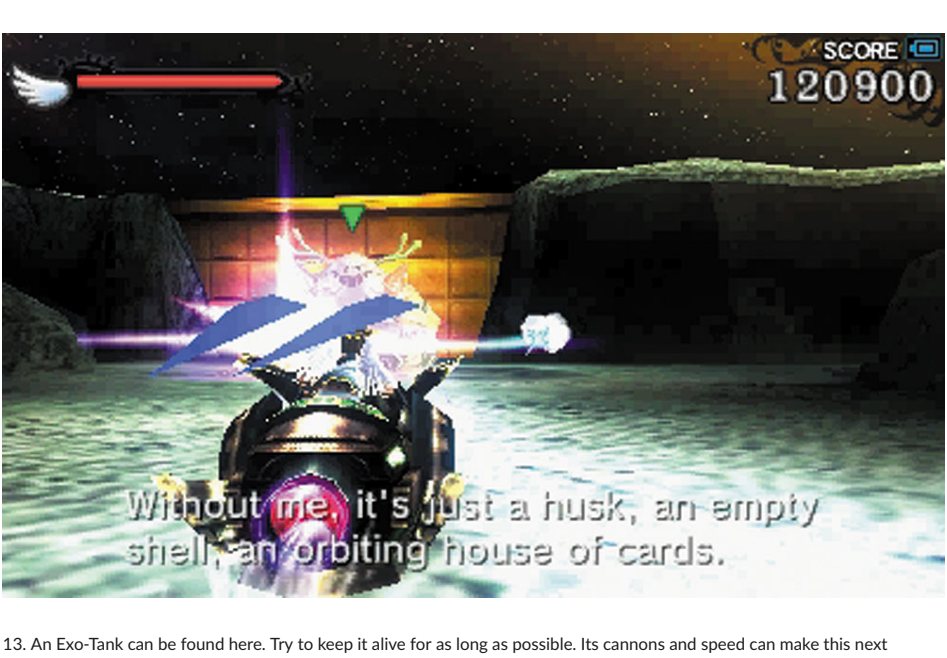
Goodness. So sorry, I must have lost myself in the golden melody of her sneeze.


SCORE
111100

12. After a short elevator ride, you come across this network of thin walkways. Nutskis and Pew Pews hold court here, with a Captain Flare showing up later as a reinforcement. Don't dawdle here for long—meteors crash down onto the walkways, hitting friend and foe alike. The exit here transports you to the outer surface of the Lunar Sanctum, but before you go, check behind the door for a small Treasure Box.

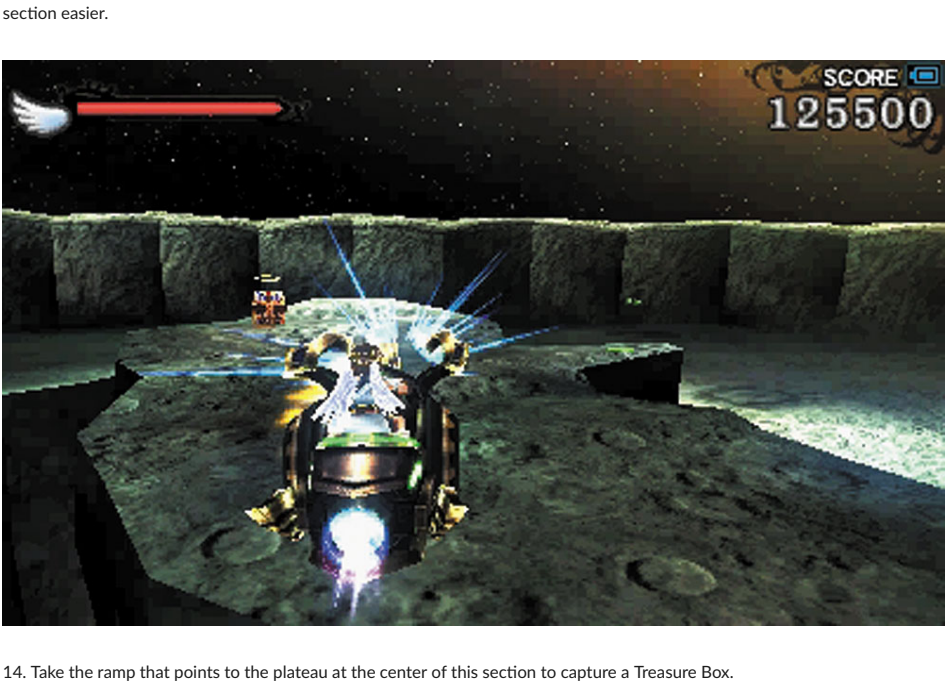

SCORE
111100

This is so cooool! It's like the surface of the moon!

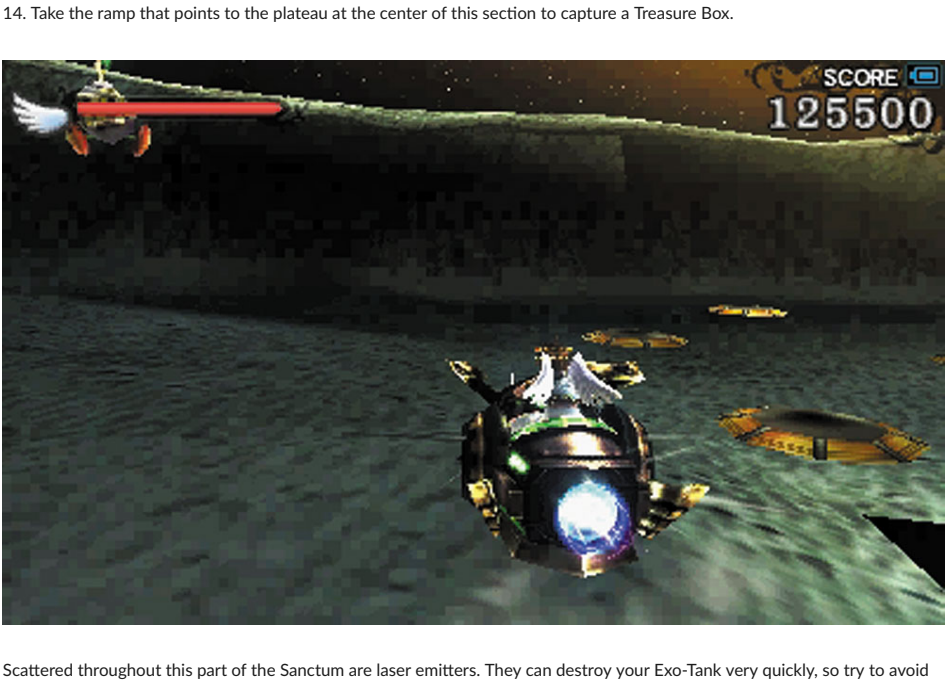

SCORE
120900

Without me, it's just a husk, an empty shell, an orbiting house of cards.

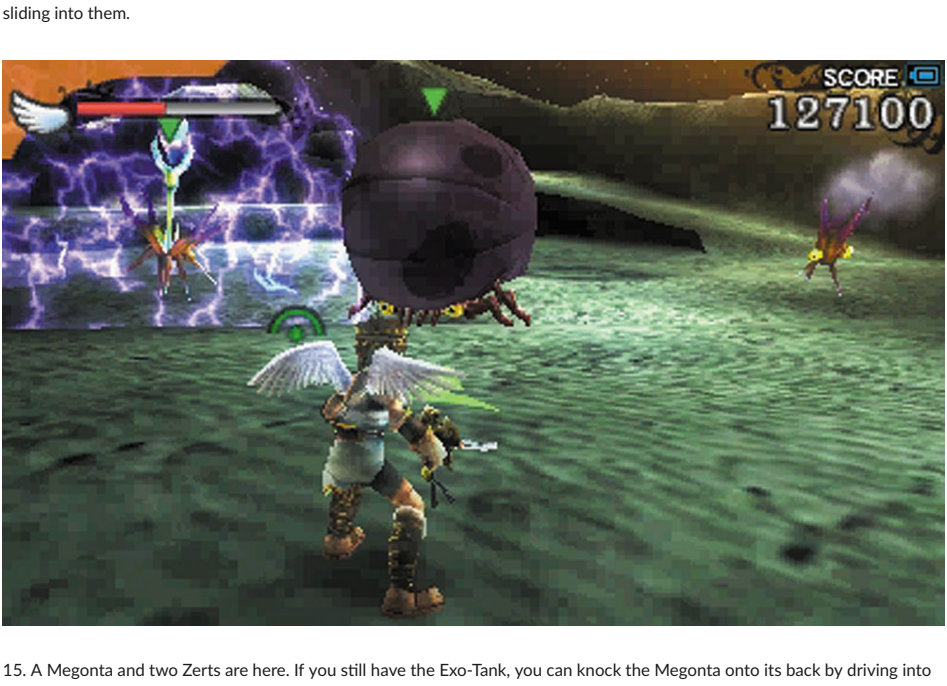
13. An Exo-Tank can be found here. Try to keep it alive for as long as possible. Its cannons and speed can make this next section easier.


SCORE
125500

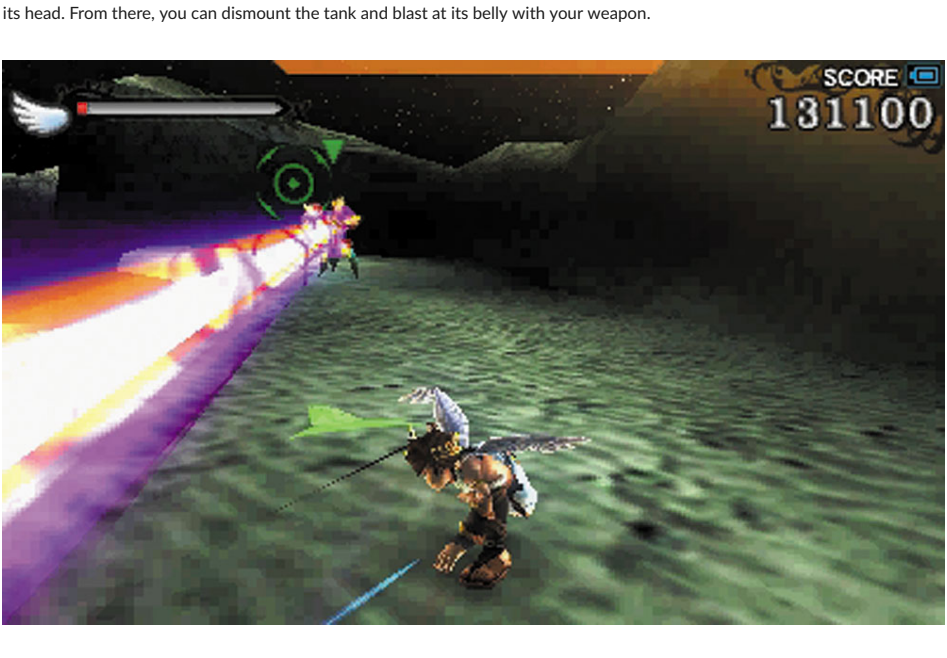
14. Take the ramp that points to the plateau at the center of this section to capture a Treasure Box.

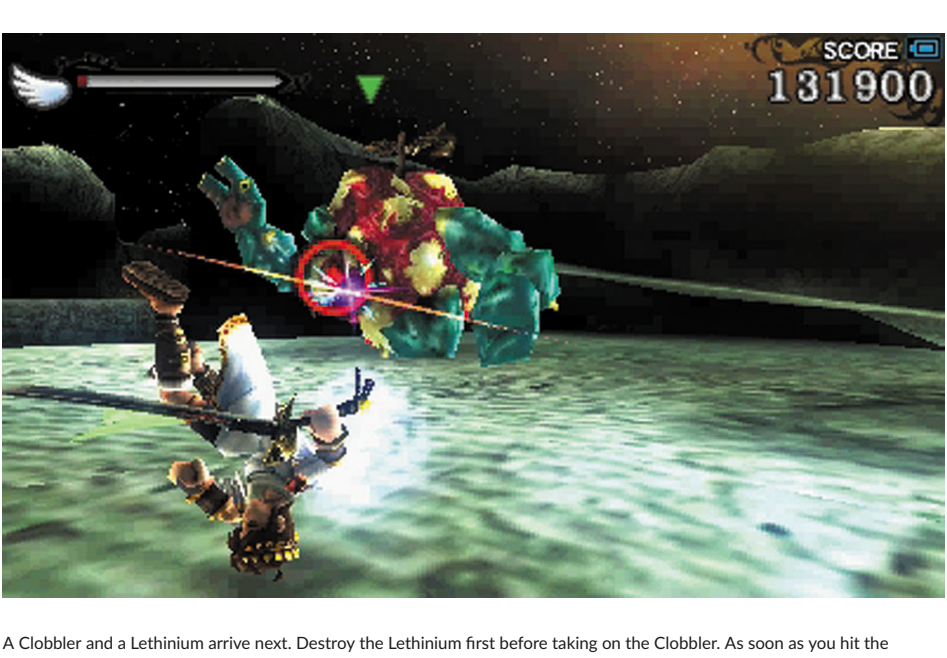

SCORE
125500

Scattered throughout this part of the Sanctum are laser emitters. They can destroy your Exo-Tank very quickly, so try to avoid sliding into them.

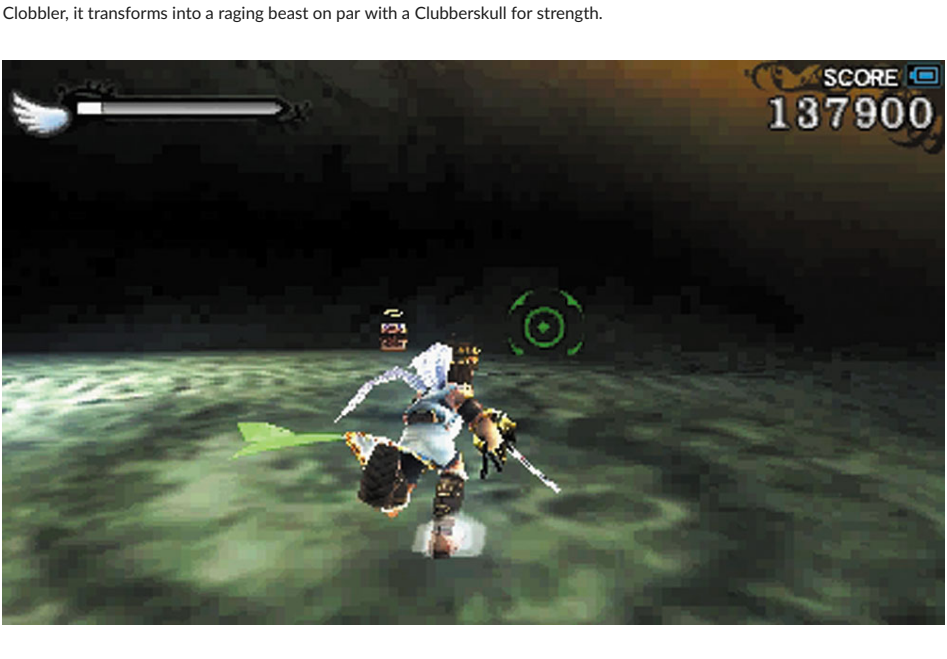

SCORE
127100

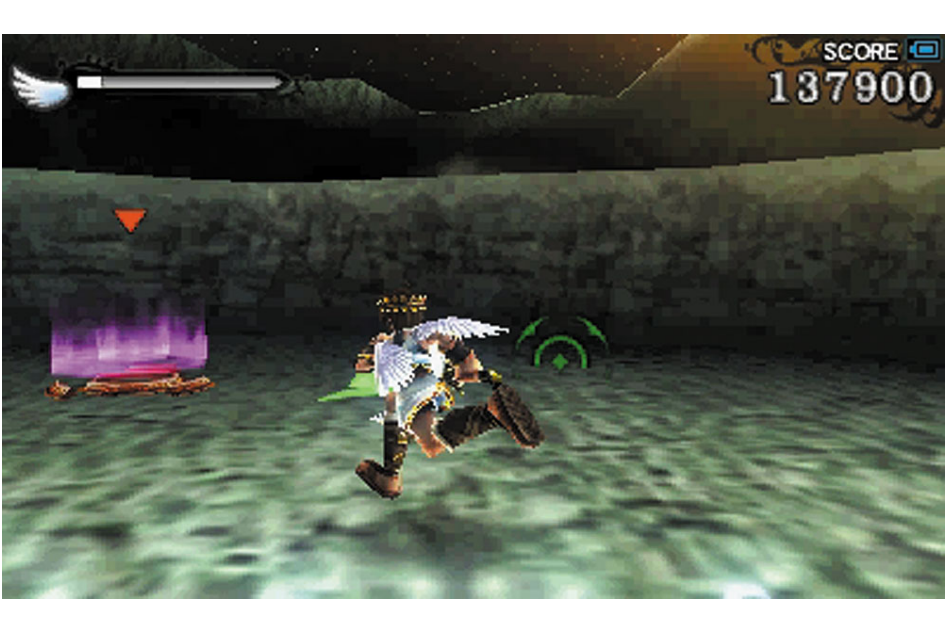
15. A Megonta and two Zerts are here. If you still have the Exo-Tank, you can knock the Megonta onto its back by driving into its head. From there, you can dismount the tank and blast at its belly with your weapon.

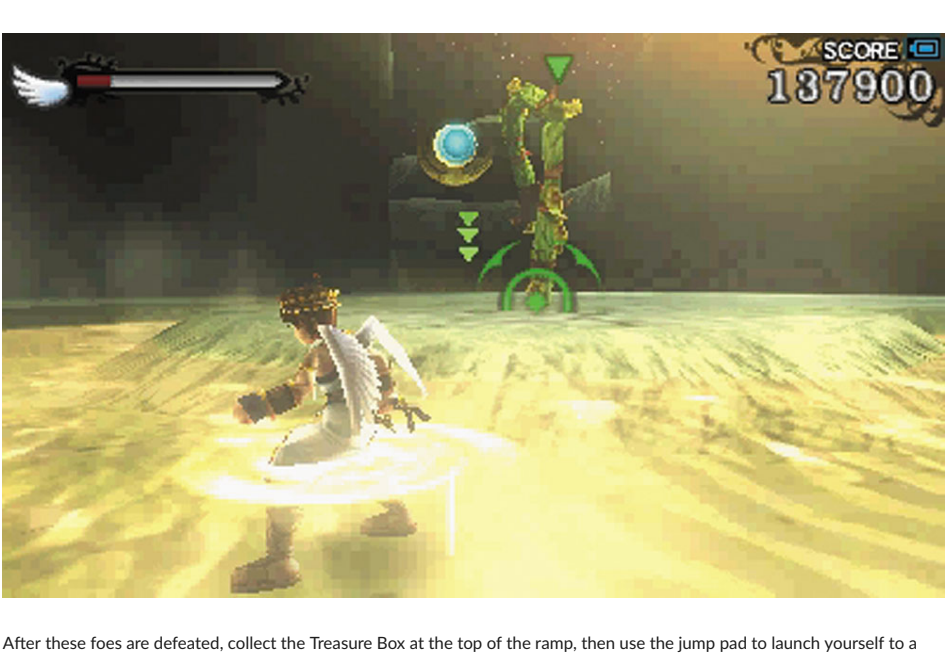

SCORE
131100


SCORE
131900

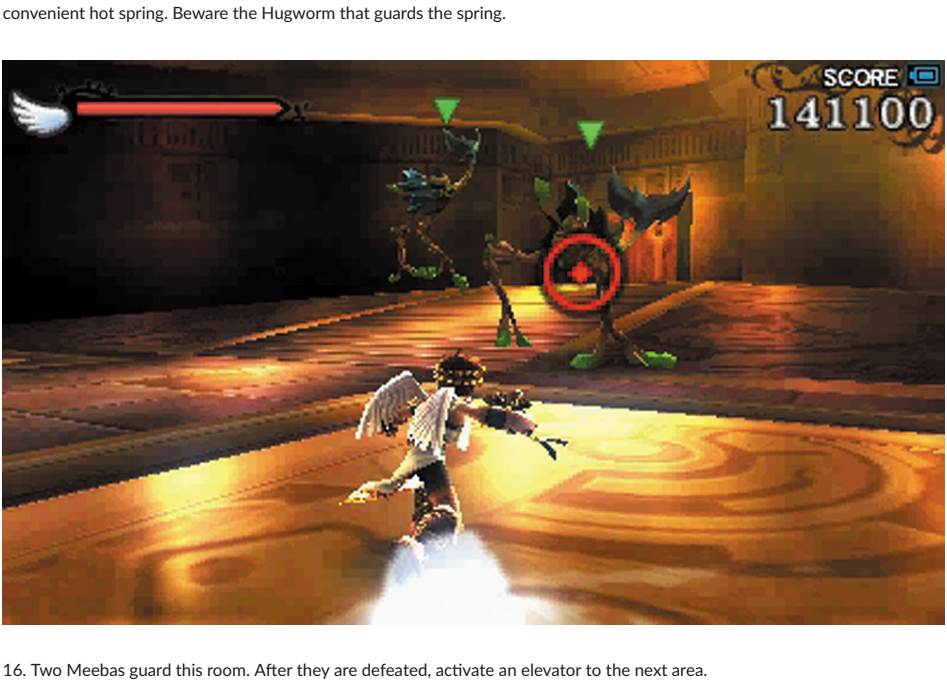
A Clobbler and a Lethinium arrive next. Destroy the Lethinium first before taking on the Clobbler. As soon as you hit the Clobbler, it transforms into a raging beast on par with a Clubberskull for strength.


SCORE
137900

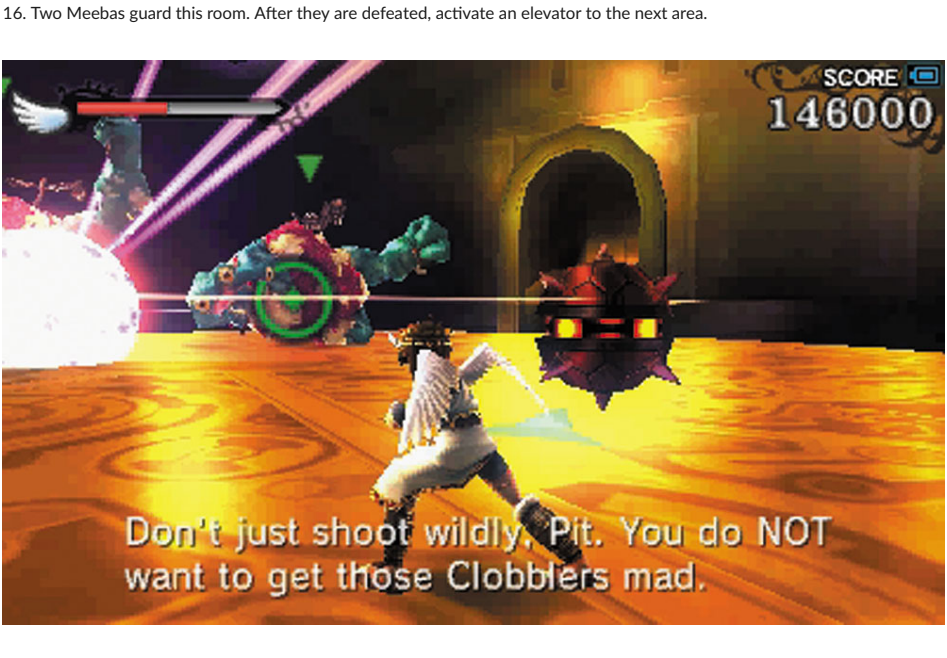

SCORE
137900


SCORE
137900

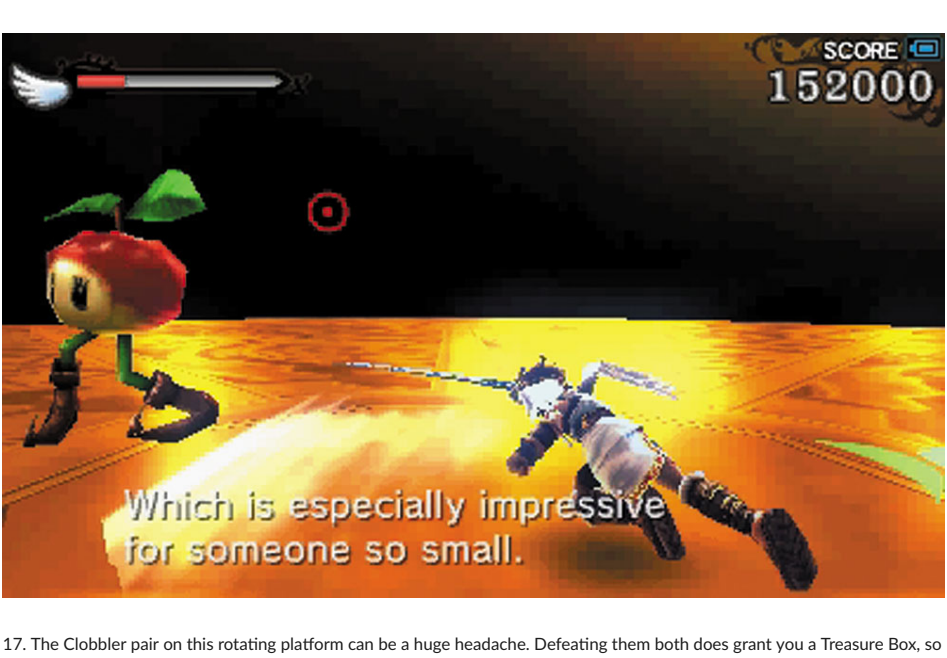
After these foes are defeated, collect the Treasure Box at the top of the ramp, then use the jump pad to launch yourself to a convenient hot spring. Beware the Hugworm that guards the spring.


SCORE
141100

16. Two Meebas guard this room. After they are defeated, activate an elevator to the next area.

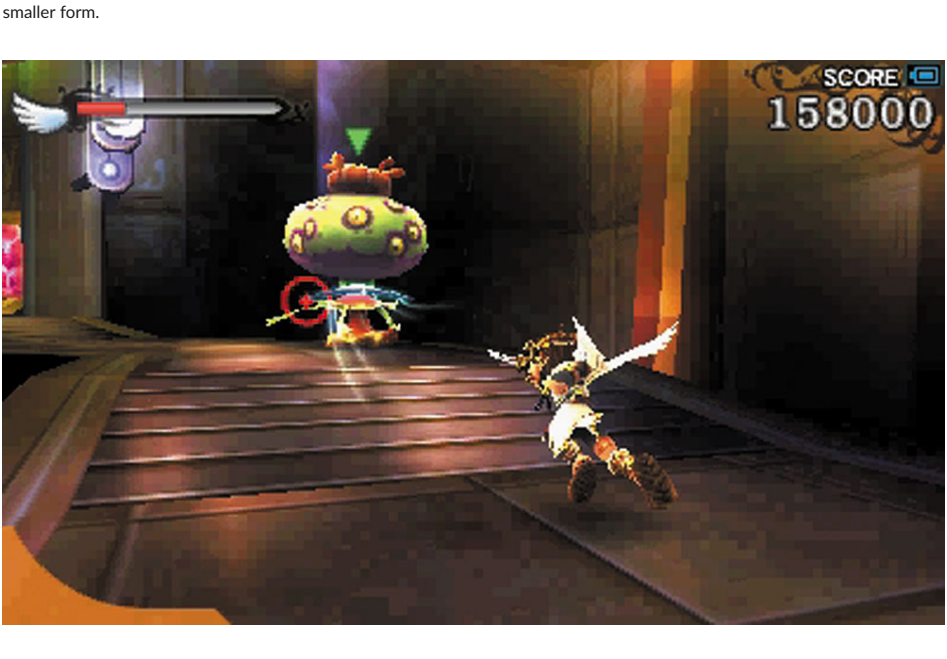

SCORE
146000

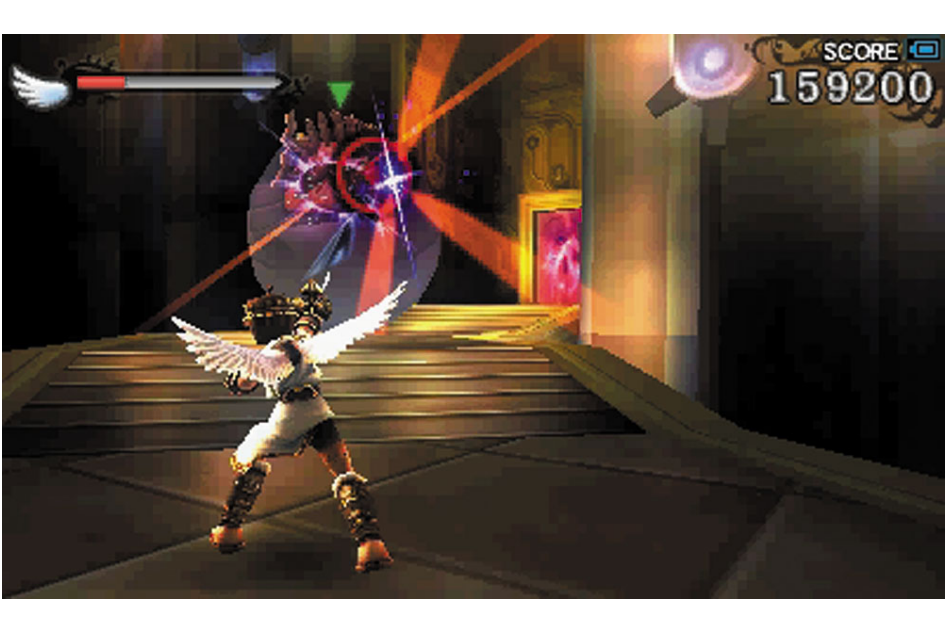
Don't just shoot wildly, Pit. You do NOT want to get those Clobblers mad.

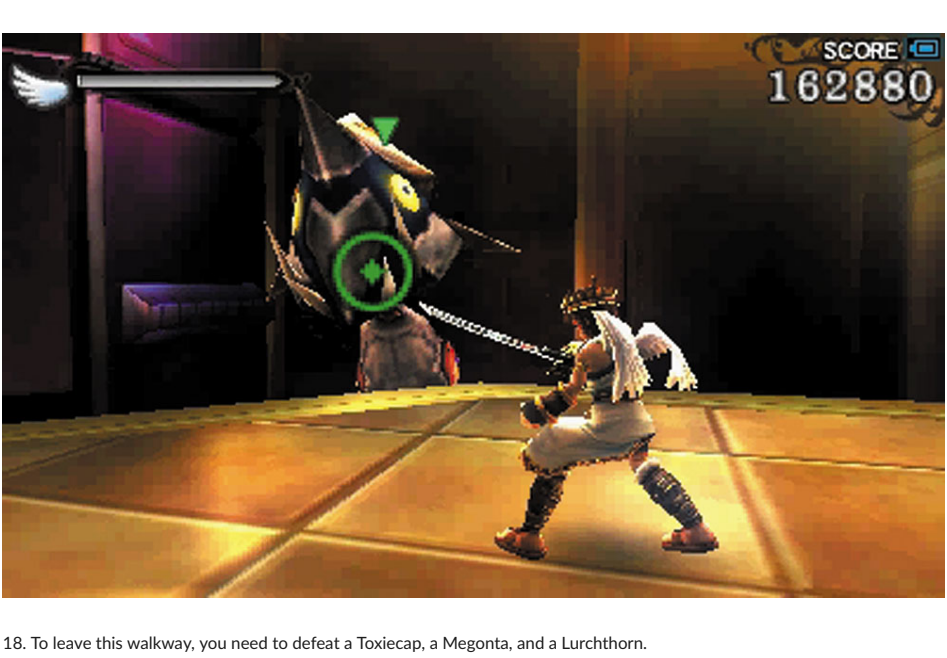

SCORE
152000

Which is especially impressive for someone so small.

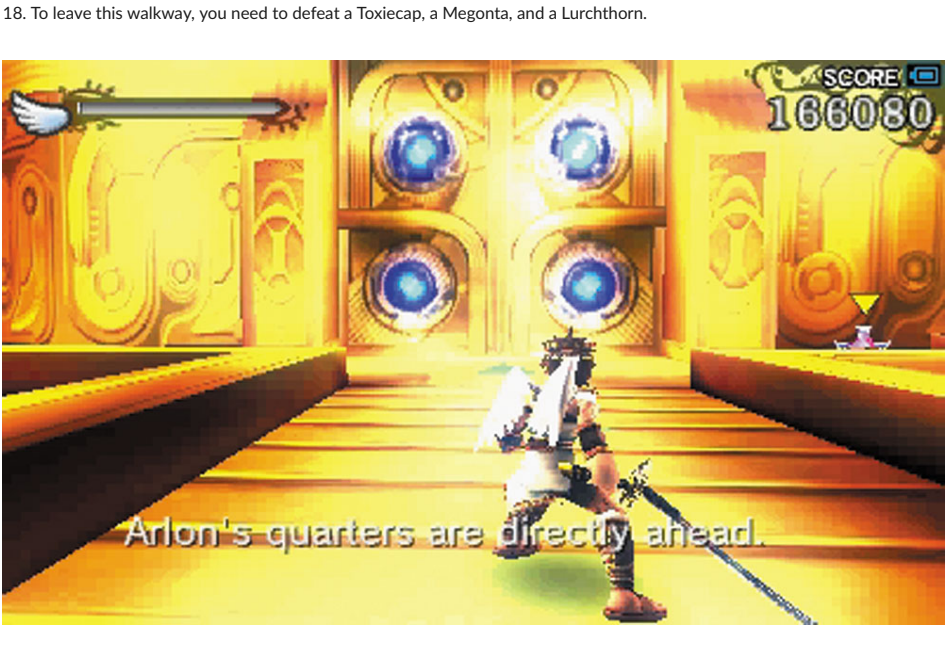
17. The Clobbler pair on this rotating platform can be a huge headache. Defeating them both does grant you a Treasure Box, so it is be worth the effort for completionists. Trigger one Clobbler to transform, then lure it into the mines on the platform. If the mines don't finish the creatures off, you can wait for them to calm down and try to finish them with melee attacks to their smaller form.


SCORE
158000

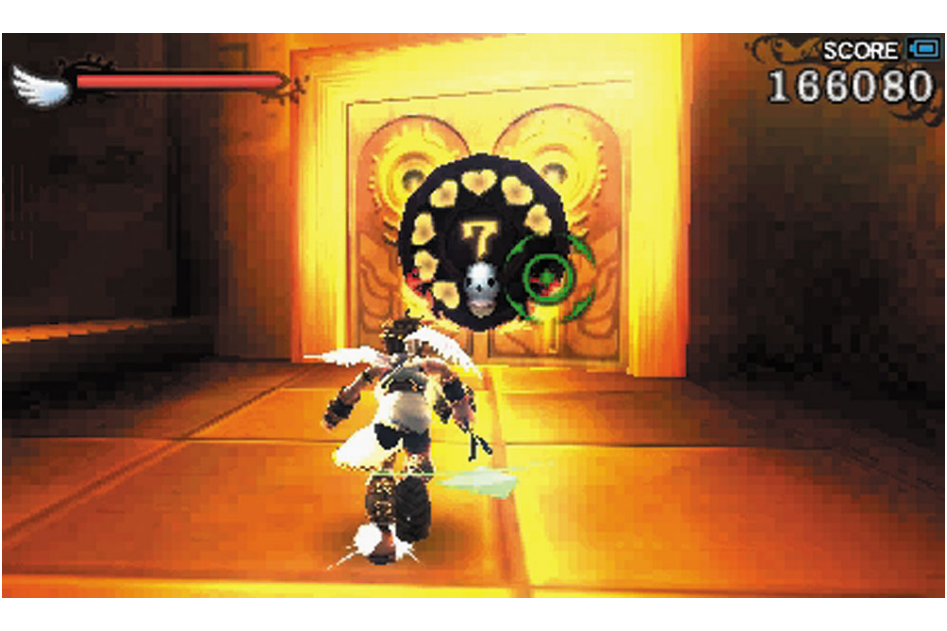

SCORE
159200

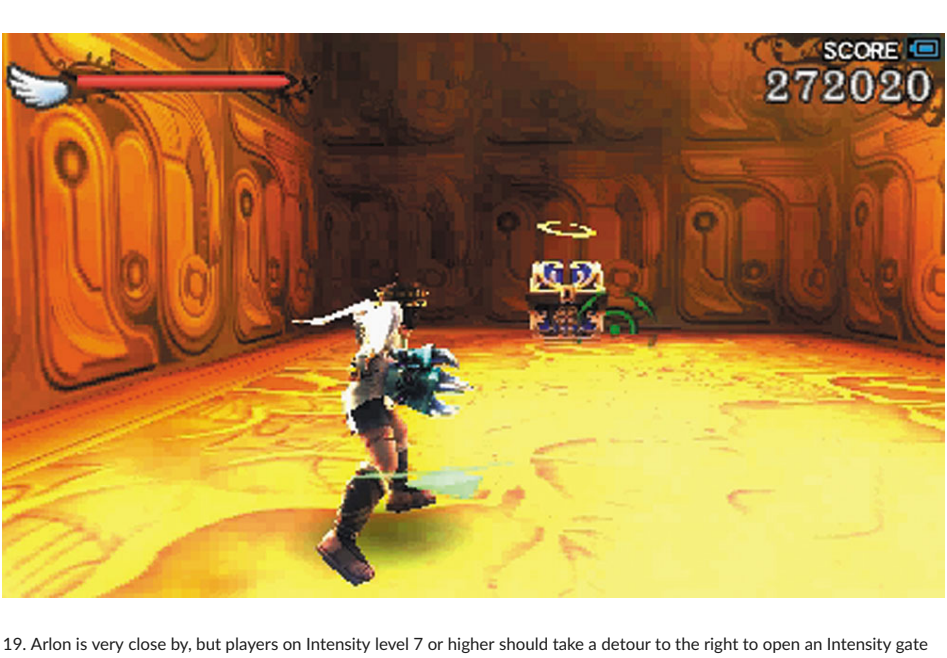

SCORE
162880

18. To leave this walkway, you need to defeat a Toxiecap, a Megonta, and a Lurchthorn.

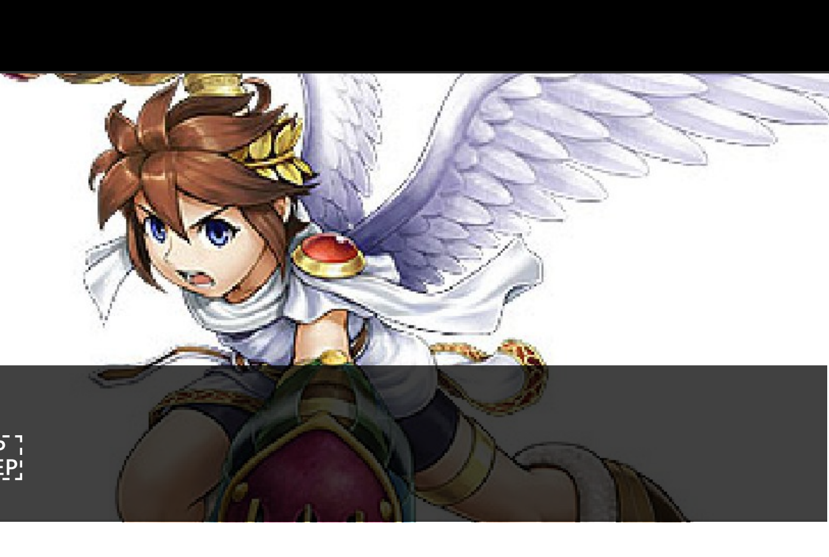

SCORE
166080

Arlon's quarters are directly ahead.


SCORE
166080
7

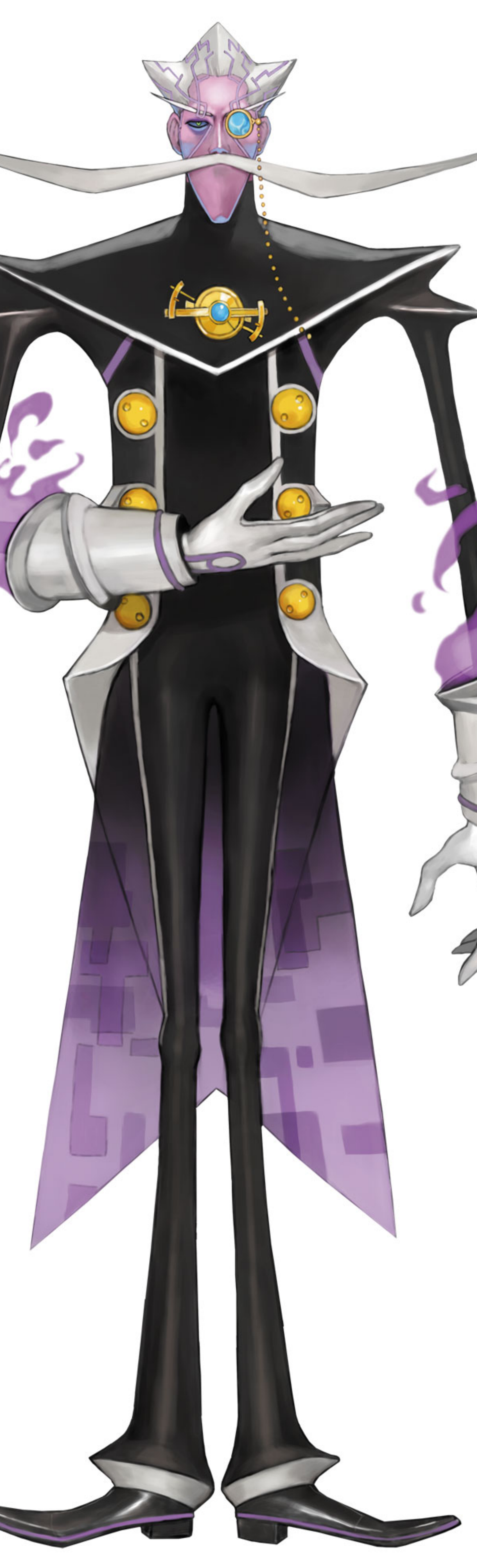

SCORE
272020

19. Arlon is very close by, but players on Intensity level 7 or higher should take a detour to the right to open an Intensity gate for another Treasure Box.



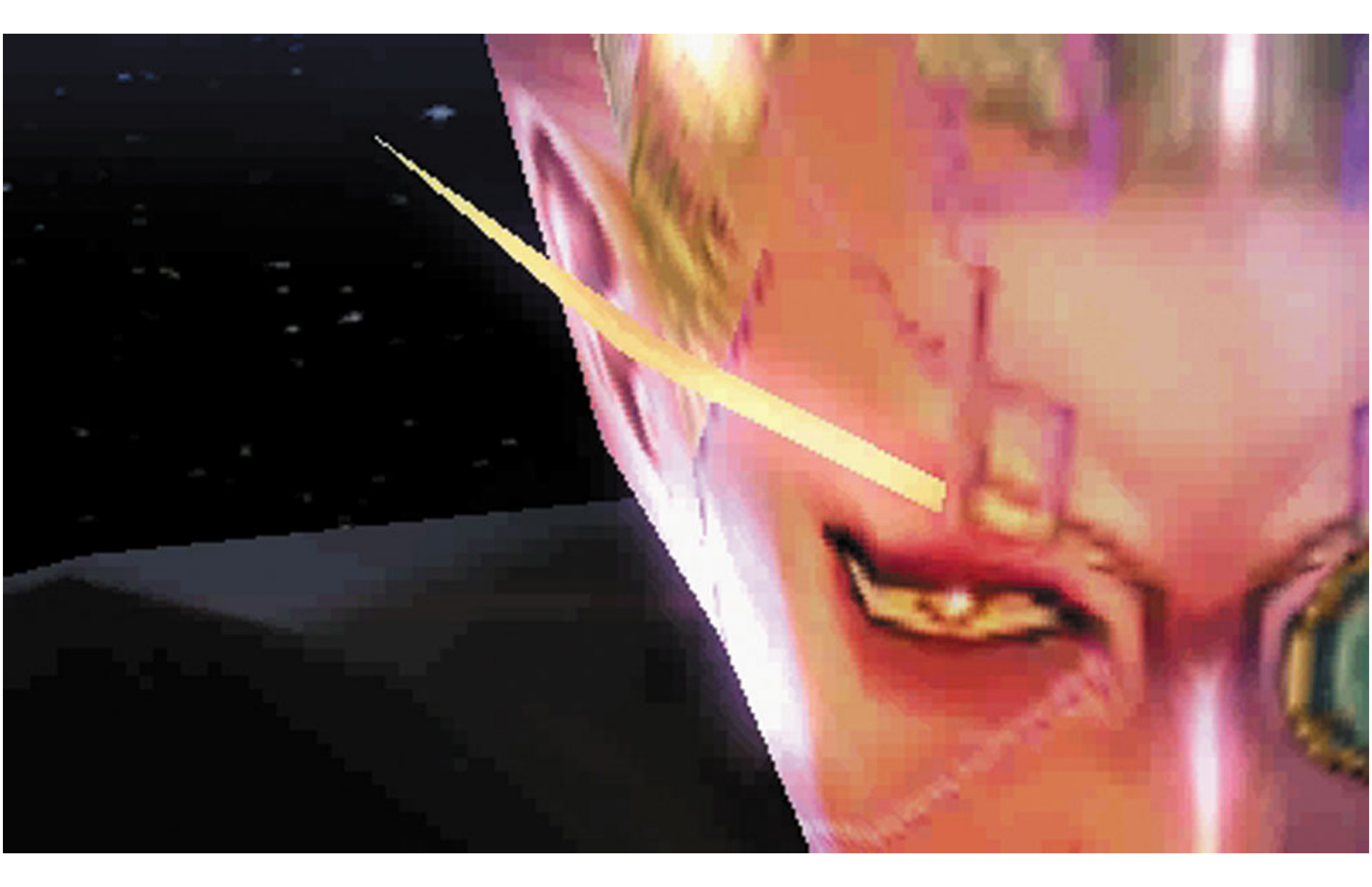
Chapter 13: The Lunar Sanctum

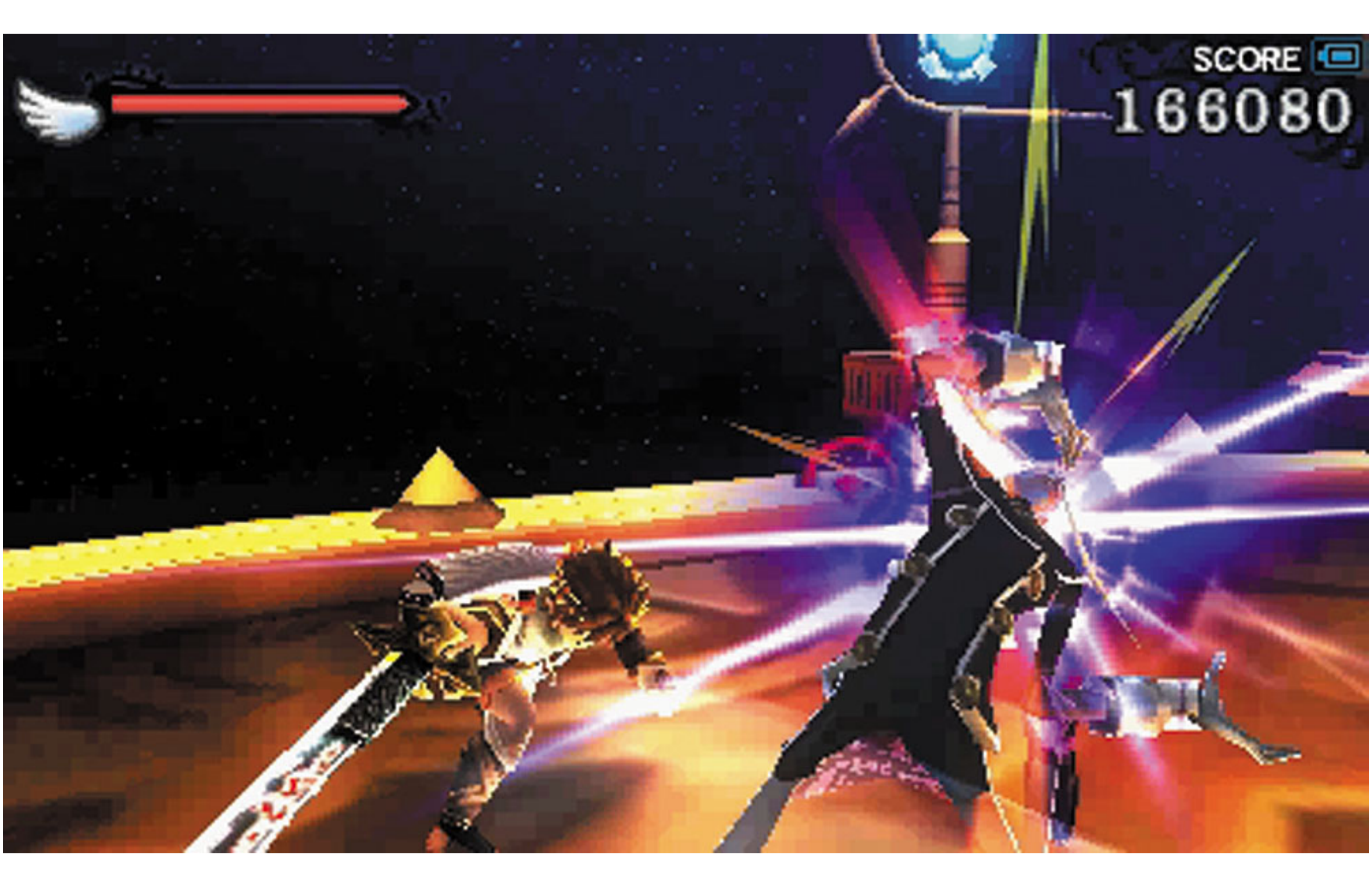
Battle Battle: Arlon the Serene



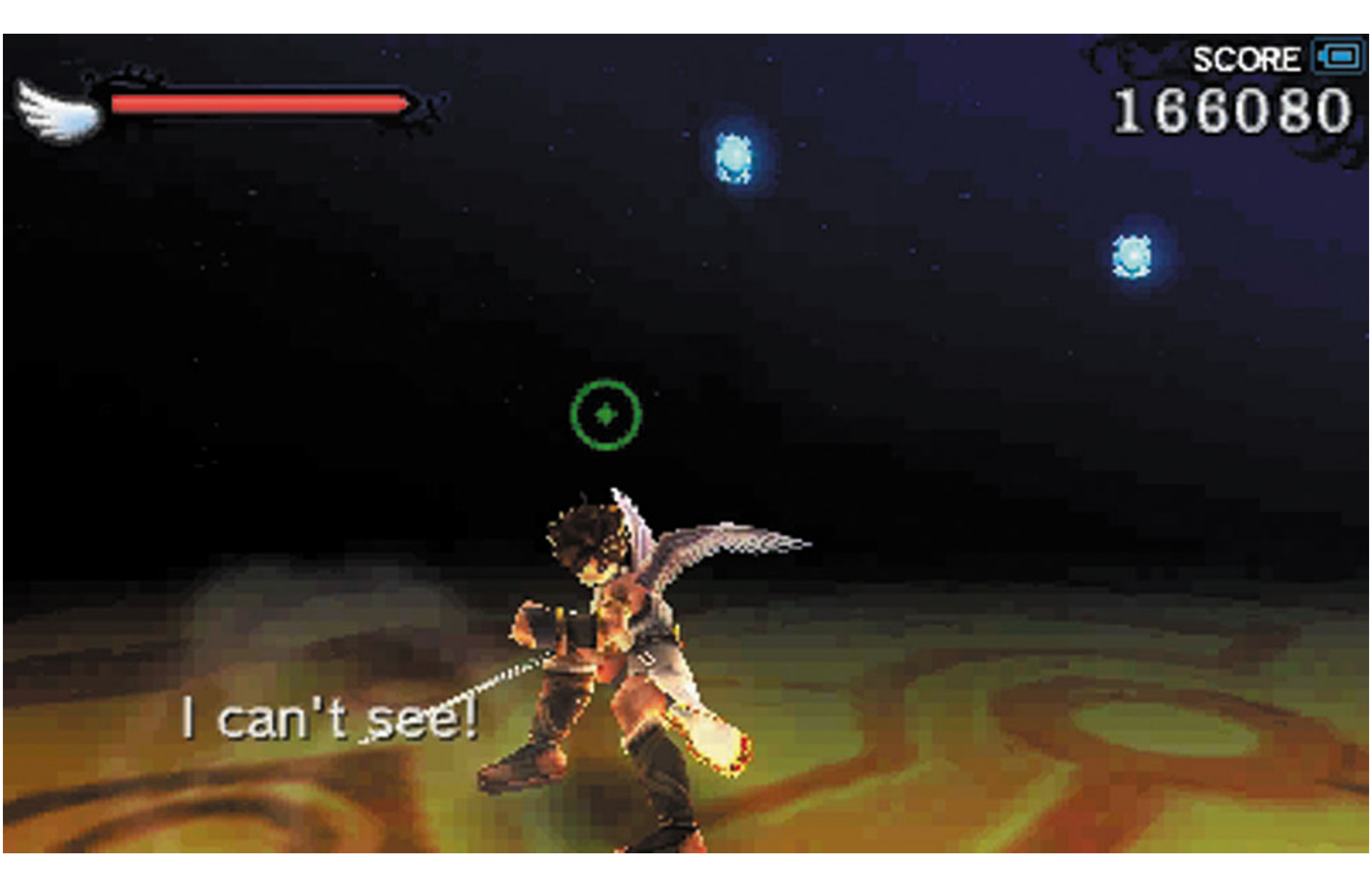
Health Range	
Min Health	Max Health
304	1400

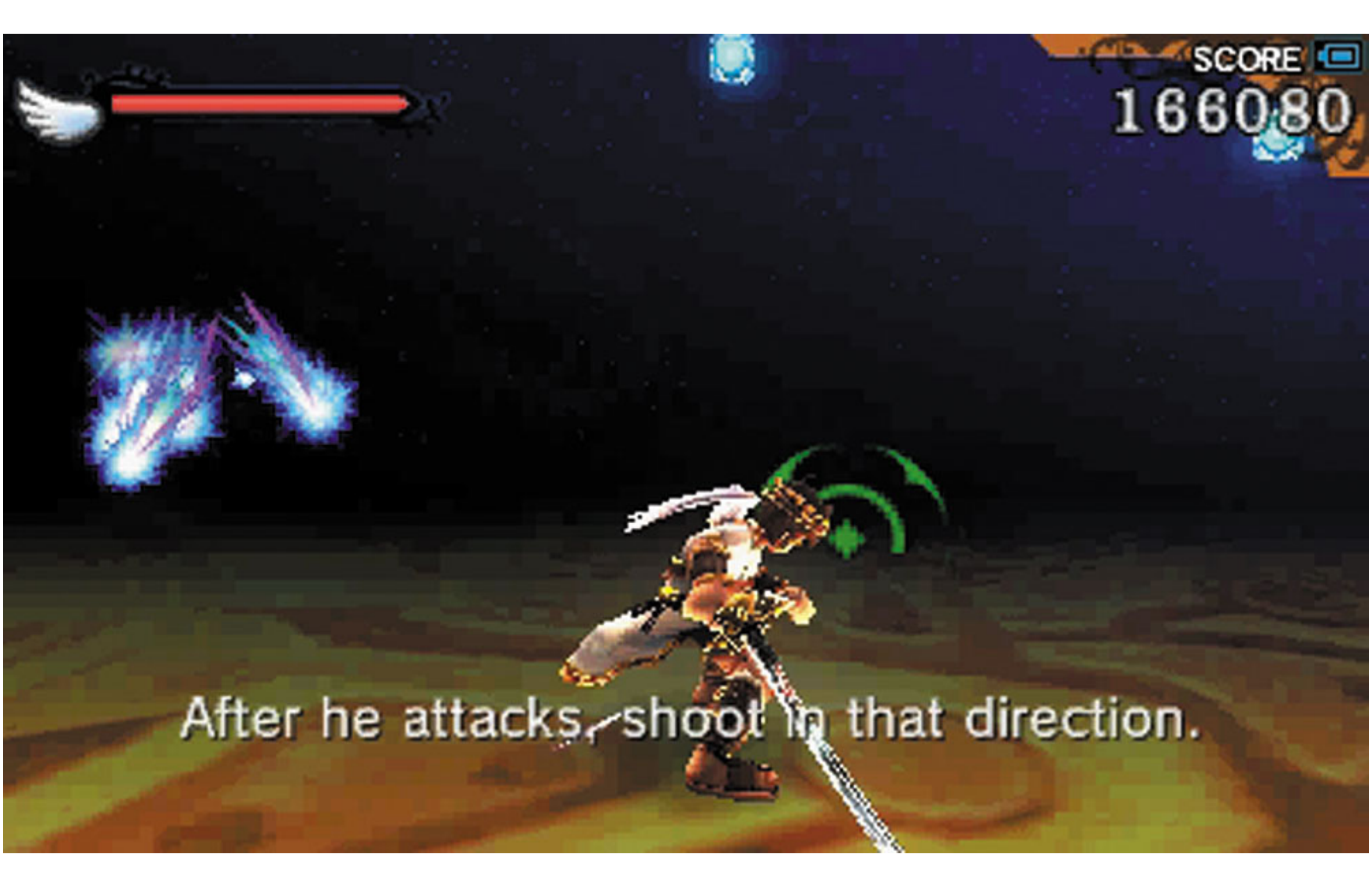
Arlon the Serene's veneer of politeness hides a graceful and powerful fighter.

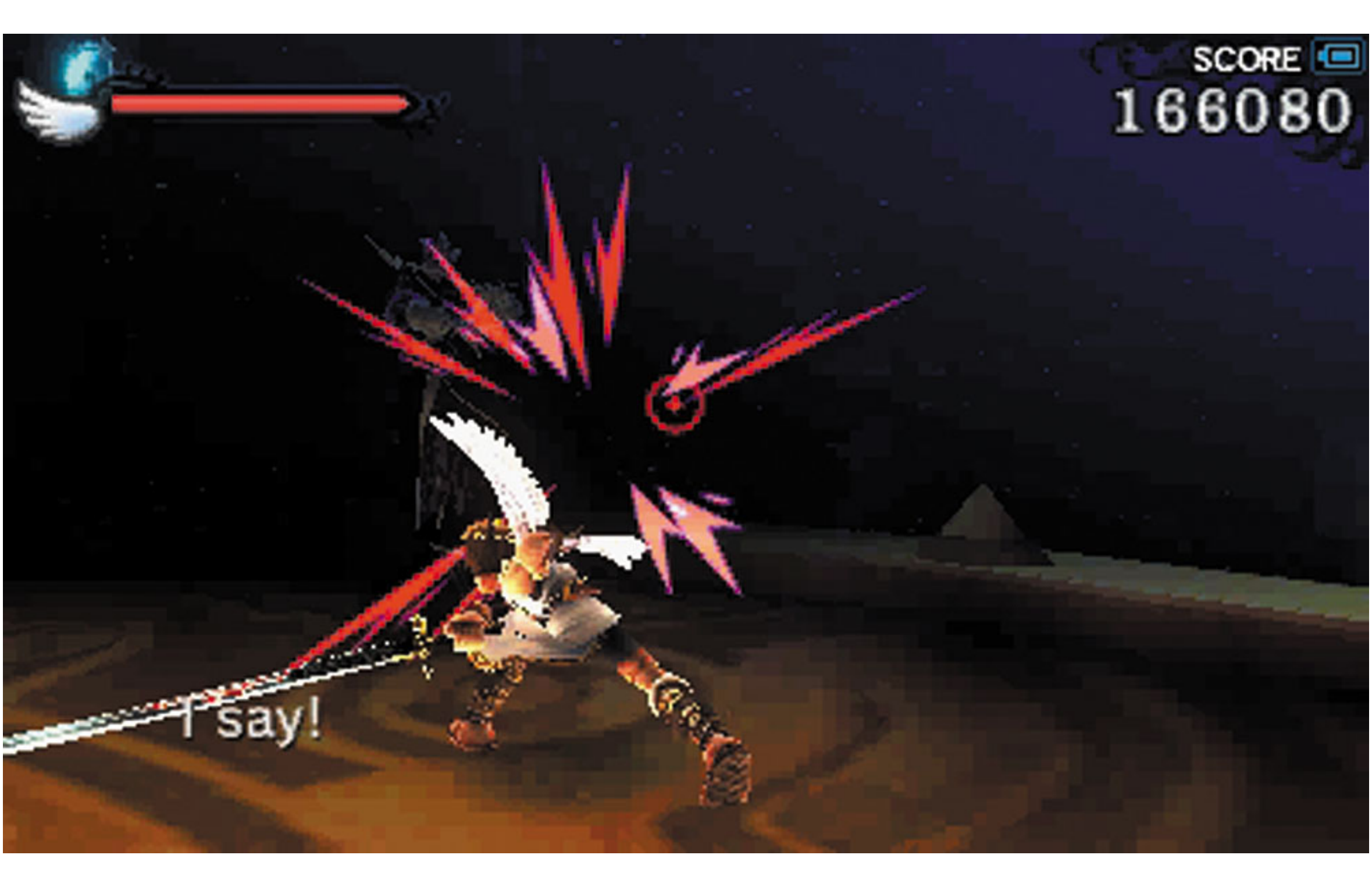



SCORE
166080

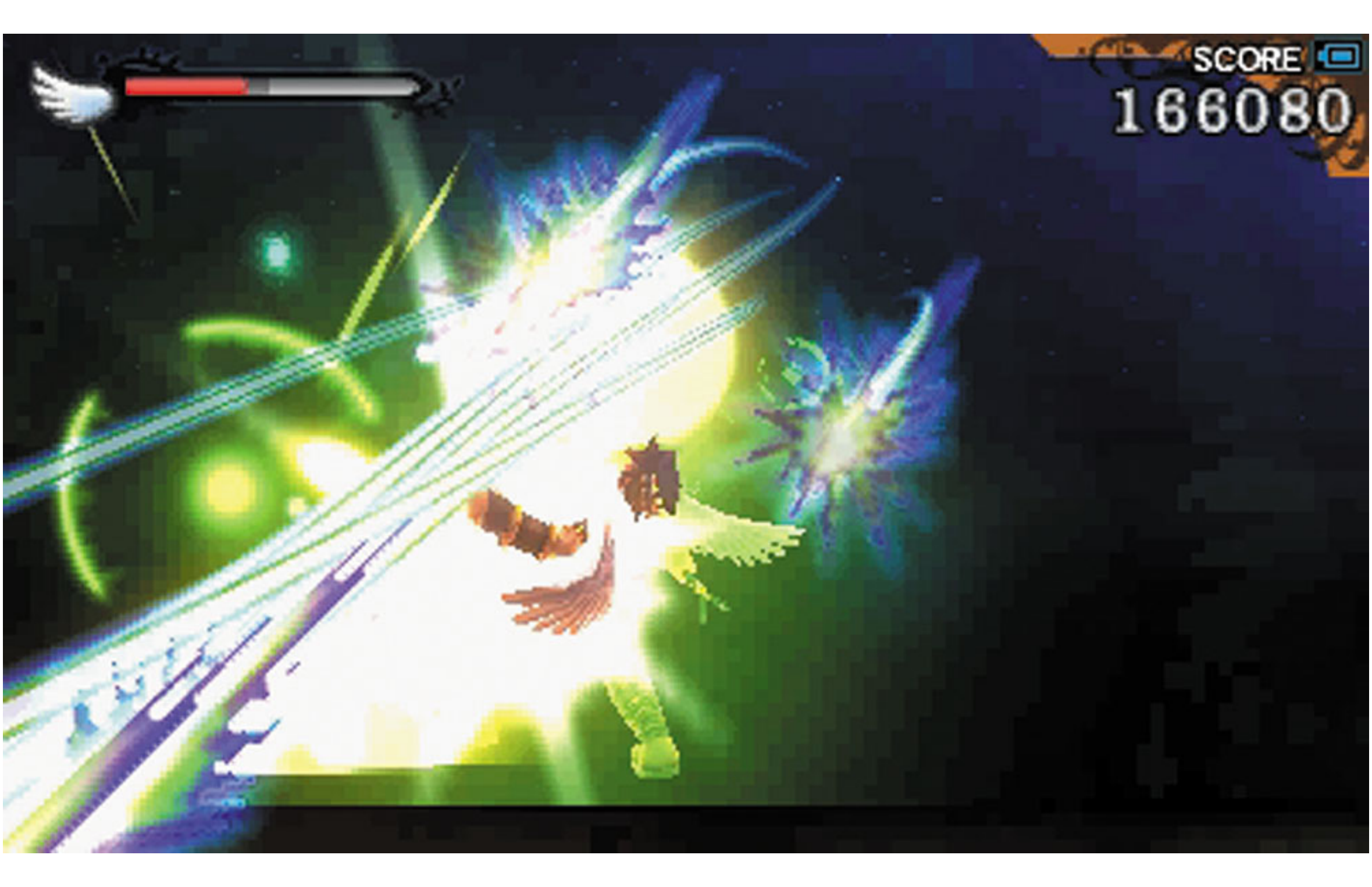
He typically skates just above the surface of the arena, casually firing magic blasts. Rush Arlon while dodging his attacks. Enough ranged or melee hits will temporarily stun him, allowing you to get some free hits on him until he recovers.


SCORE
166080
I can't see!

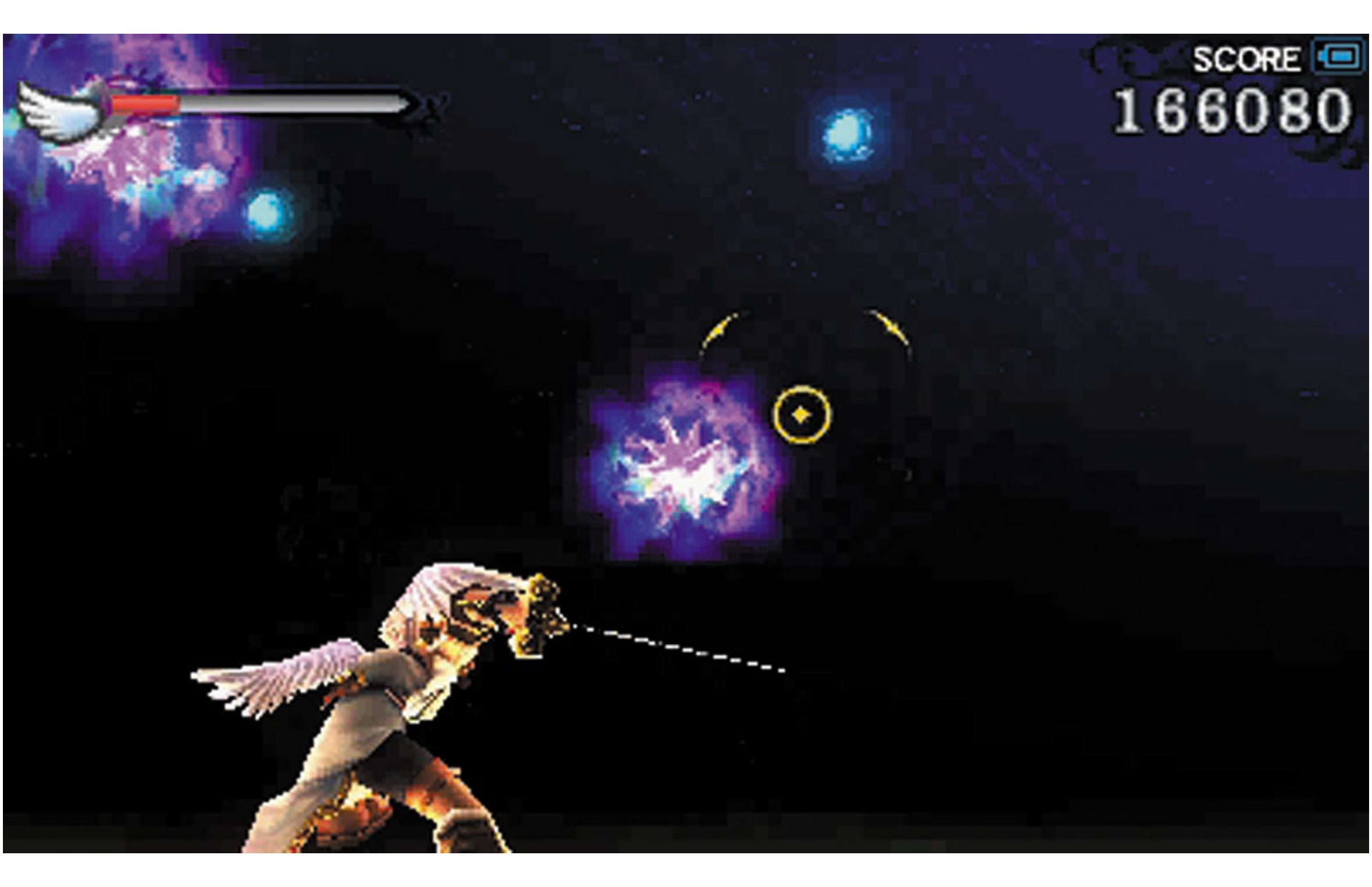

SCORE
166080
After he attacks, shoot in that direction.


SCORE
166080
I say!

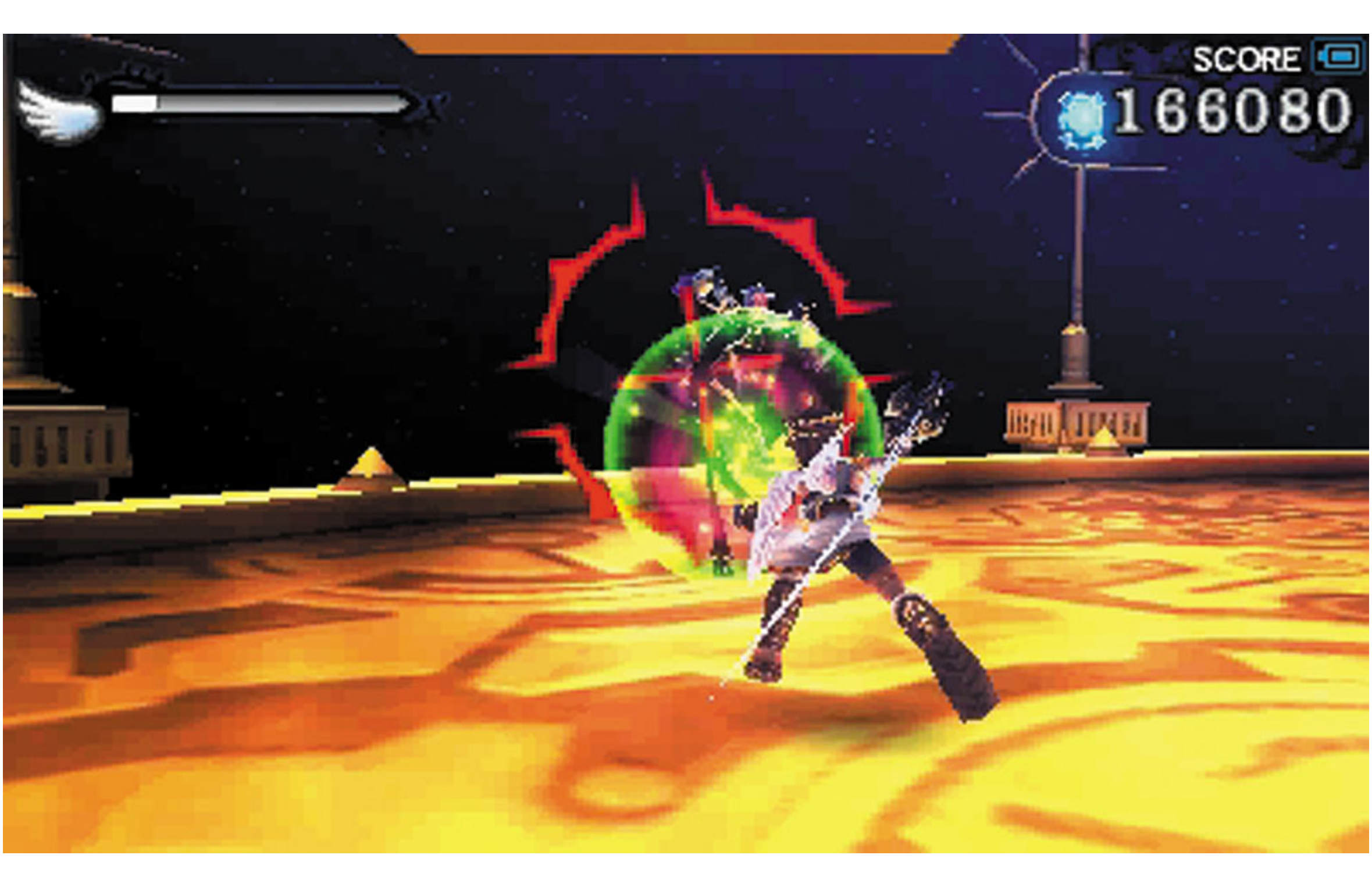
Arlon employs deceptive tactics during this duel. He'll darken the arena and retreat into the distance, making it difficult to track him or evade his attacks. If you look closely enough, you might be able to pick out his silhouette moving in the darkness, and you can try shooting him or charging at him for more melee punishment.

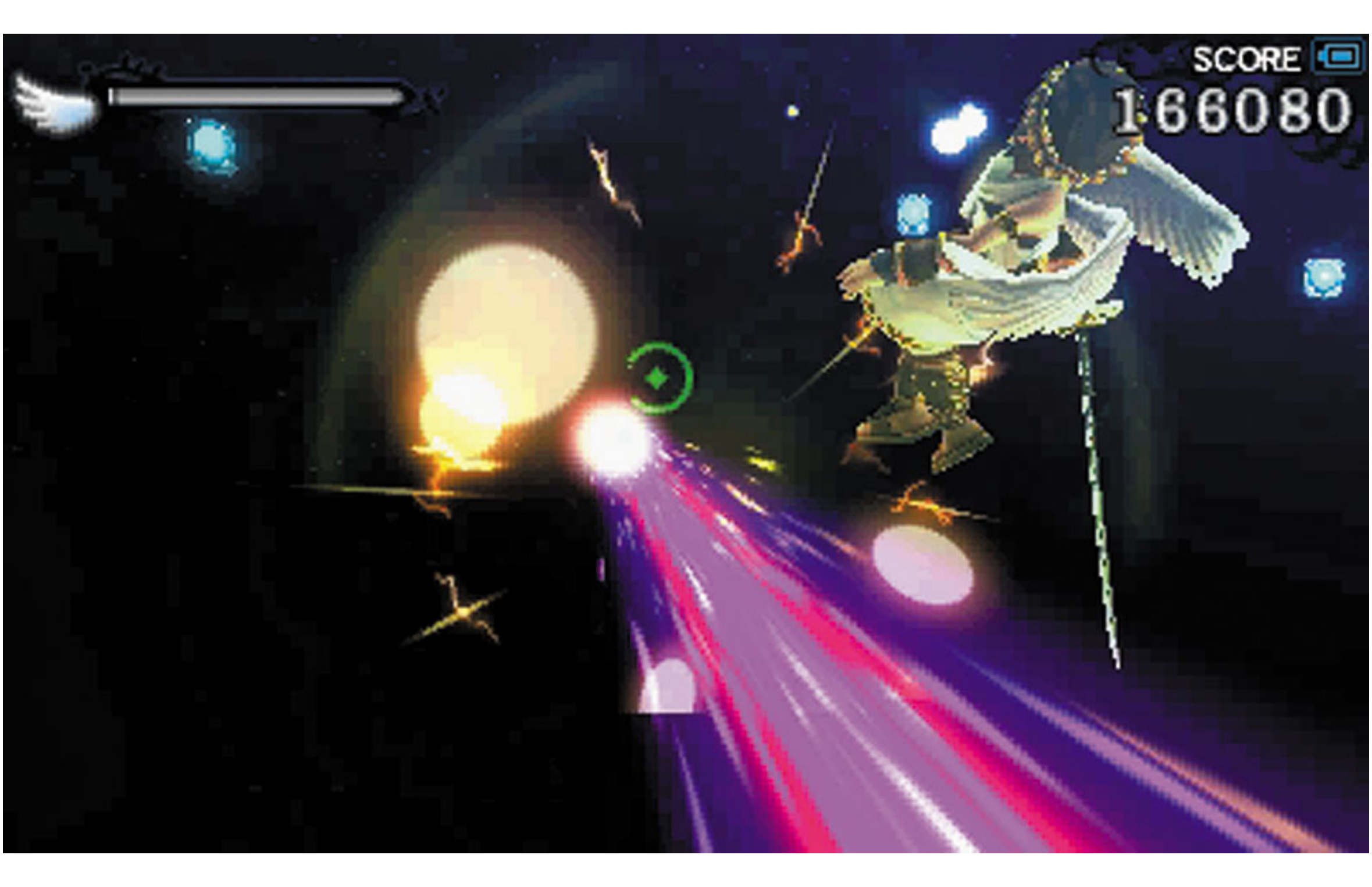

SCORE
166080

When Arlon says he is going to reveal his true power, take this seriously. This marks the second phase of the fight. Arlon is now faster and more aggressive than before. Under the cover of darkness, he once more strikes from the distance with a rain of high-speed homing beams. You do not want to get hit by this barrage, and failing to dodge one of the shots usually means many others will hit you.

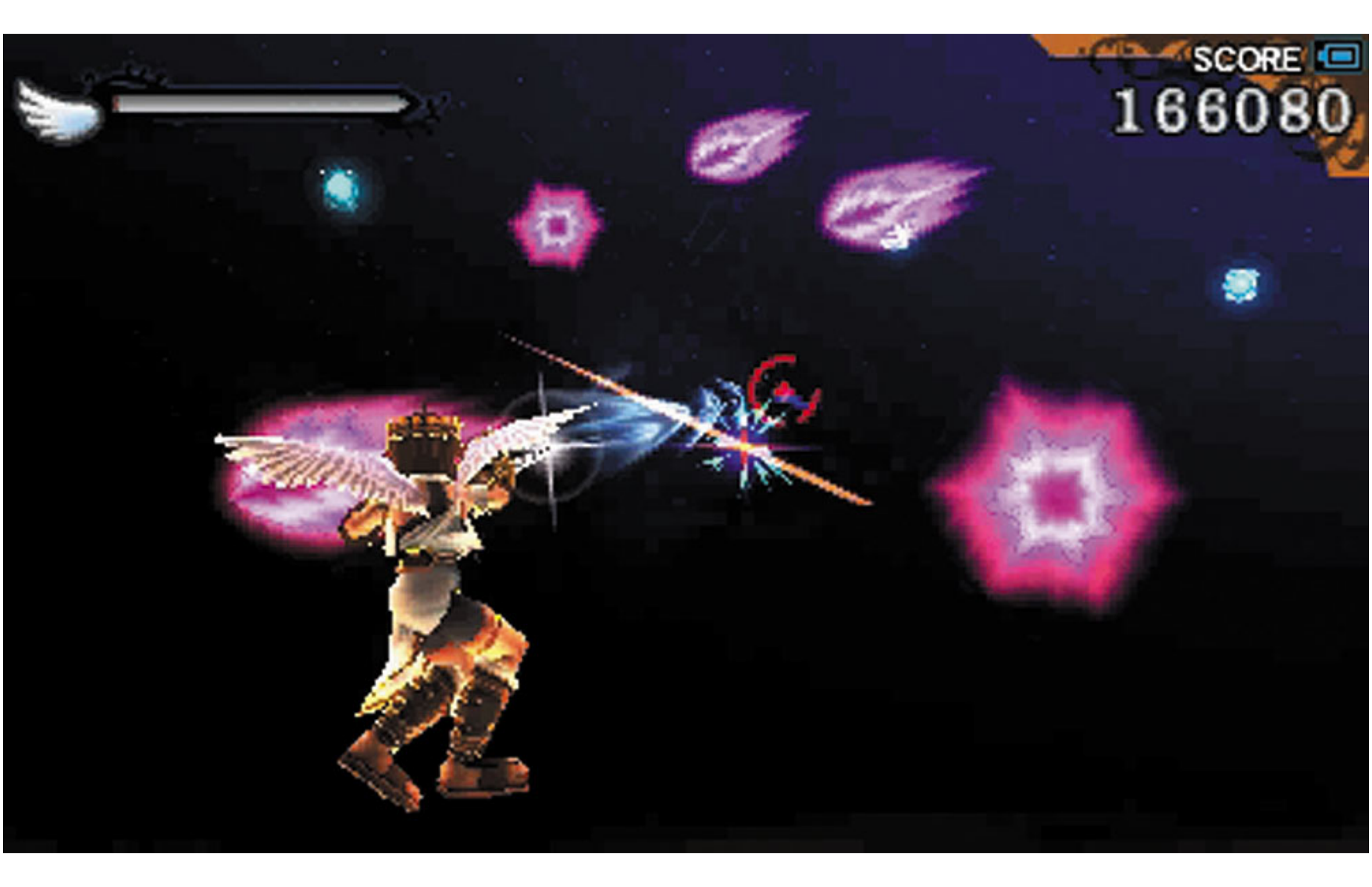

SCORE
166080

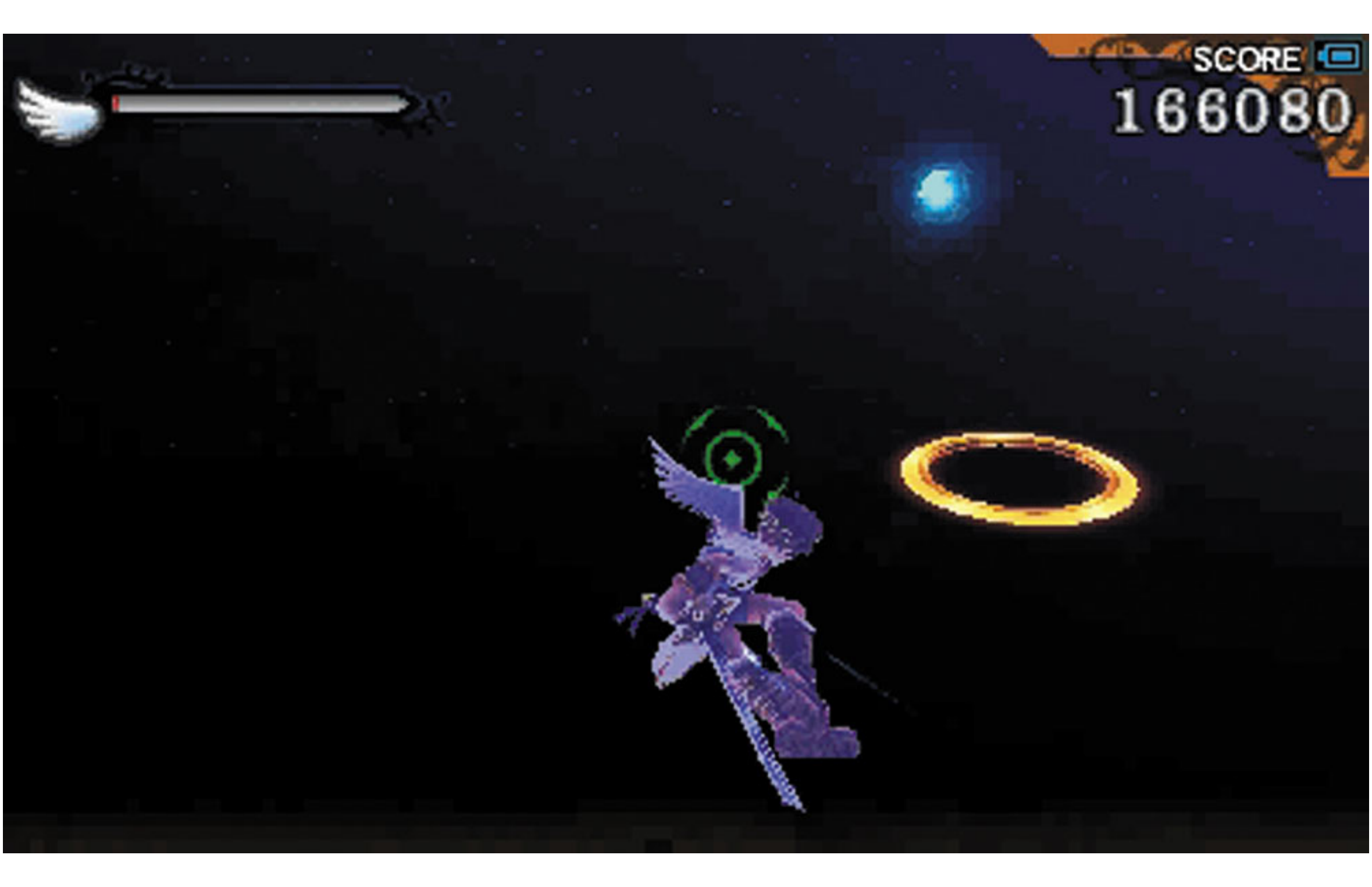
He also casts large purple flames that slowly fall to the floor. These act as powerful land mines. Try to shoot them from a distance.

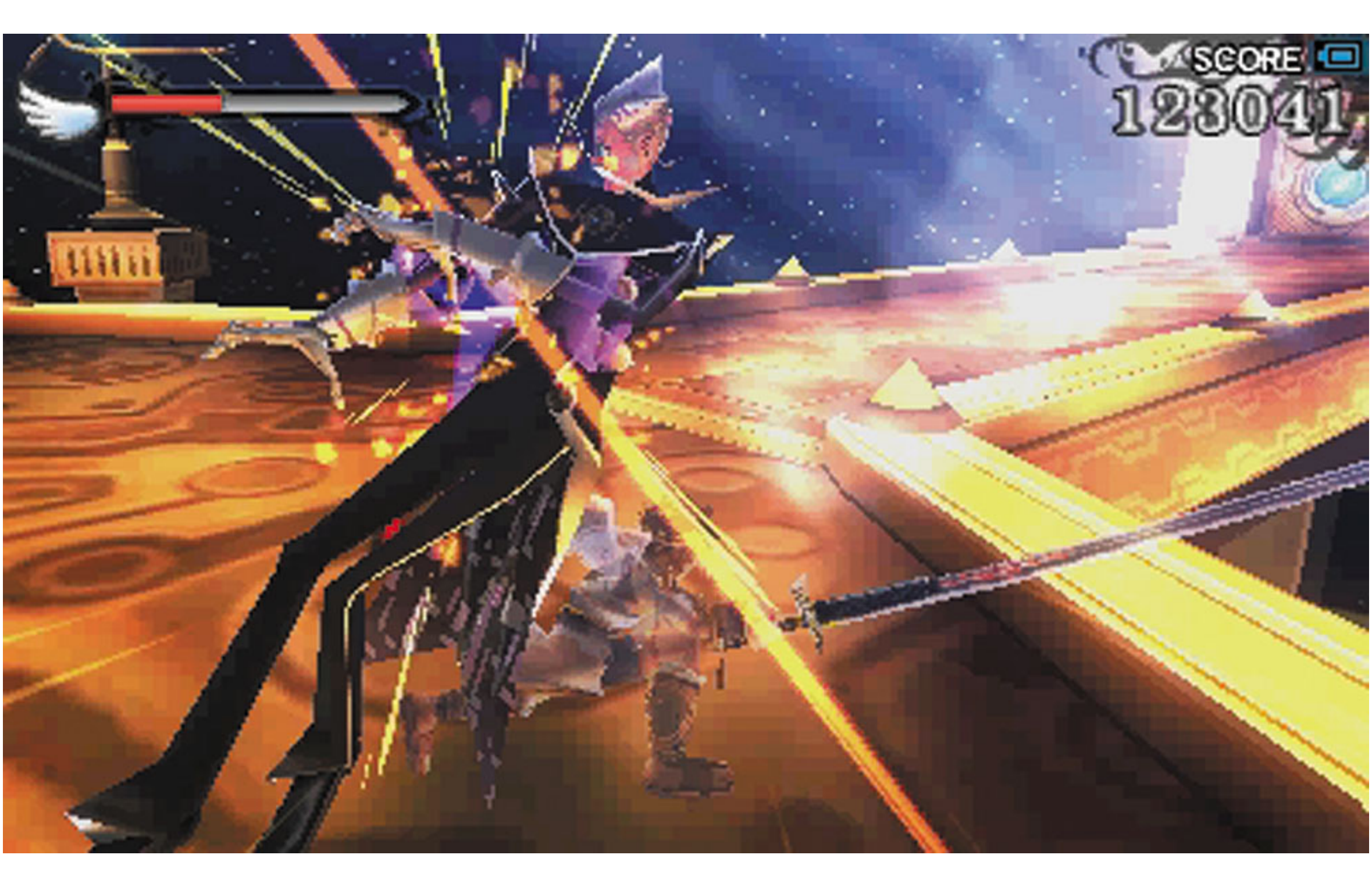

SCORE
166080


SCORE
166080

Think twice before just charging blindly at Arlon. If you notice a glowing green sphere hovering before him, don't melee him! He will knock you back across the arena, and then unleash a devastating beam attack.


SCORE
166080

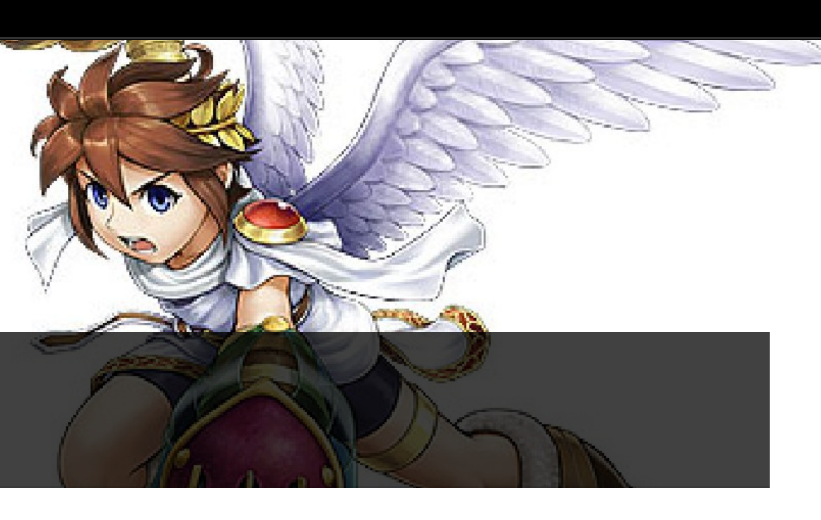

SCORE
166080


SCORE
123041

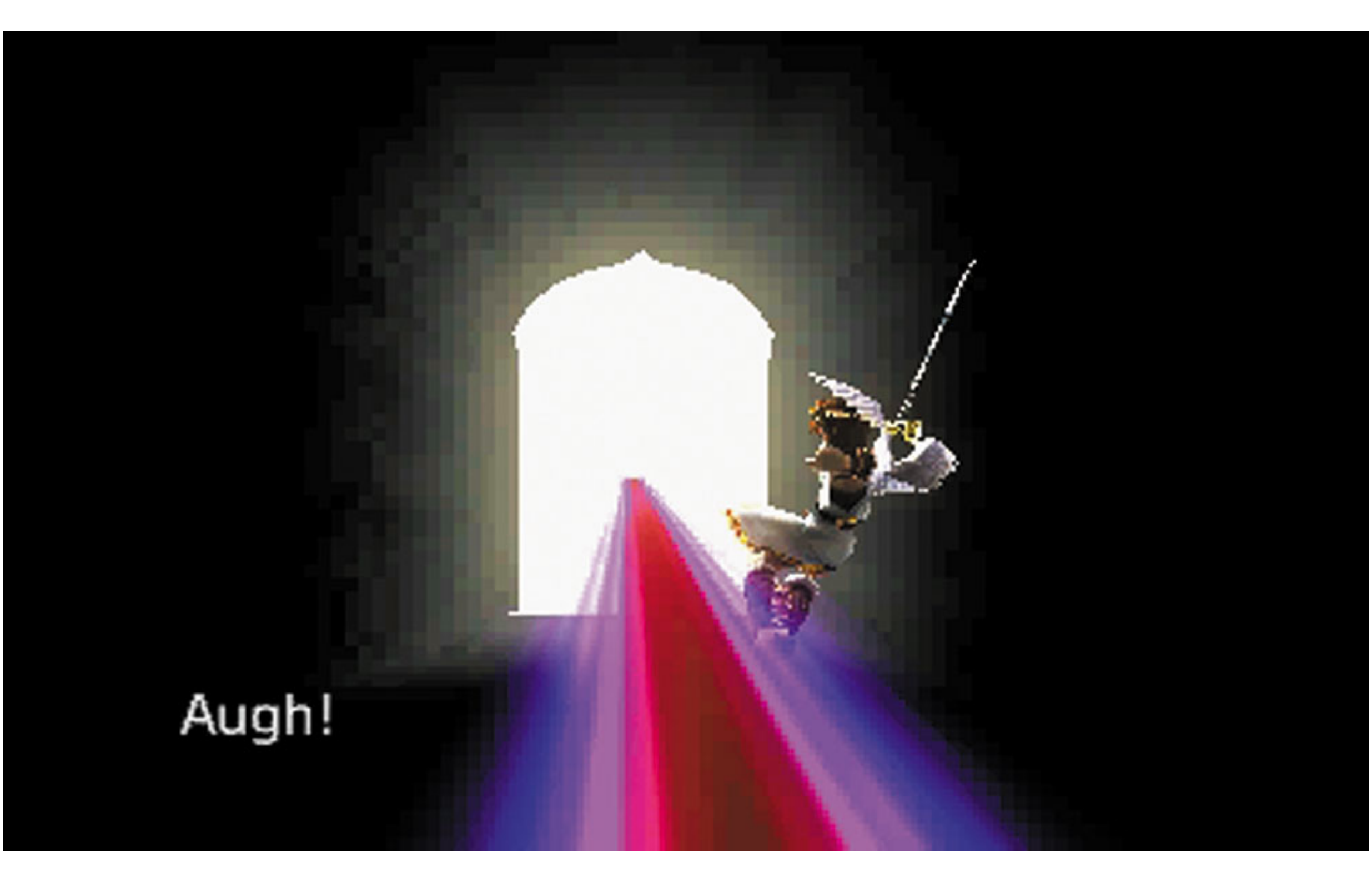
Remember that he can be stunned through ranged shots and melee strikes, despite his extensive ranged arsenal. When darkness falls, it's not a bad idea to constantly shoot, if only to locate him. If you surprise him with a charged shot, that might be enough to stun him.

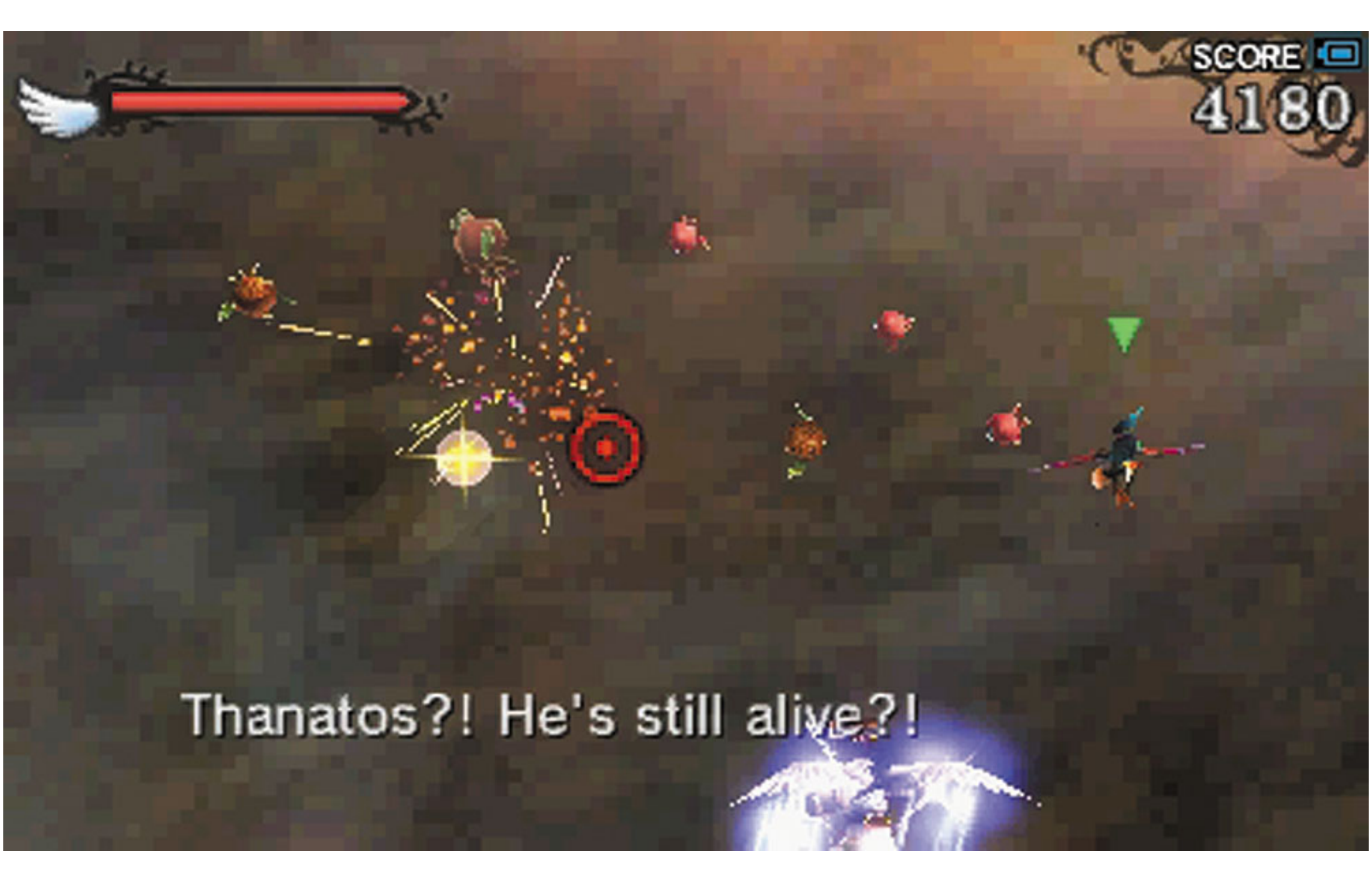
But what's that...THING breaking free?

Viridi is not going to be pleased with the fact that her technological terror was insignificant when compared to the power of an angel. Something escapes the sanctum's wreckage, but there is no time to investigate that right now.



Chapter 14: Lightning Battle
Air Battle

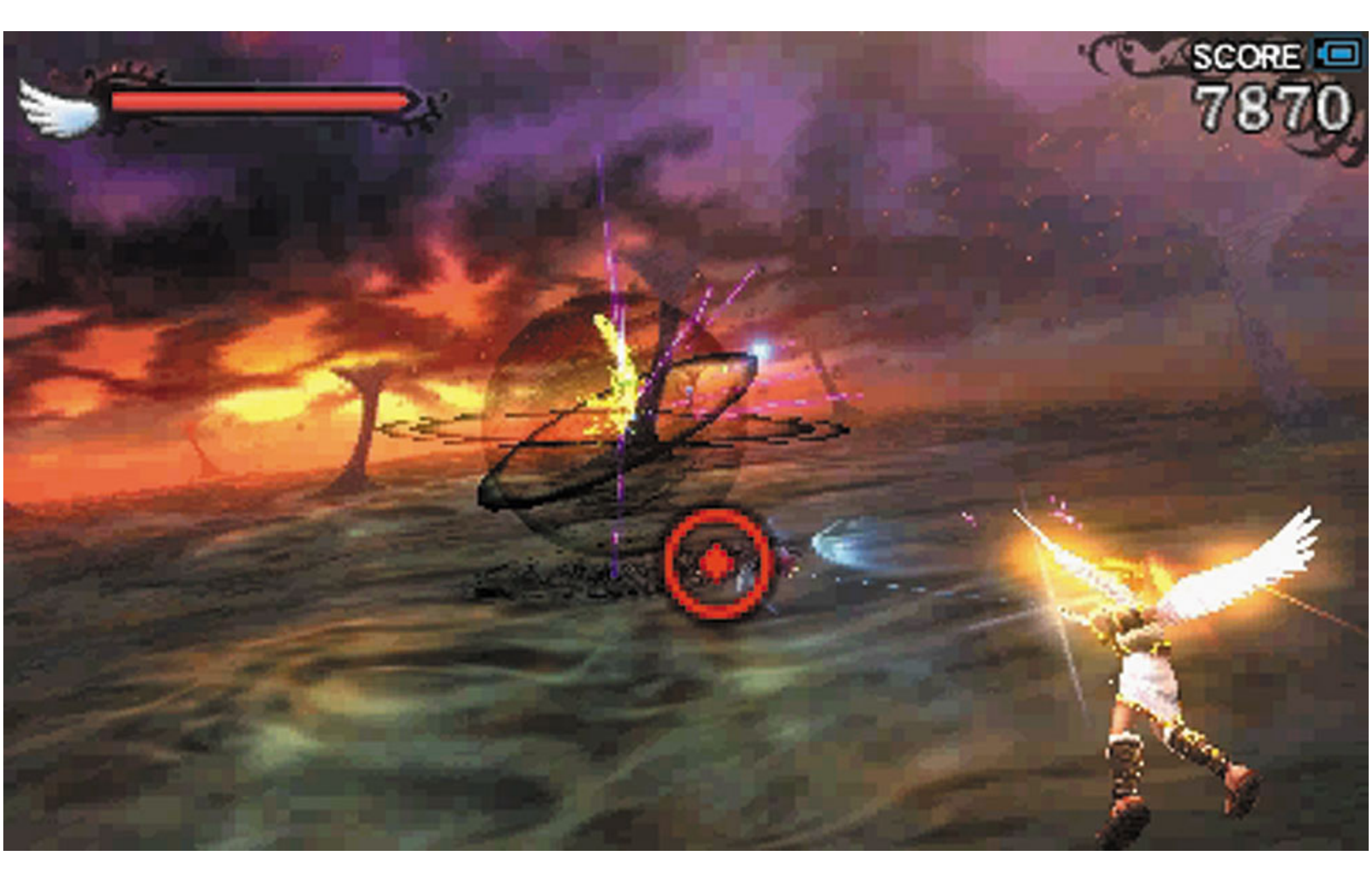



SCORE
4180
Thanatos?! He's still alive?!

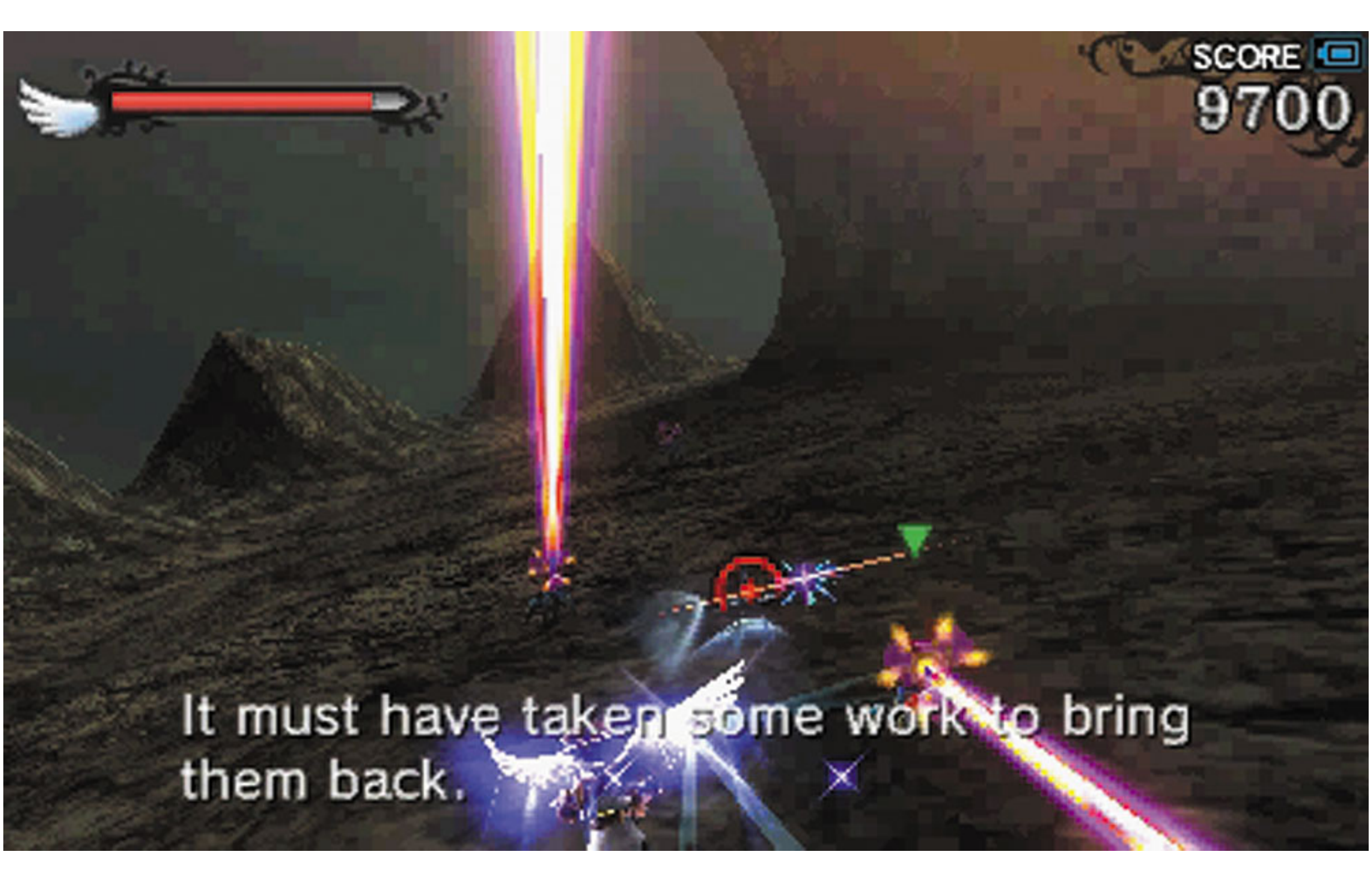
Pit doesn't even get out the door before getting attacked. Despite the loss of the Lunar Sanctum, Viridi's Forces of Nature have been inspired to fight harder. To make matters worse, Hades's has rejoined the battle, reviving Thanatos to lead the Underworld Army. The skies are filled with baddies from both factions, and huge whirlwinds can be seen everywhere.

SCORE
6870
Yes? You called?

SCORE
6870
We're in the middle of something here!
Can this wait?

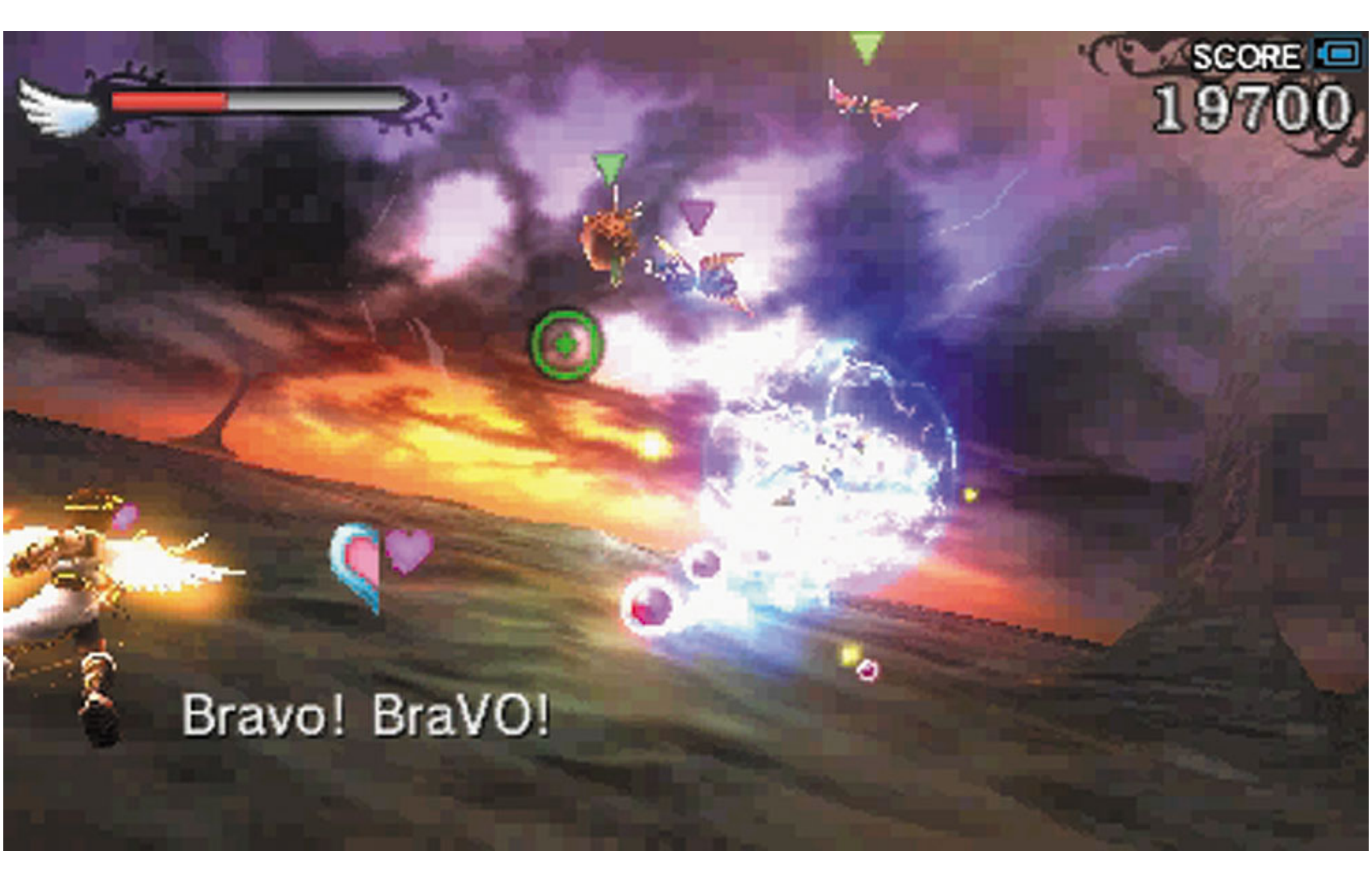


Commanding the Forces of Nature is Phosphora, another of Viridi's generals. After her electrifying entrance, Thanatos chases past Pit, and the two commanders engage in battle, to the detriment of anything unfortunate enough to be too close. Their initial clash parts the clouds, and Palutena sends her angel to pursue them.


SCORE
9700
It must have taken some work to bring
them back.

Watch out for the beams fired from pieces of land floating throughout the storm.

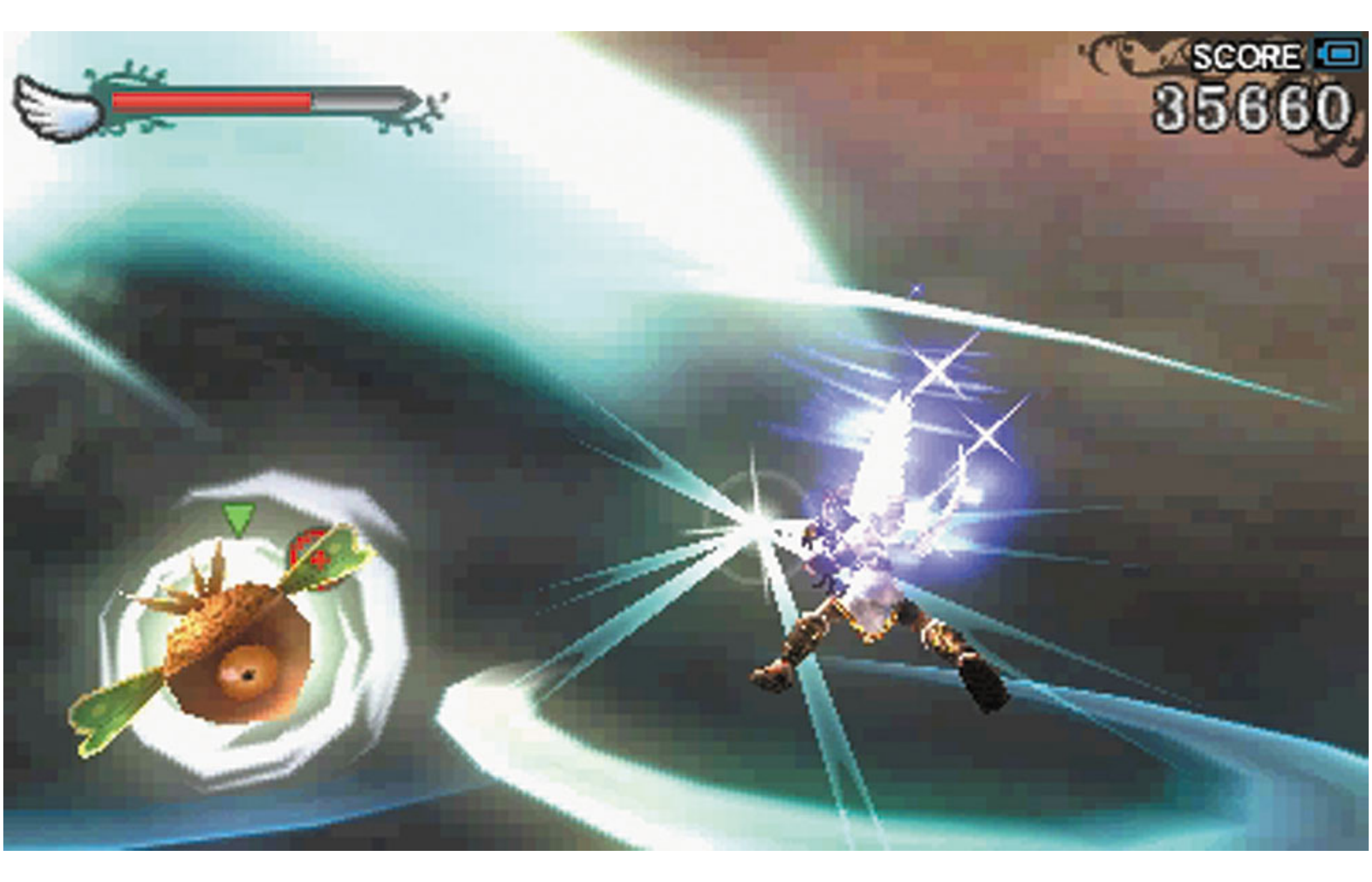
SCORE
19360
Finishing blow!


SCORE
19700
Bravo! BraVO!

Despite his exciting new glow dragon form, Thanatos can't keep up with Phosphora, and is shot out of the sky. Recovery Orbs appear in the aftermath of his defeat.

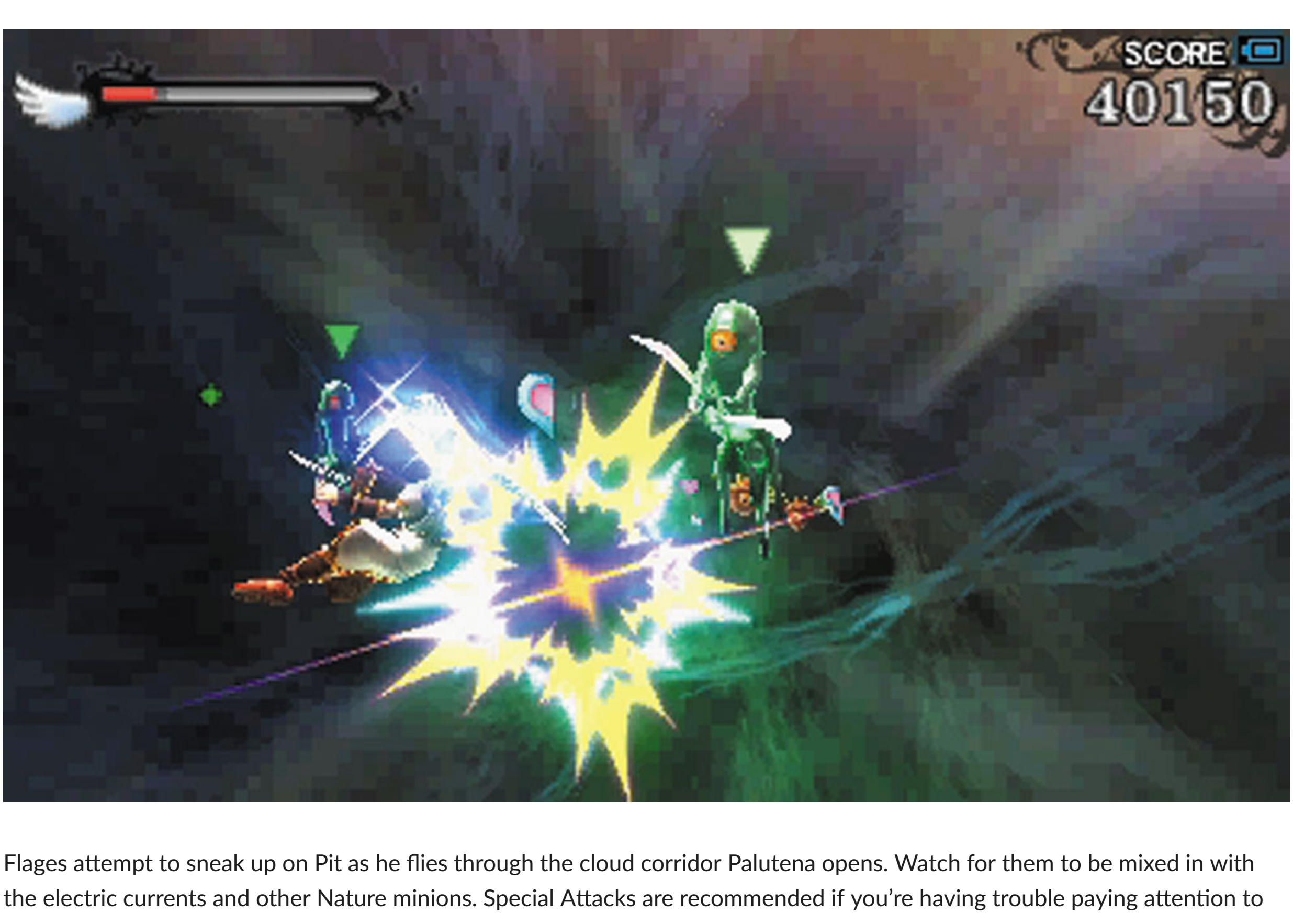
SCORE
21310
Are you saying it makes no difference
whether your troops have a leader?

SCORE
28520


SCORE
35660

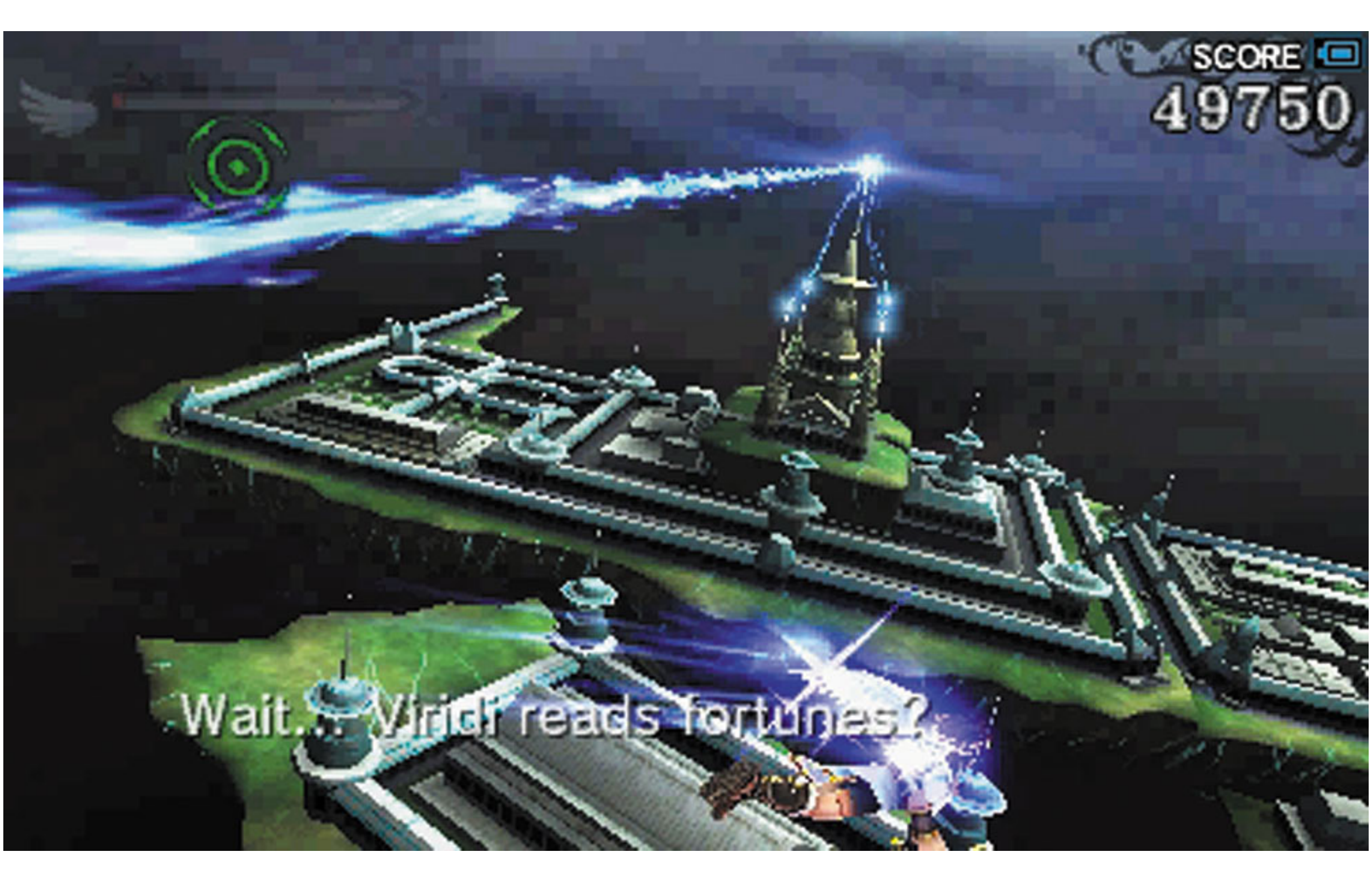
Phosphora attempts to hide in the clouds to restore her strength after the battle, sending out lightning blasts and Nature baddies to slow Pit down.

SCORE
37510
Hold on as best you can. Phosphora is
definitely up this way.


SCORE
40150

Flages attempt to sneak up on Pit as he flies through the cloud corridor Palutena opens. Watch for them to be mixed in with the electric currents and other Nature minions. Special Attacks are recommended if you're having trouble paying attention to everything happening all at once.

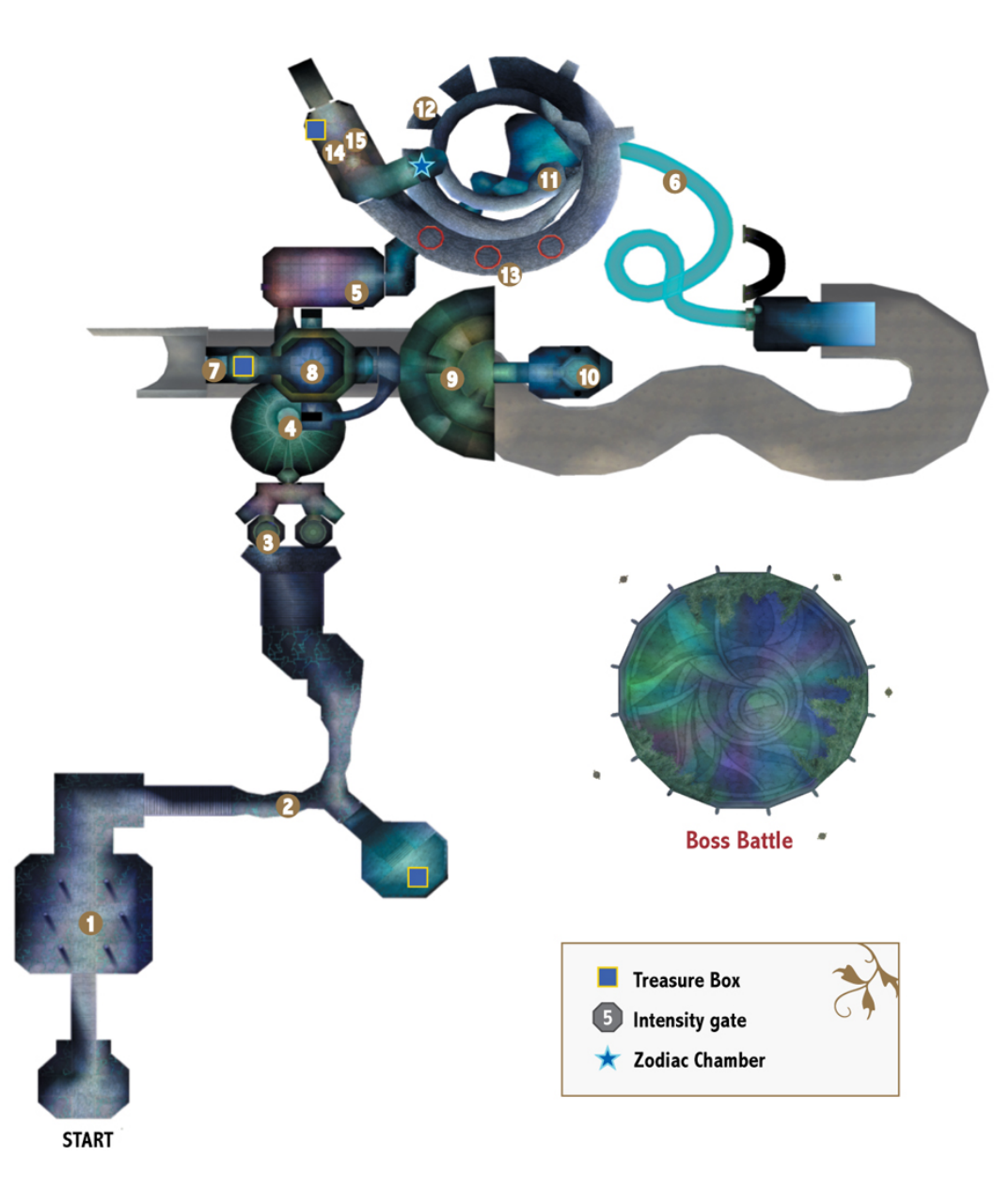
SCORE
48270
It's just one fight after another.
Today is not my day.


SCORE
49750
Wait... Viridi reads fortunes?

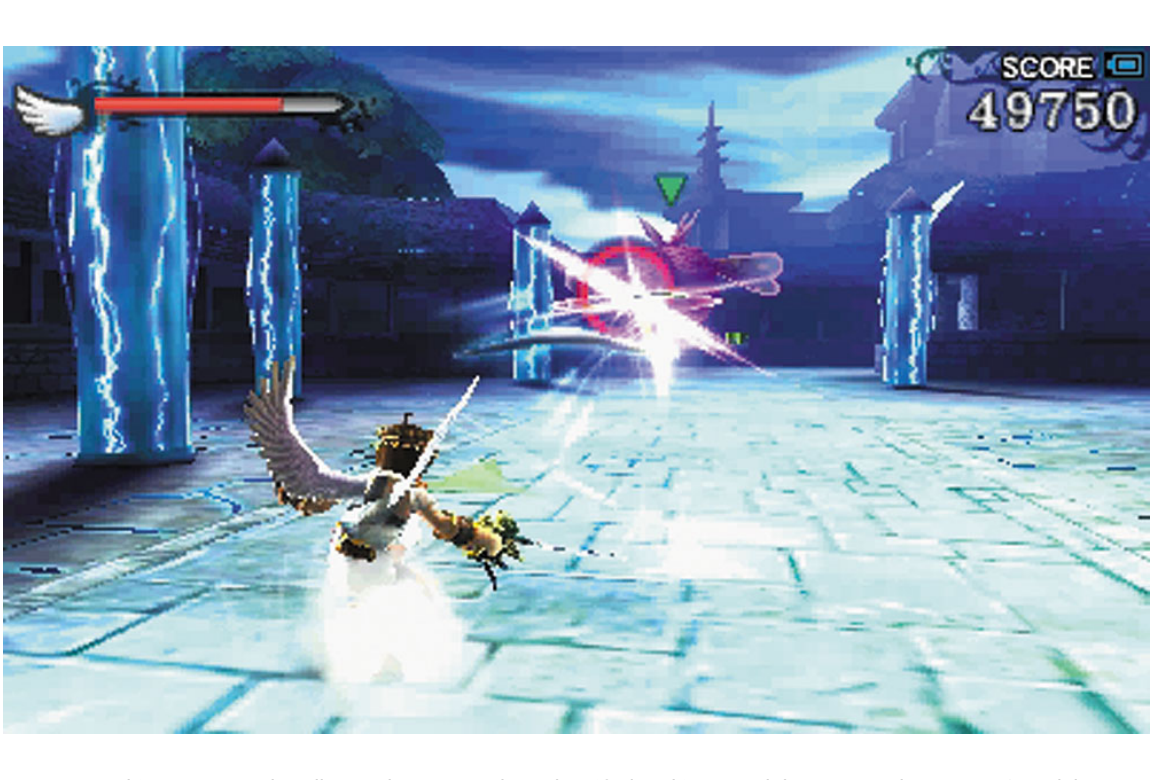
As soon as Pit breaks into the eye of the storm, the Thunder Cloud Temple looms in the distance. Survive Phosphora's electric sniping skills for a little longer, until Palutena finds an opening in the enemy defenses and lands.

Chapter 14: Lightning Battle

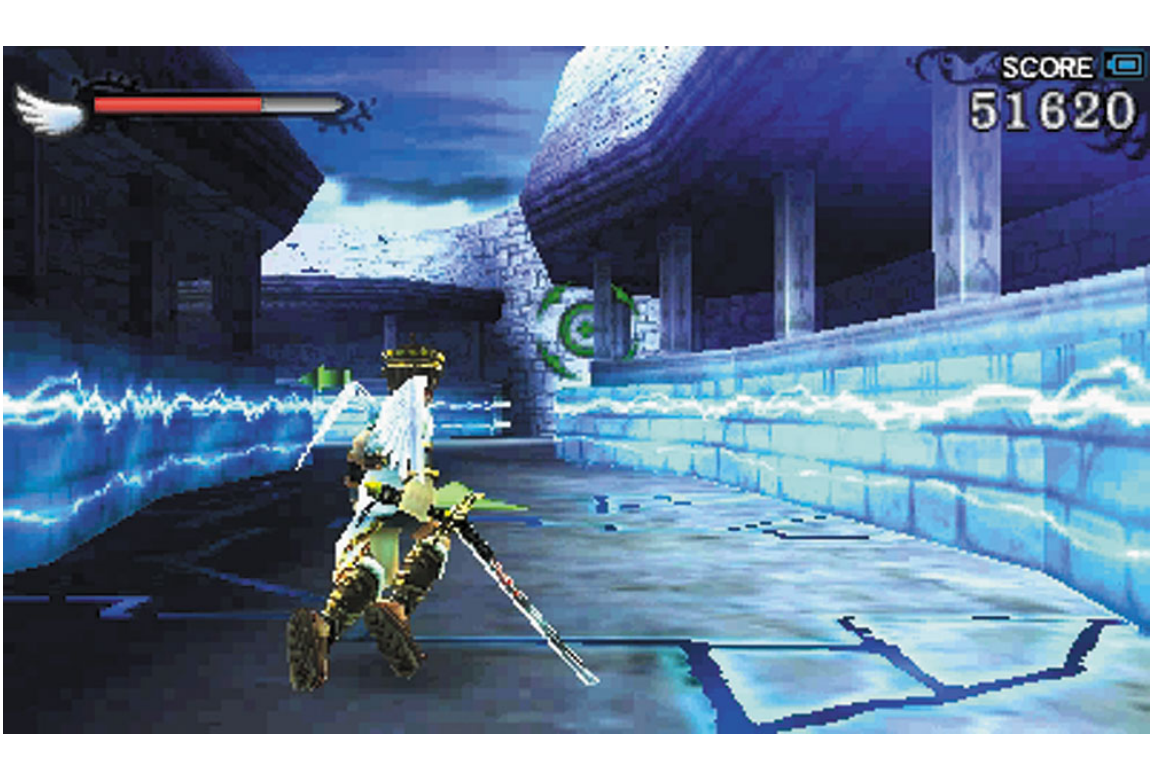
Land Battle

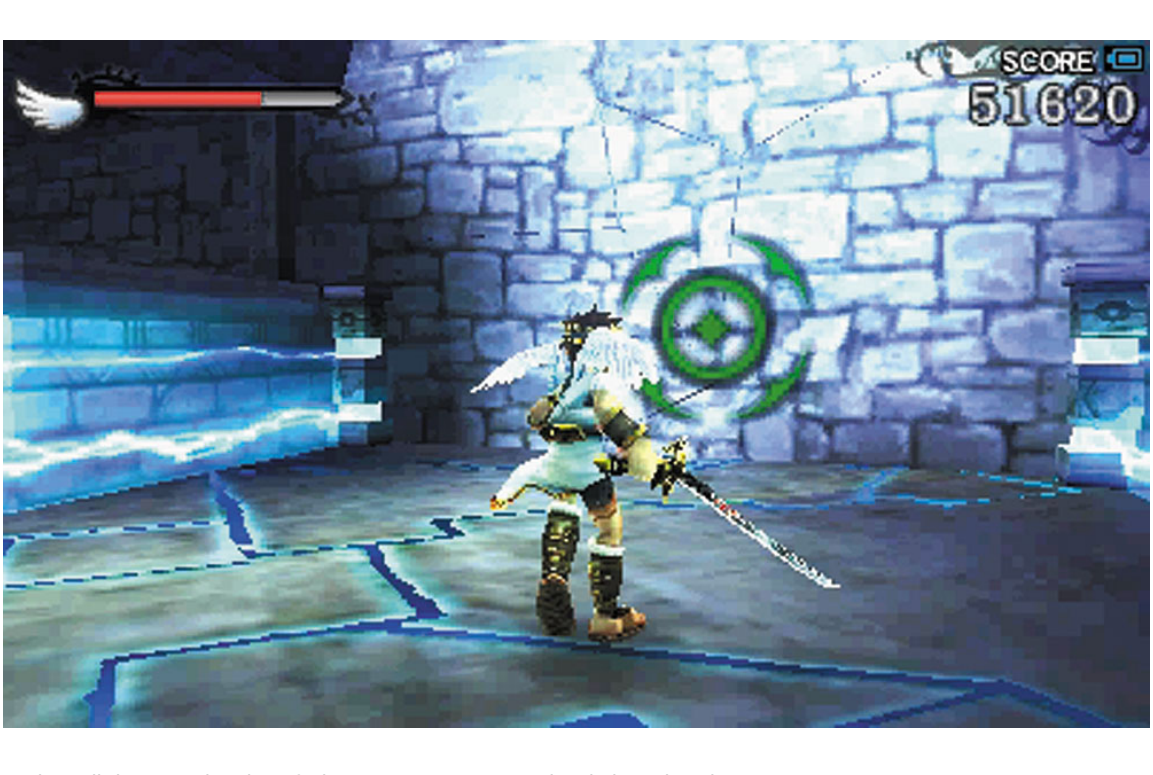

12
14
15
11
6
13
5
7
8
9
10
4
3
2
1
START
Boss Battle
Treasure Box
5 Intensity gate
Zodiac Chamber

With Phosphora occupying the temple, long dormant defenses have come back online, bolstered by the Forces of Nature.

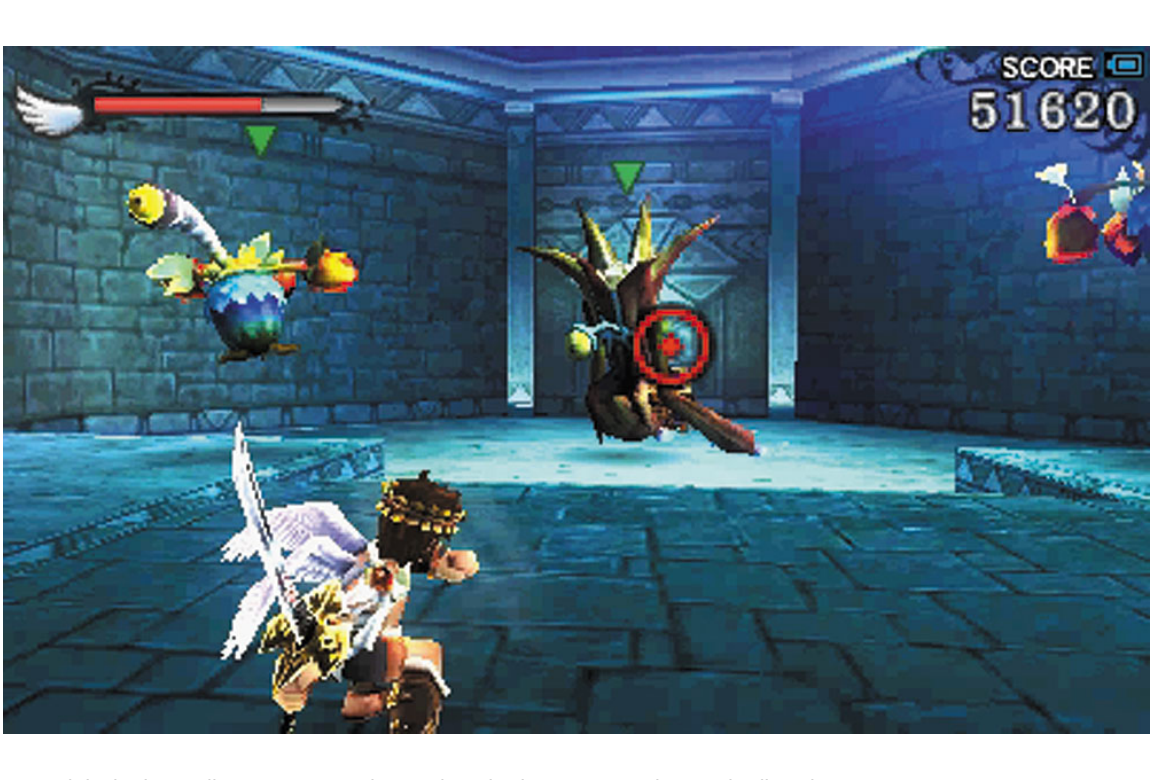

SCORE
49750

1. A taste of things to come, the pillars of this courtyard are electrified, making it vital that you watch your position while fighting the enemy.

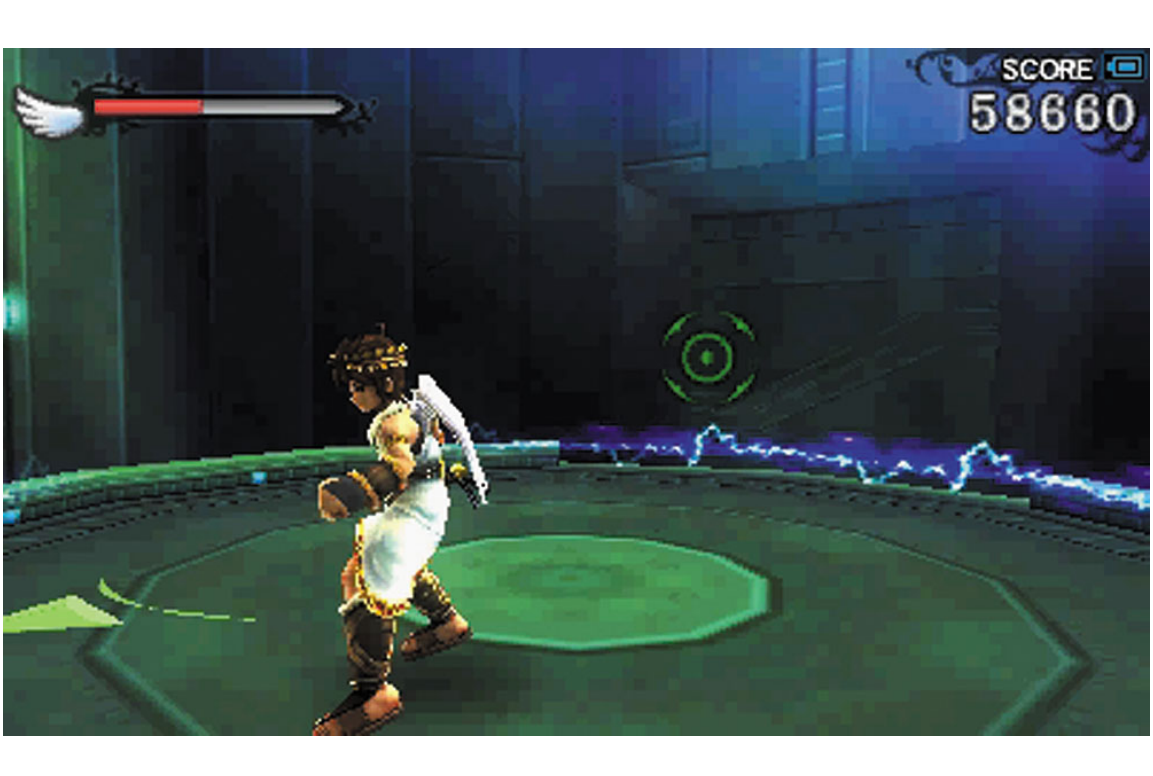

SCORE
51620

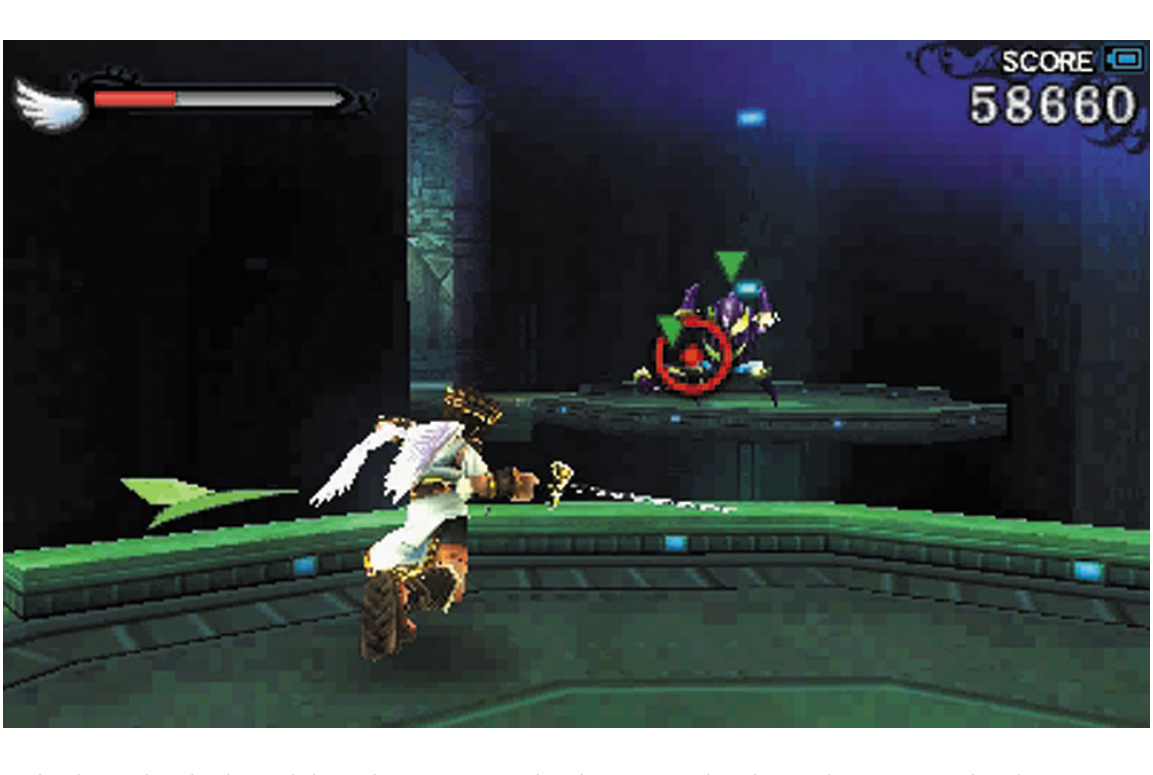

SCORE
51620

2. The walls here are also electrified, save for a spot you can break through with your weapon.

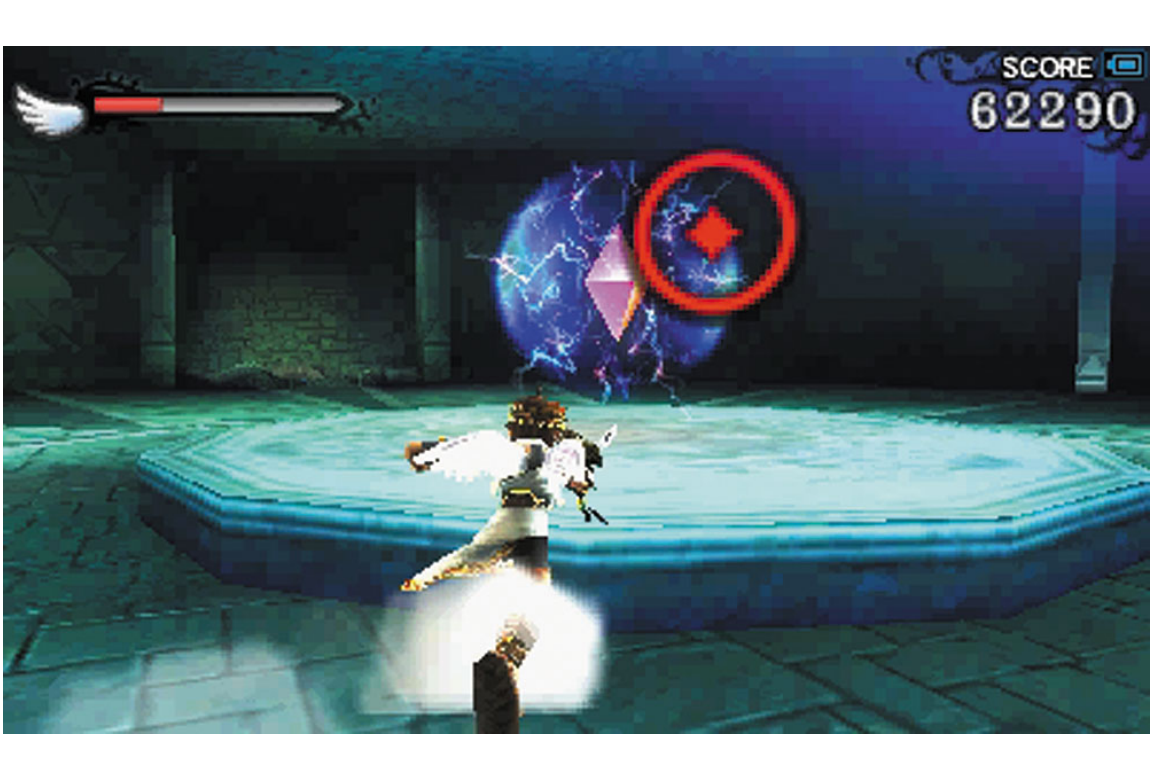

SCORE
51620

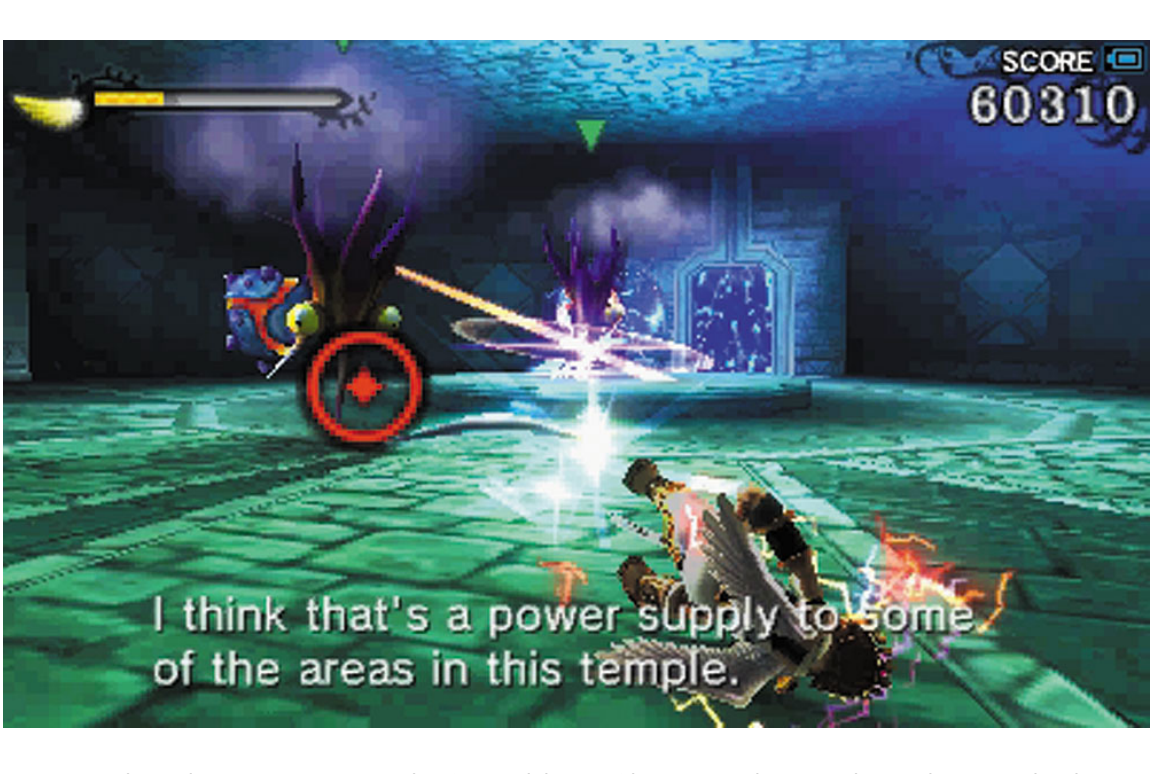
Beyond the broken wall, two Cacaws and an Urgle ambush you. Defeat them and collect the Treasure Box.


SCORE
58660

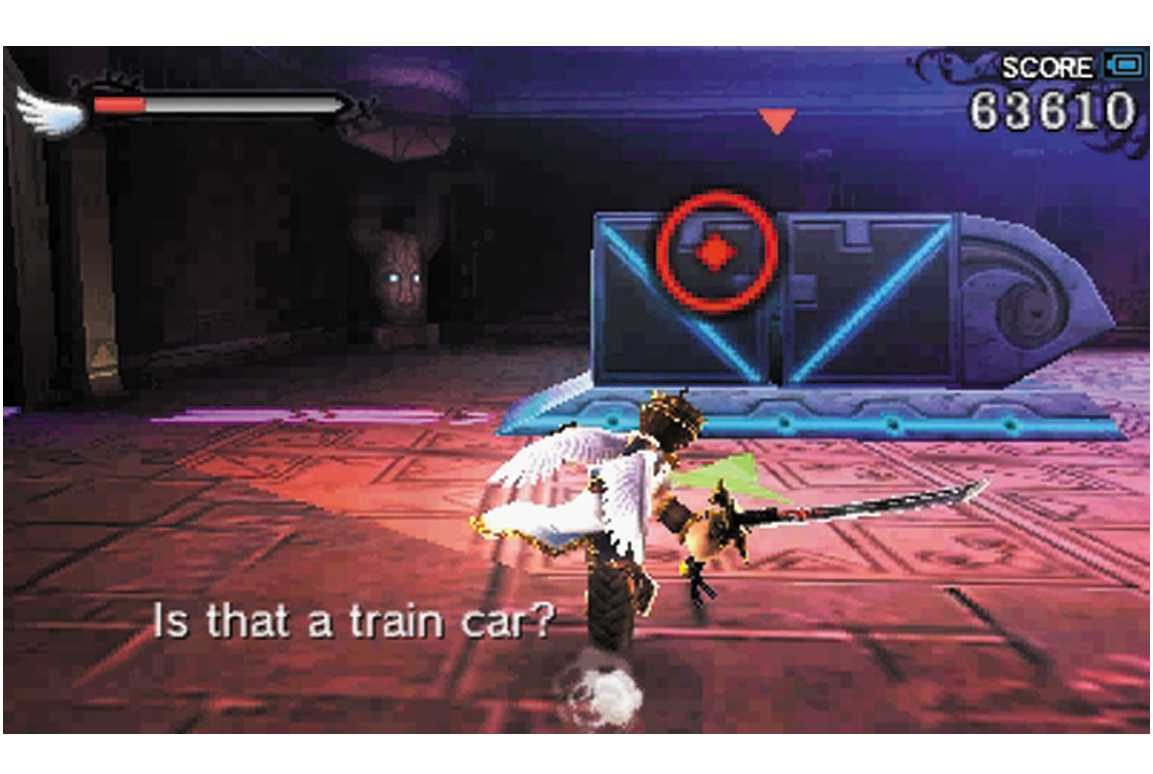

SCORE
58660

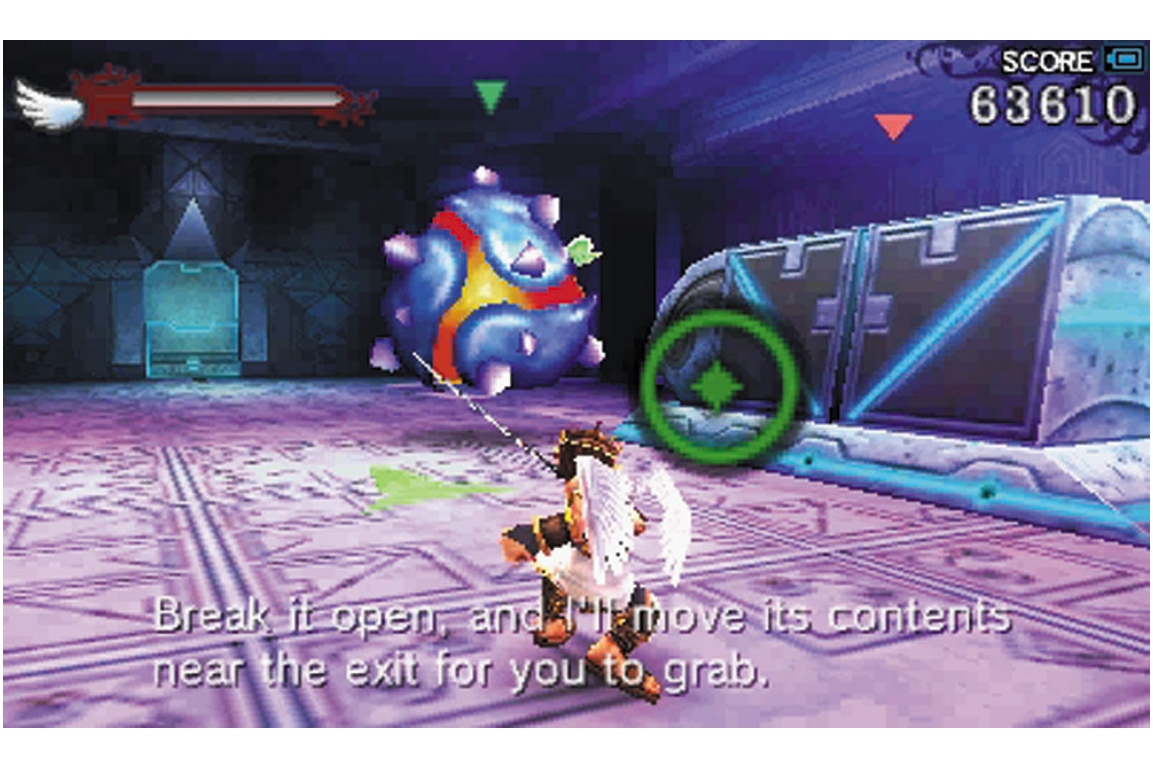
3. The elevator here has harmful electric barriers. As it reaches the top floor, Skreetles attack you from another elevator across from yours. Take them out, then use the jump pad to keep moving forward.


SCORE
62290


SCORE
60310
I think that's a power supply to some of the areas in this temple.

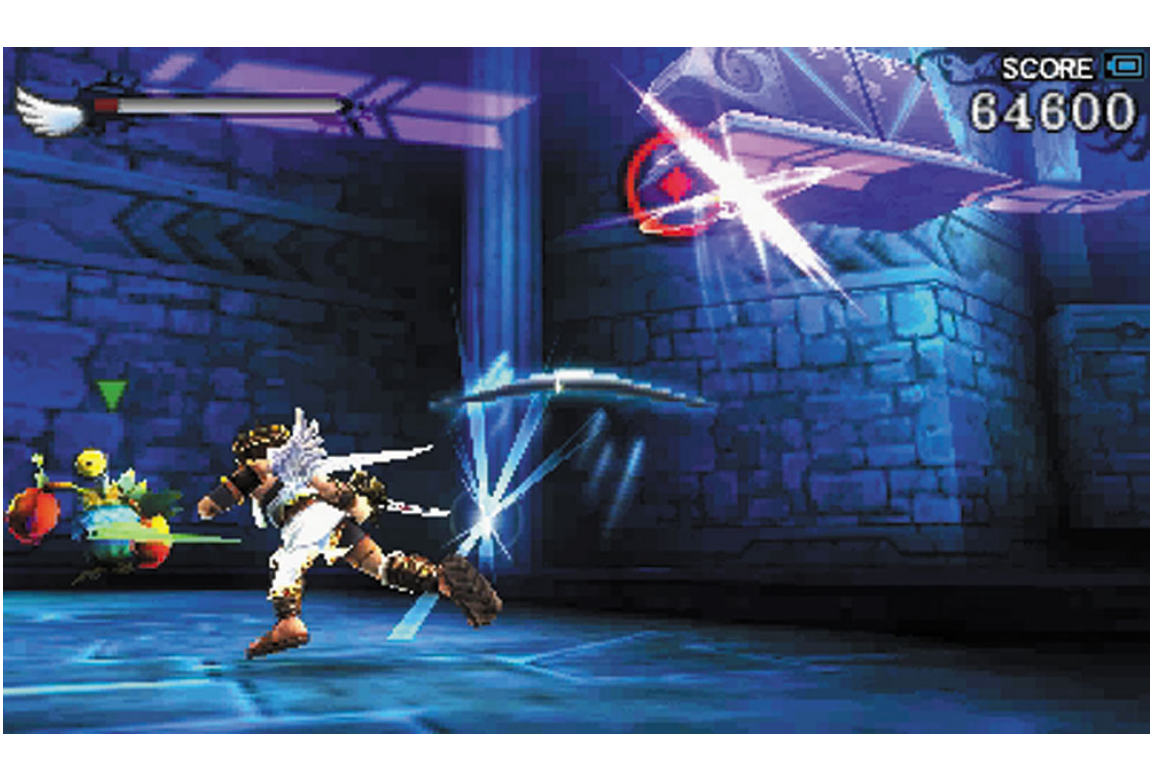
4. Zerts, Nutskis, and Trynamites protect an electric crystal that provides power to the rest of the temple. You need to destroy it and take the enemies out to proceed.

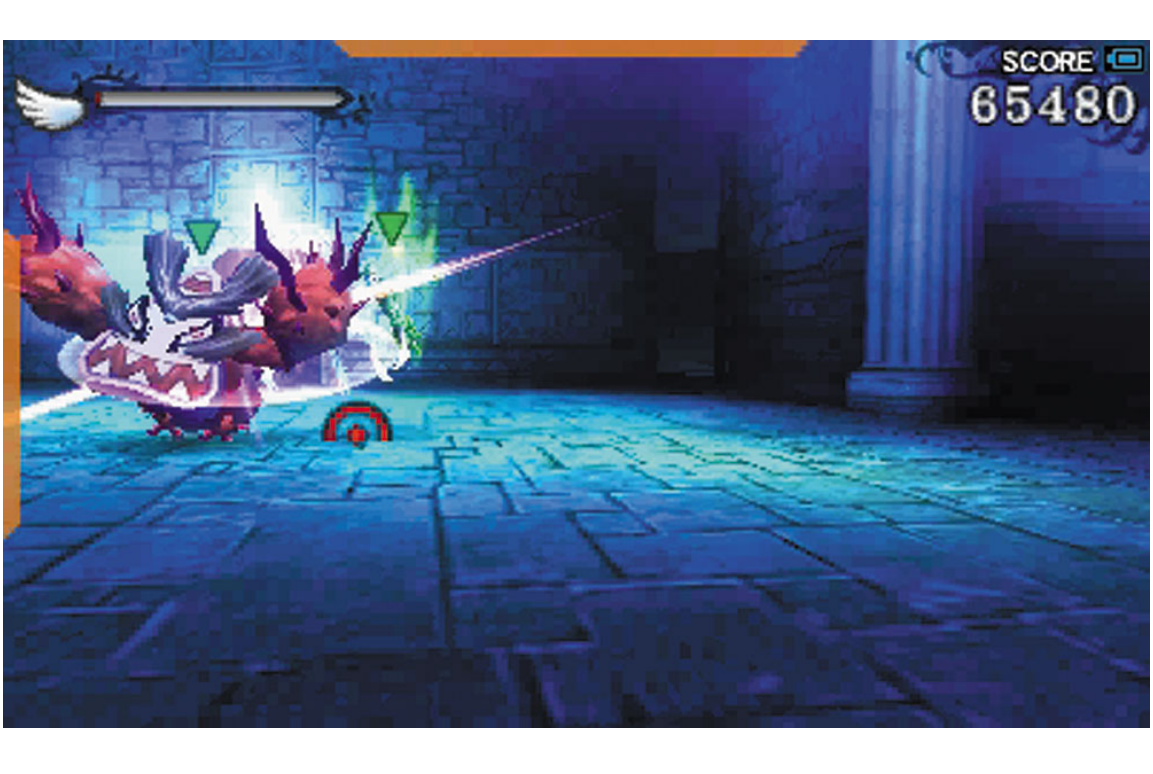

SCORE
63610
Is that a train car?


SCORE
63610
Break it open, and I'll move its contents near the exit for you to grab.

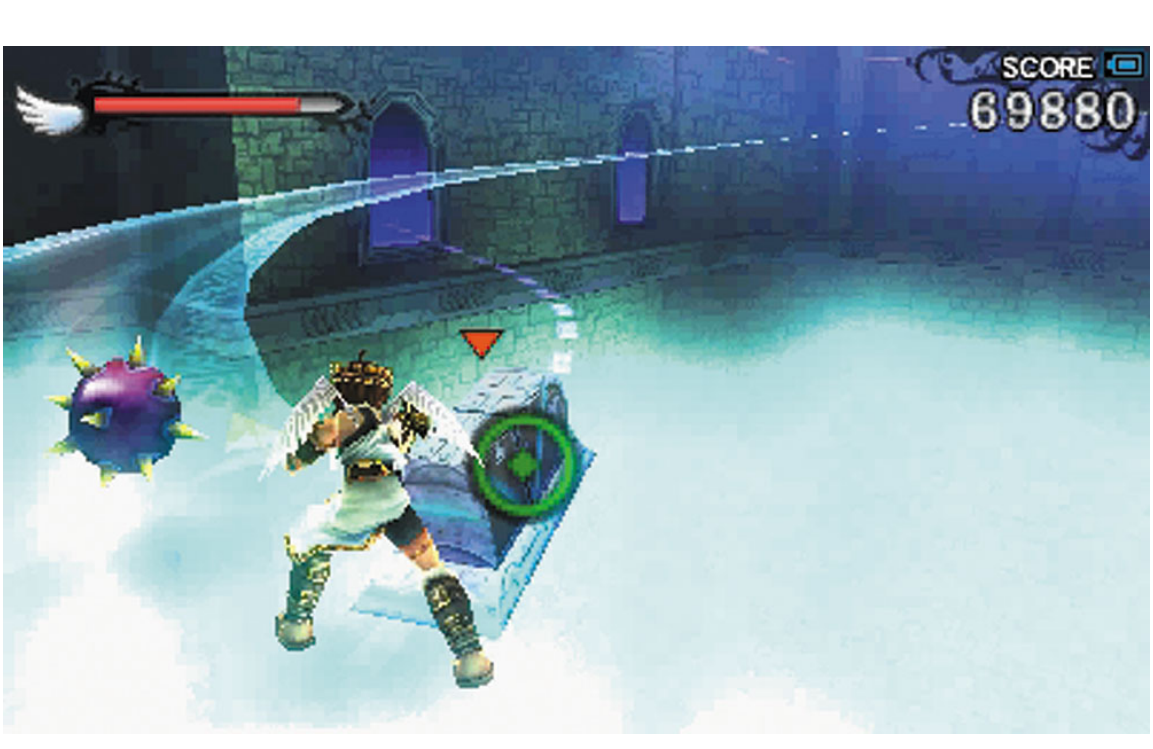
5. In the next set of rooms, train cars follow a set of glowing tracks. They don't attack you, but destroying them gives you access to bonus items. The first train car travels slowly and is easy to destroy. Trynamites and Nutskis act as its guards.

05n-00037.bmp

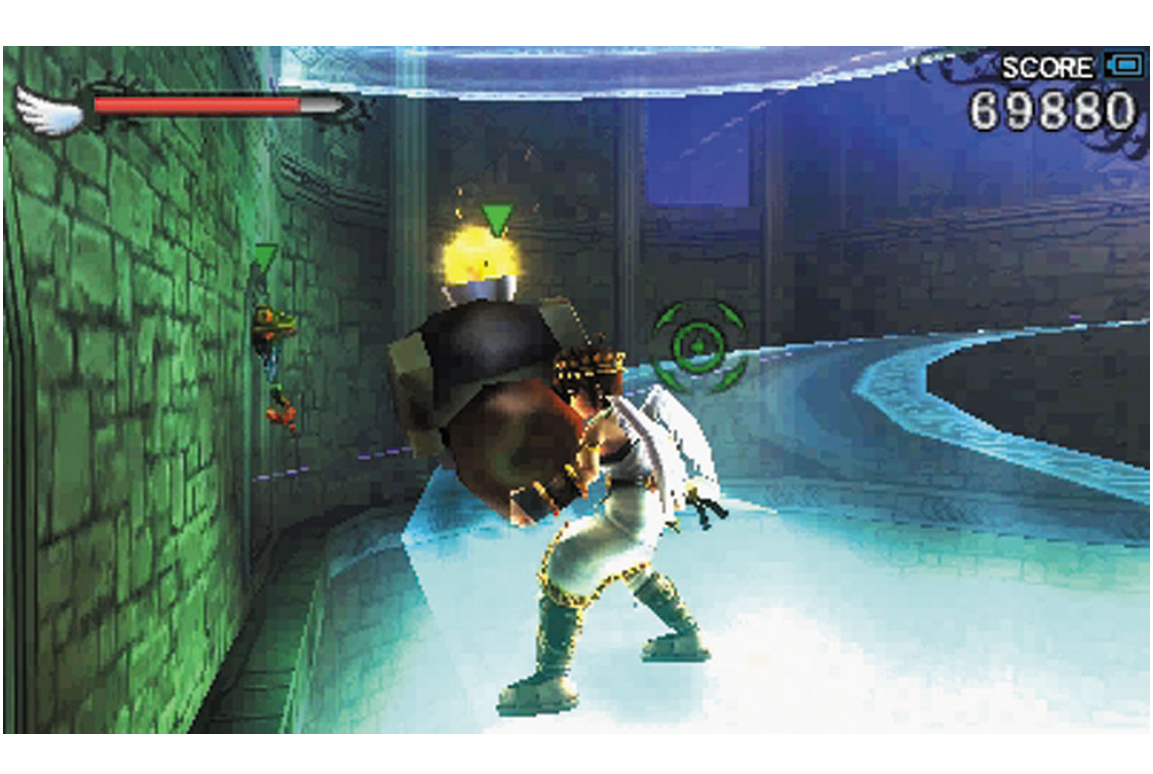

SCORE
64600

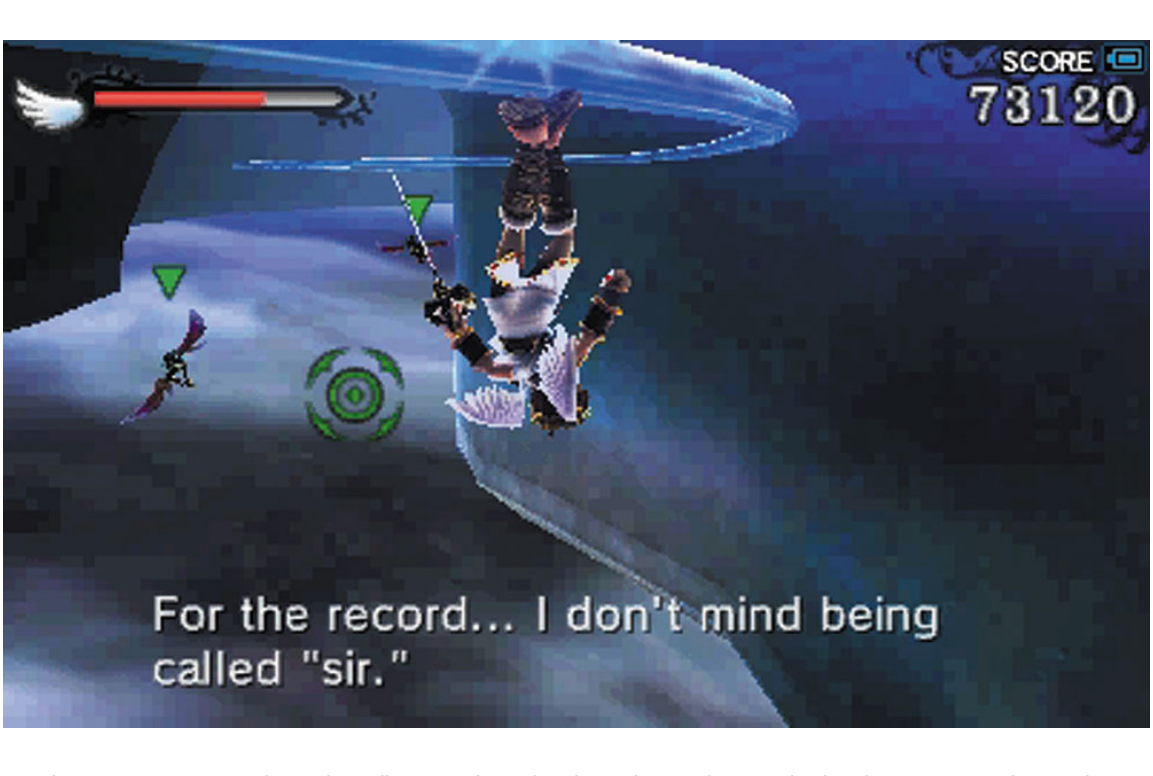

SCORE
65480

The second train car follows a track separated from where you stand. You'll be jumping down a series of ledges in pursuit of it. A Cacaw, a Jitterthug, and a Flage await you on the lowest ledge.

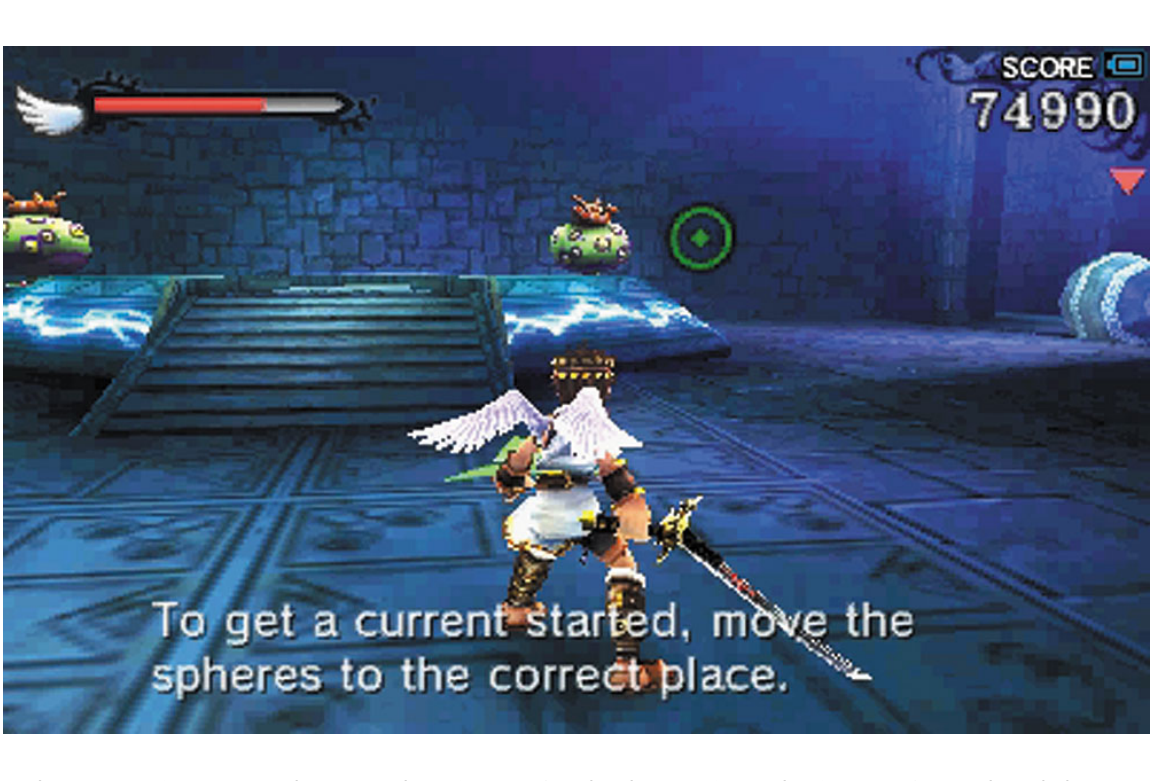

SCORE
69880

6. This transparent walkway allows you to track the third train car easily while you are dealing with the enemy. Take it out, and a weapon will drop close to the exit of this room.

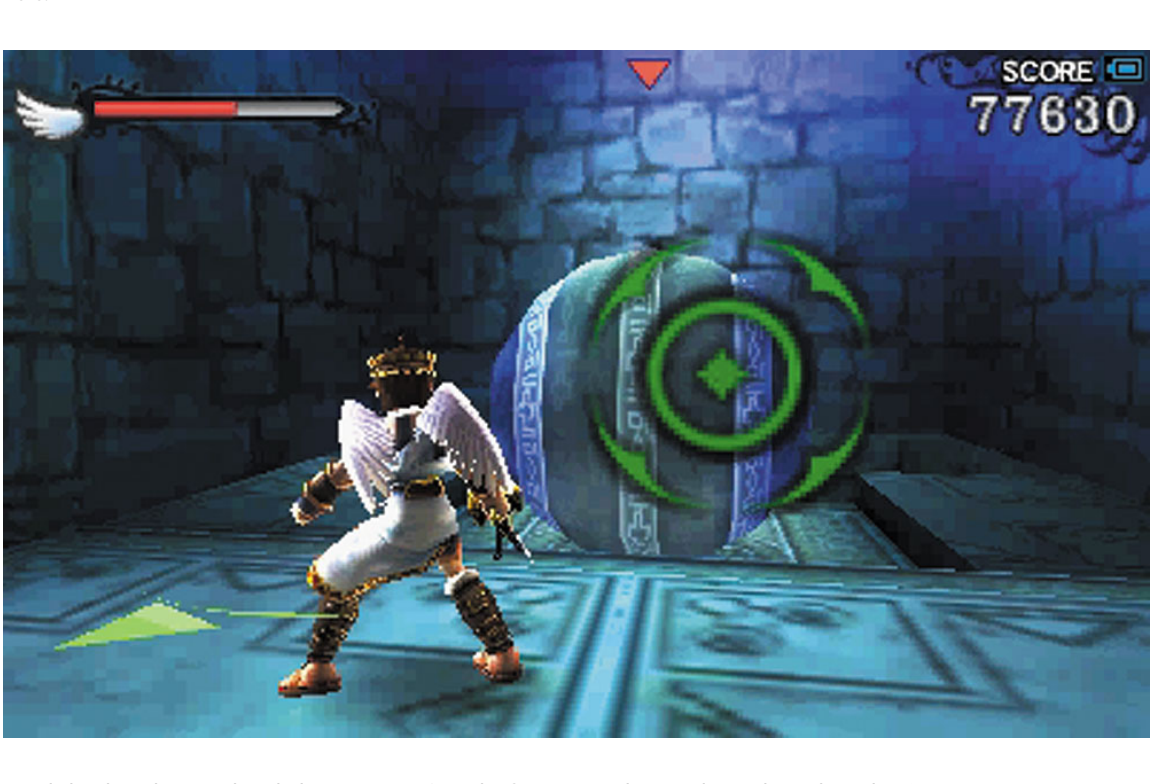

SCORE
69880


SCORE
73120
For the record... I don't mind being called "sir."

Watch out for Bumpety Bombs on the walkway. At the end of this path you take a grind rail to the next part of the temple.


SCORE
74990
To get a current started, move the spheres to the correct place.

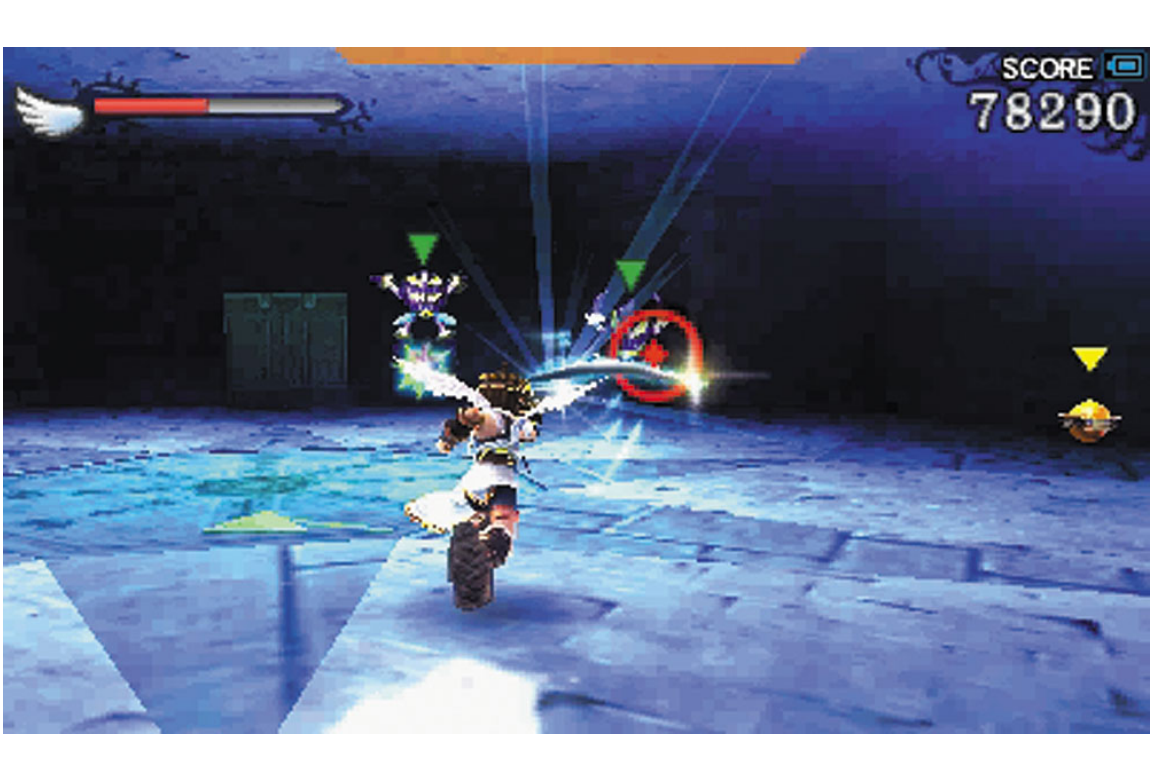
7. This room requires you to push a set of spheres into position, thereby powering up the air current flowing through the center of the room so that you are able to access the next part of the temple. Toxiecaps and an Urgle are your first opponents here.

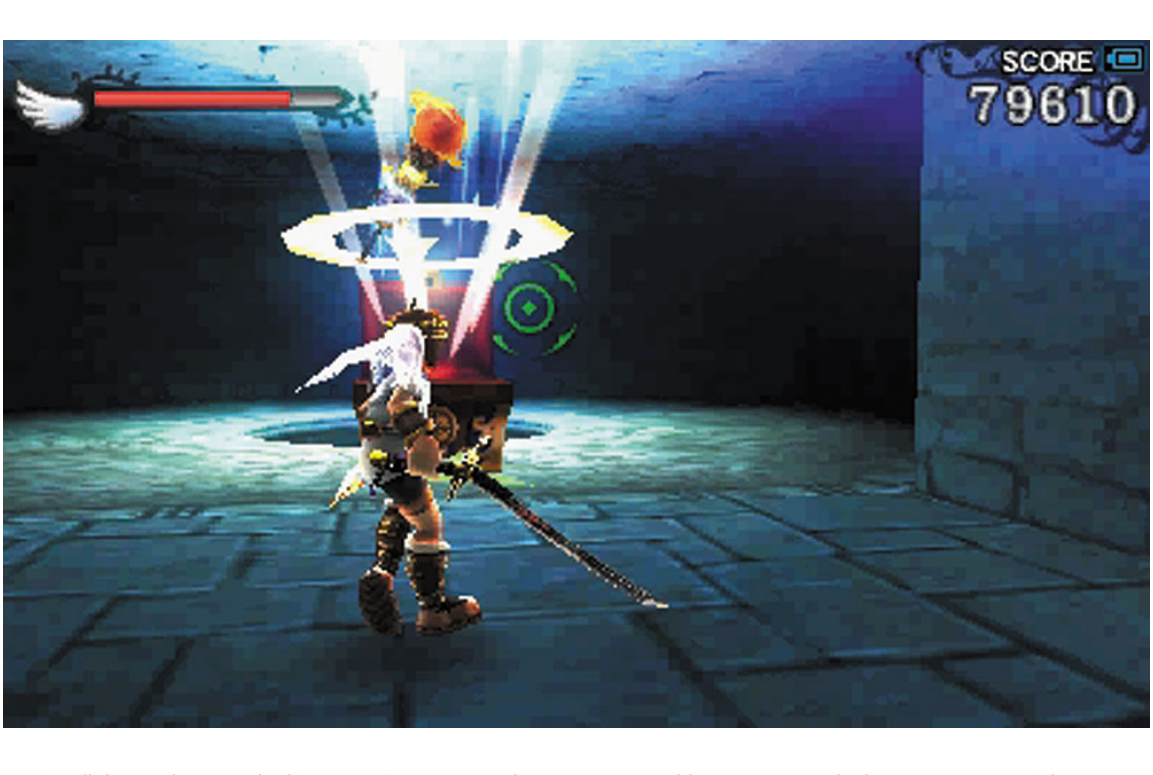

SCORE
77630

Simply hit the spheres to knock them into position. The first two can be found on either side of the air current.

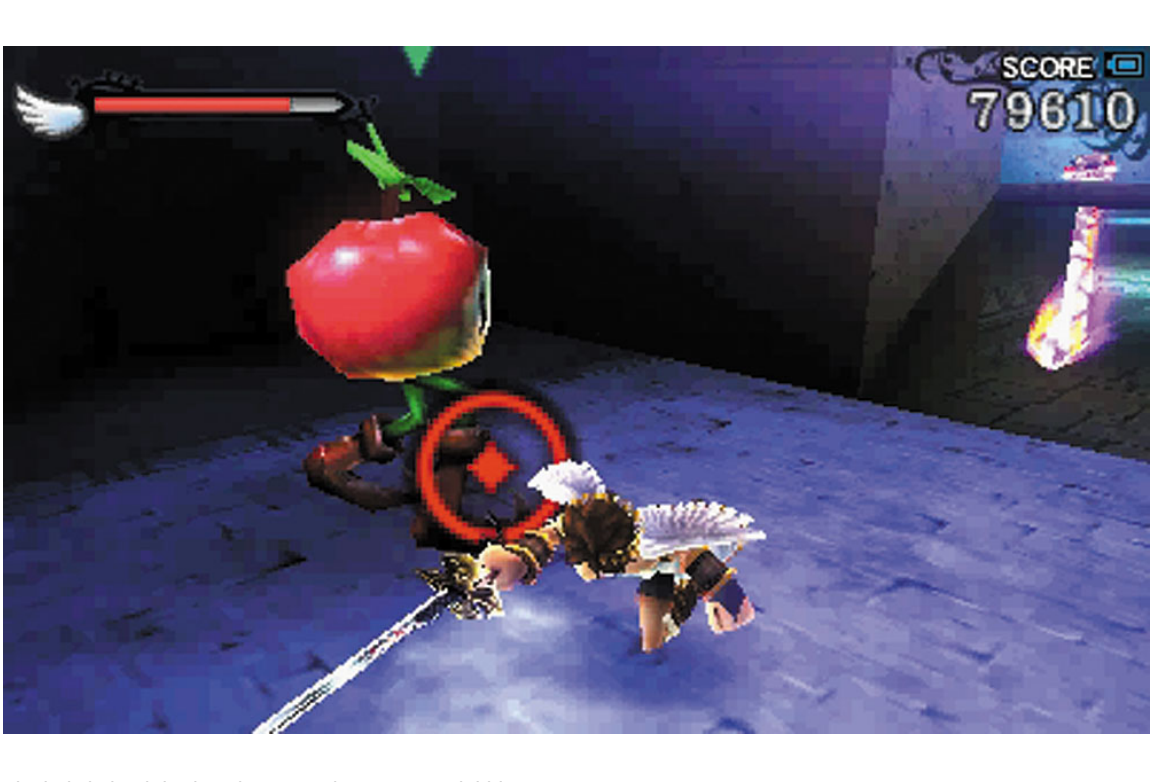
05n-00045.bmp

A third can be found by following a small tunnel. It's protected by a Skreetle.

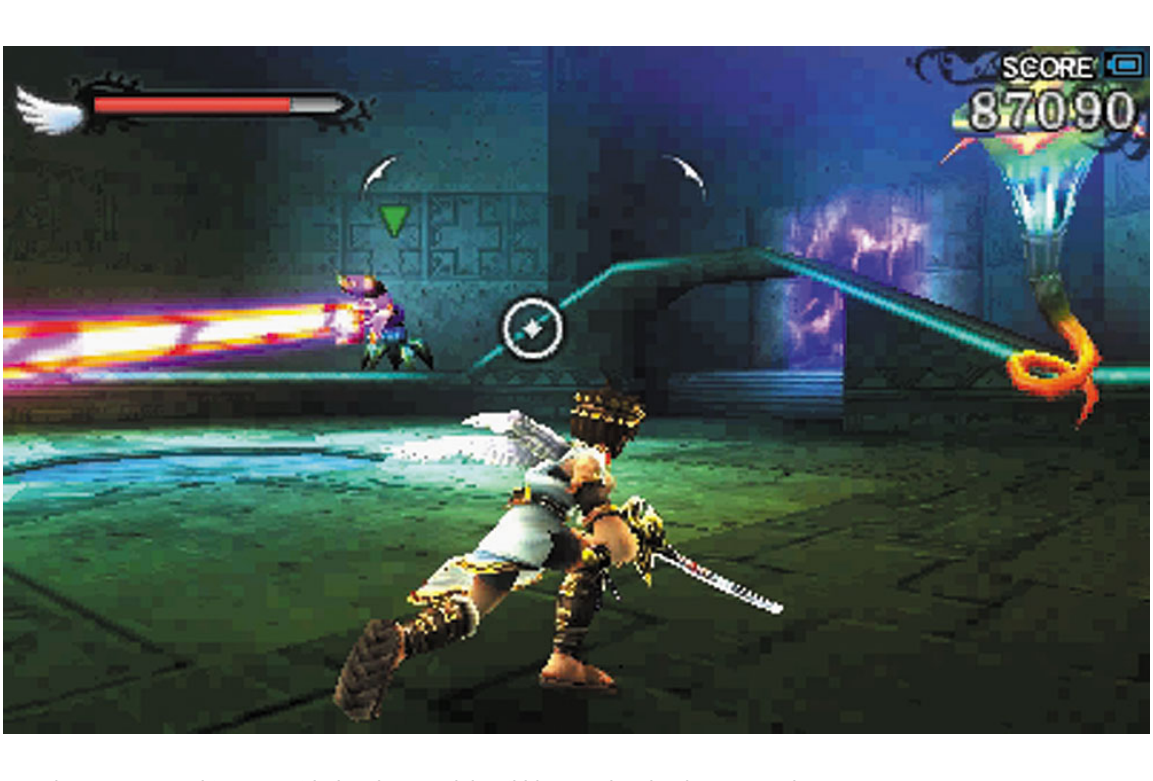

SCORE
78290


SCORE
79610

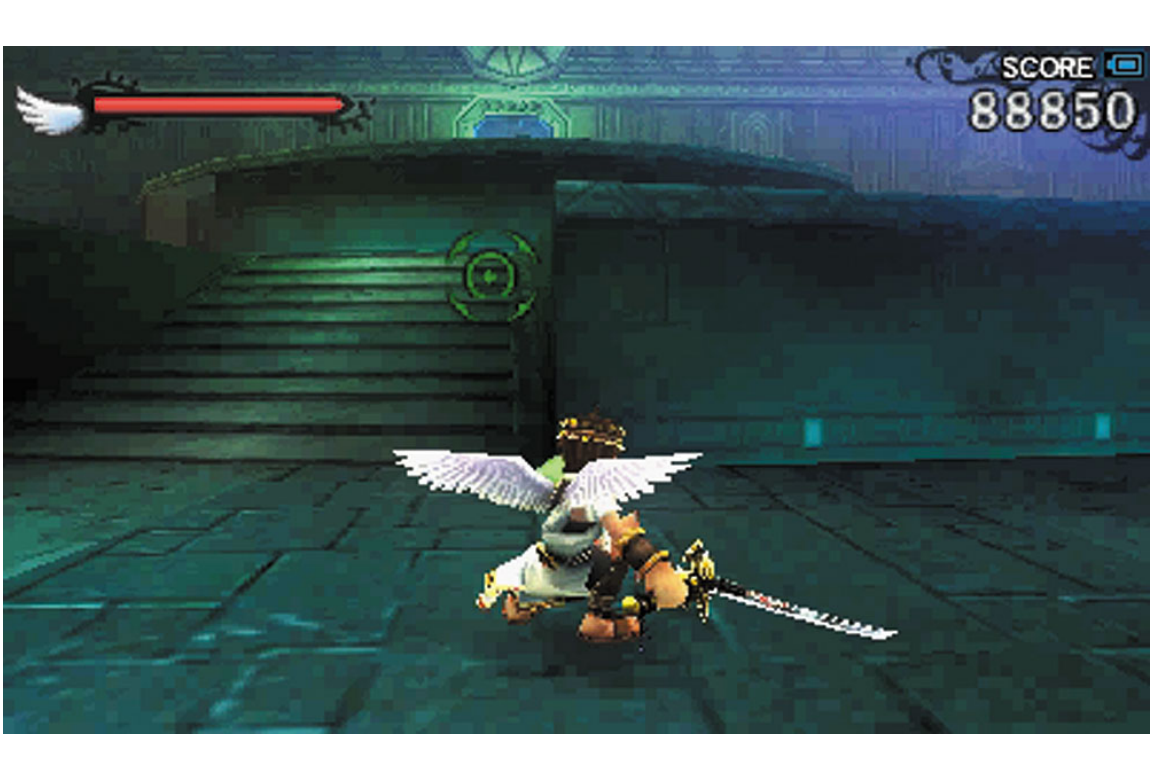
Having all three spheres pushed into position gives you the strongest possible air current and takes you into a special room containing a Treasure Box and some crates that can be broken open for food.

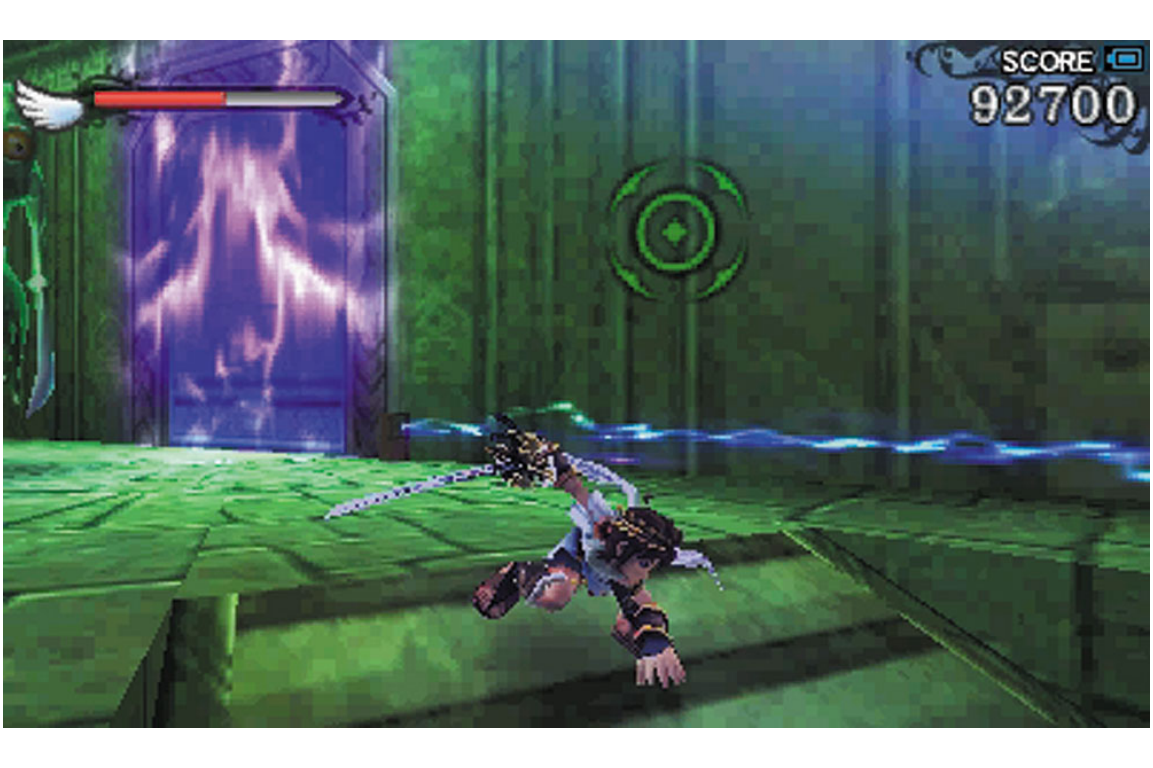

SCORE
79610

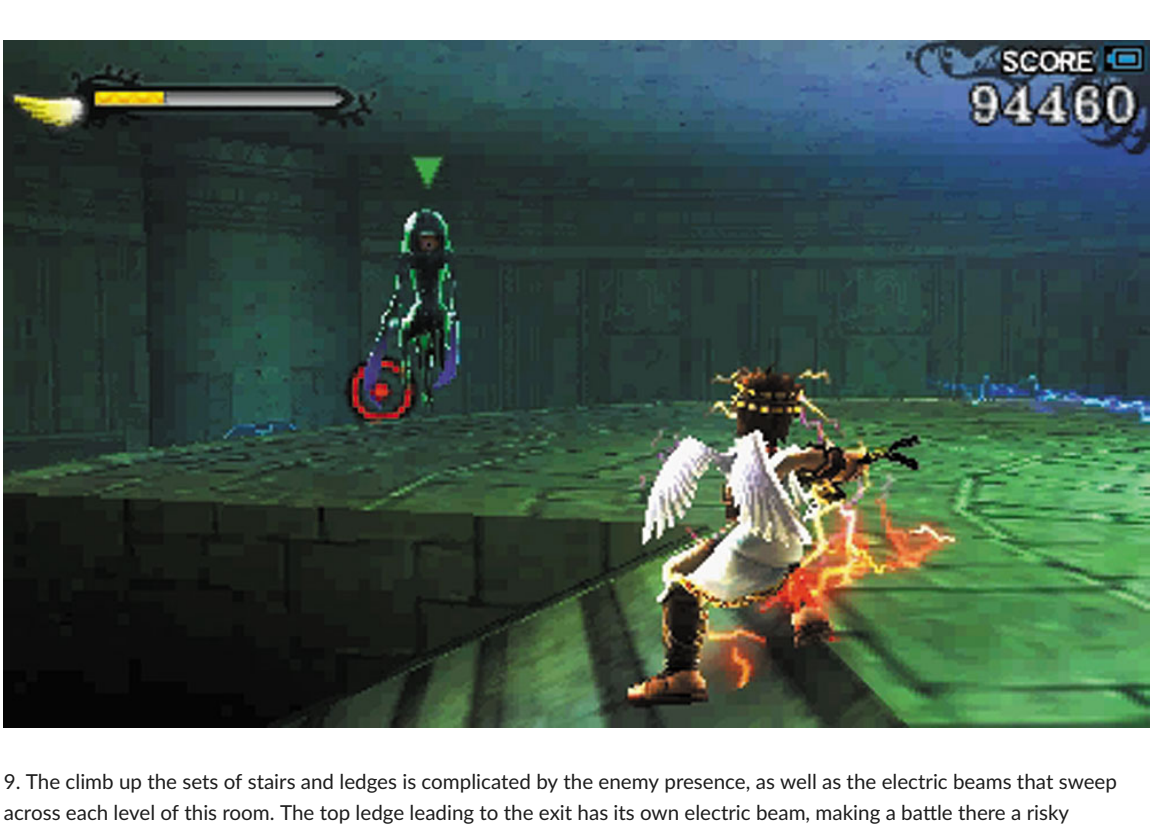
The hole behind this box drops you down onto a Clobbler.


SCORE
87090

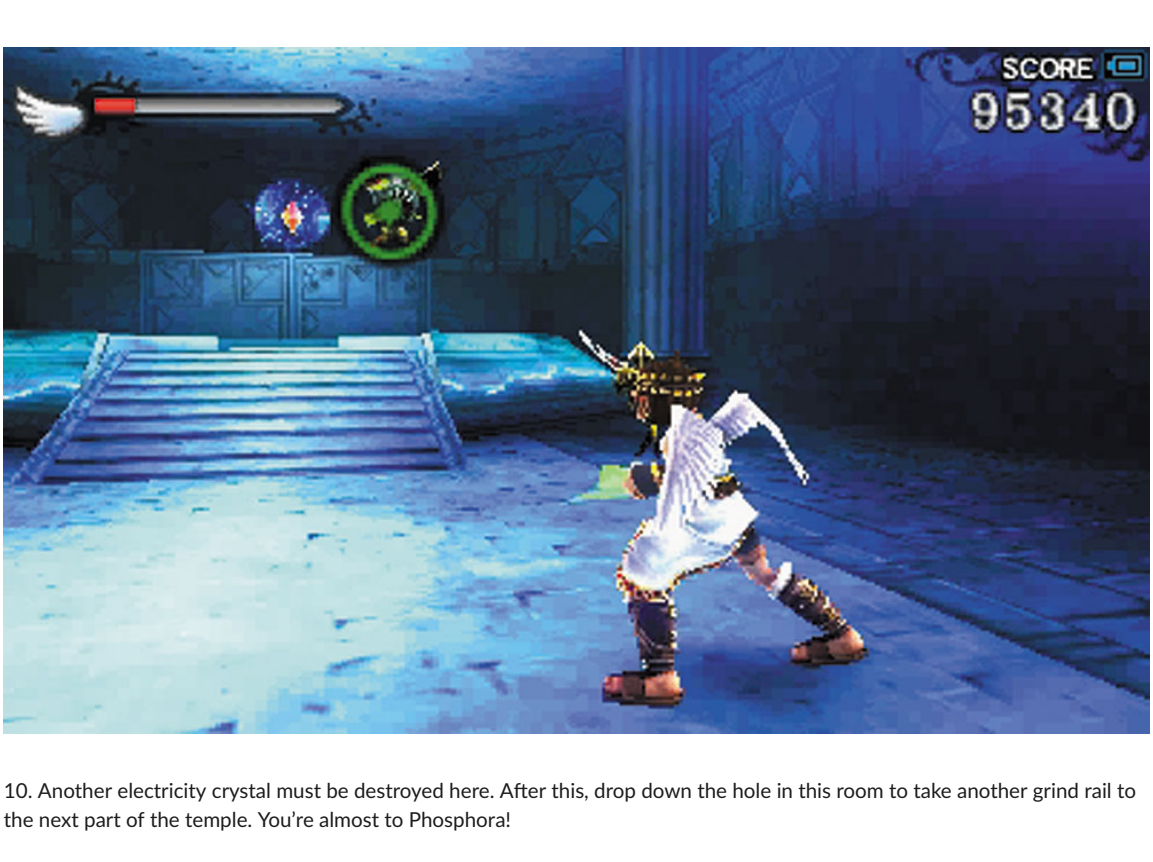
8. Lethiniums sweep this room with their lasers, while Dibble Dops bombard you from above.


SCORE
88850

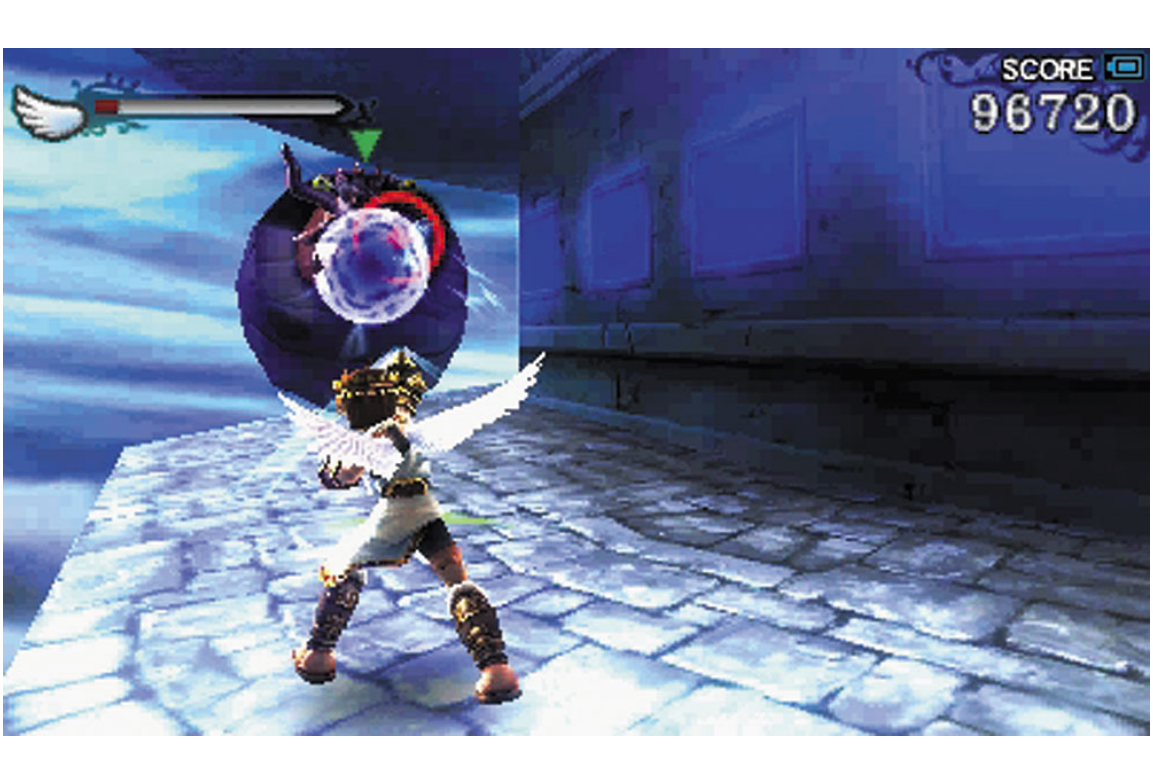

SCORE
92700

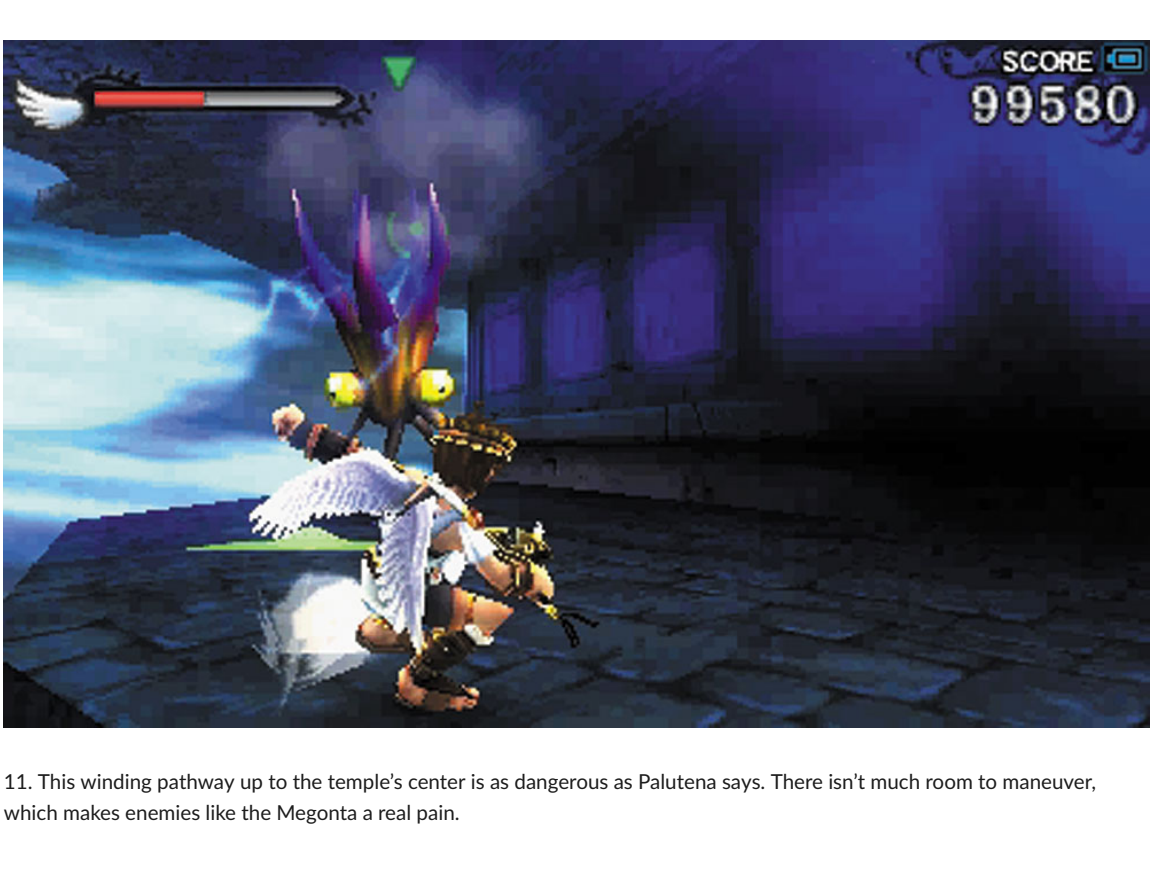

SCORE
94460

9. The climb up the sets of stairs and ledges is complicated by the enemy presence, as well as the electric beams that sweep across each level of this room. The top ledge leading to the exit has its own electric beam, making a battle there a risky proposition. Once the enemy is destroyed, the electric beams stop and you're able to escape.

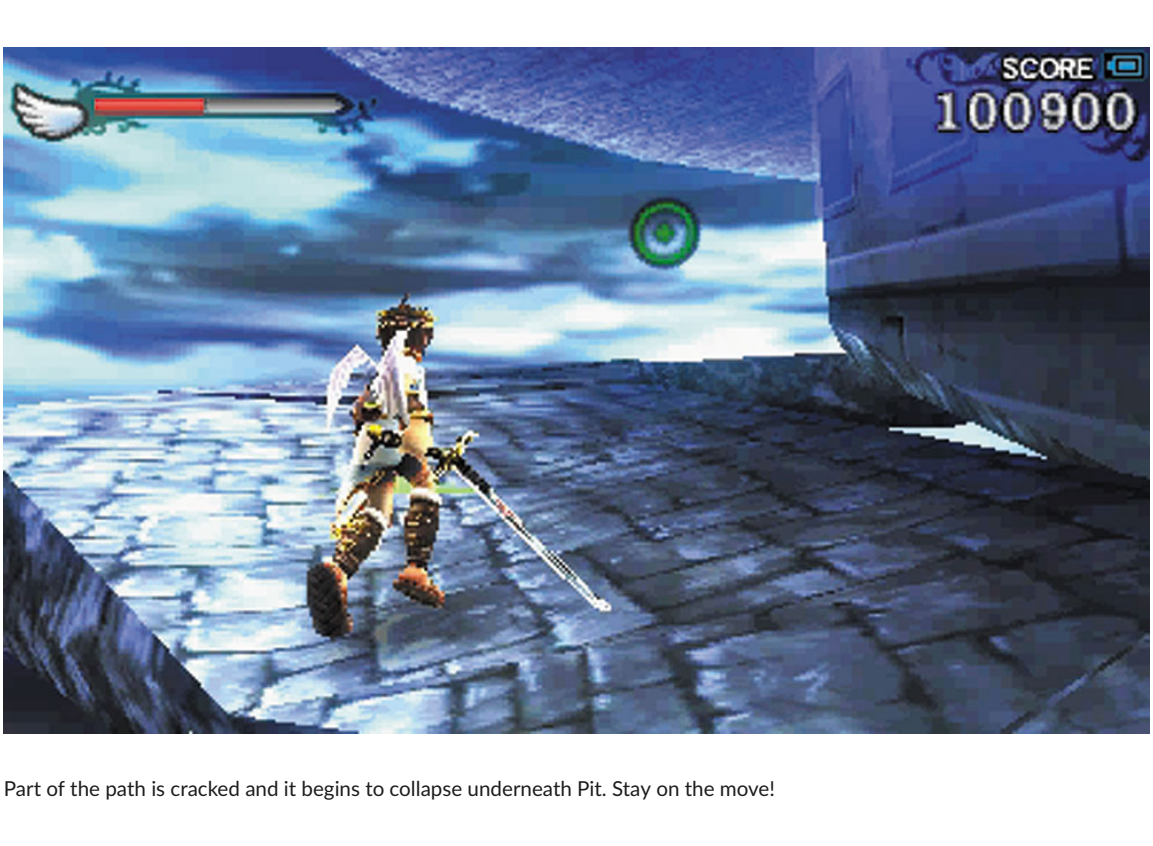

SCORE
95340

10. Another electricity crystal must be destroyed here. After this, drop down the hole in this room to take another grind rail to the next part of the temple. You're almost to Phosphora!

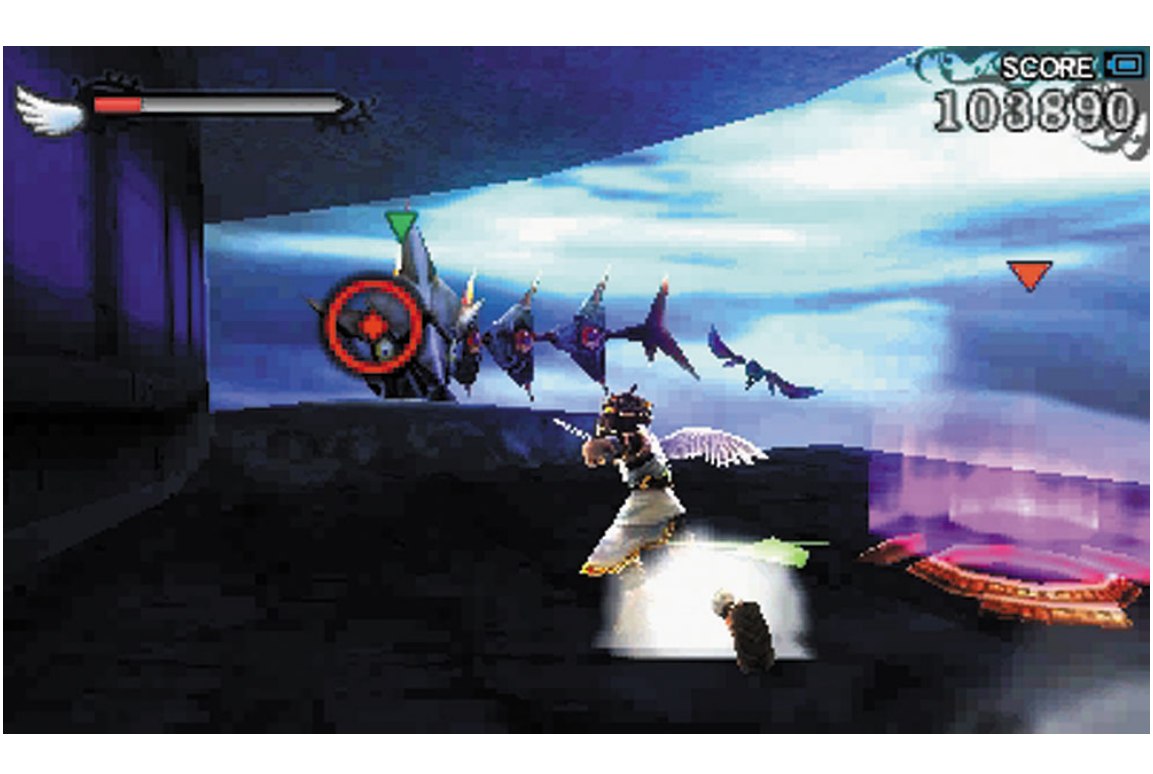

SCORE
96720

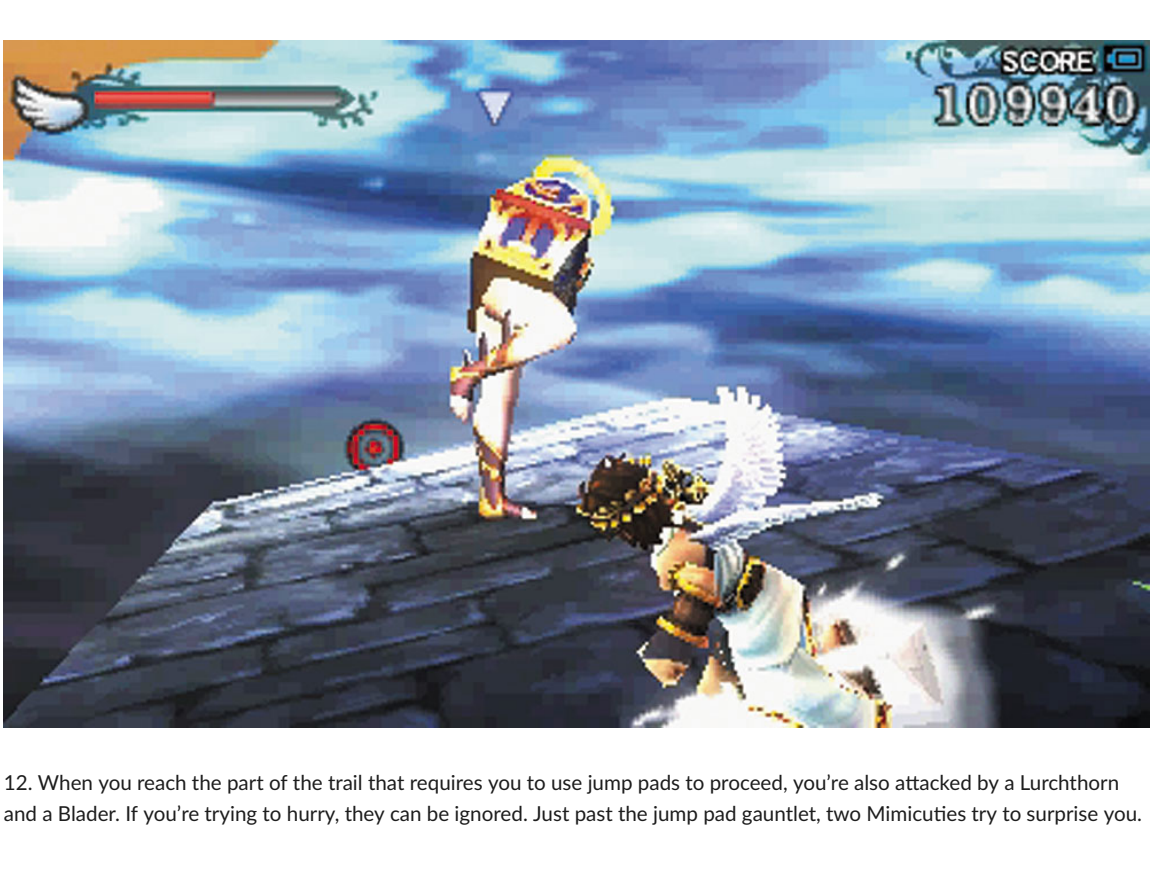

SCORE
99580

11. This winding pathway up to the temple's center is as dangerous as Palutena says. There isn't much room to maneuver, which makes enemies like the Megonta a real pain.

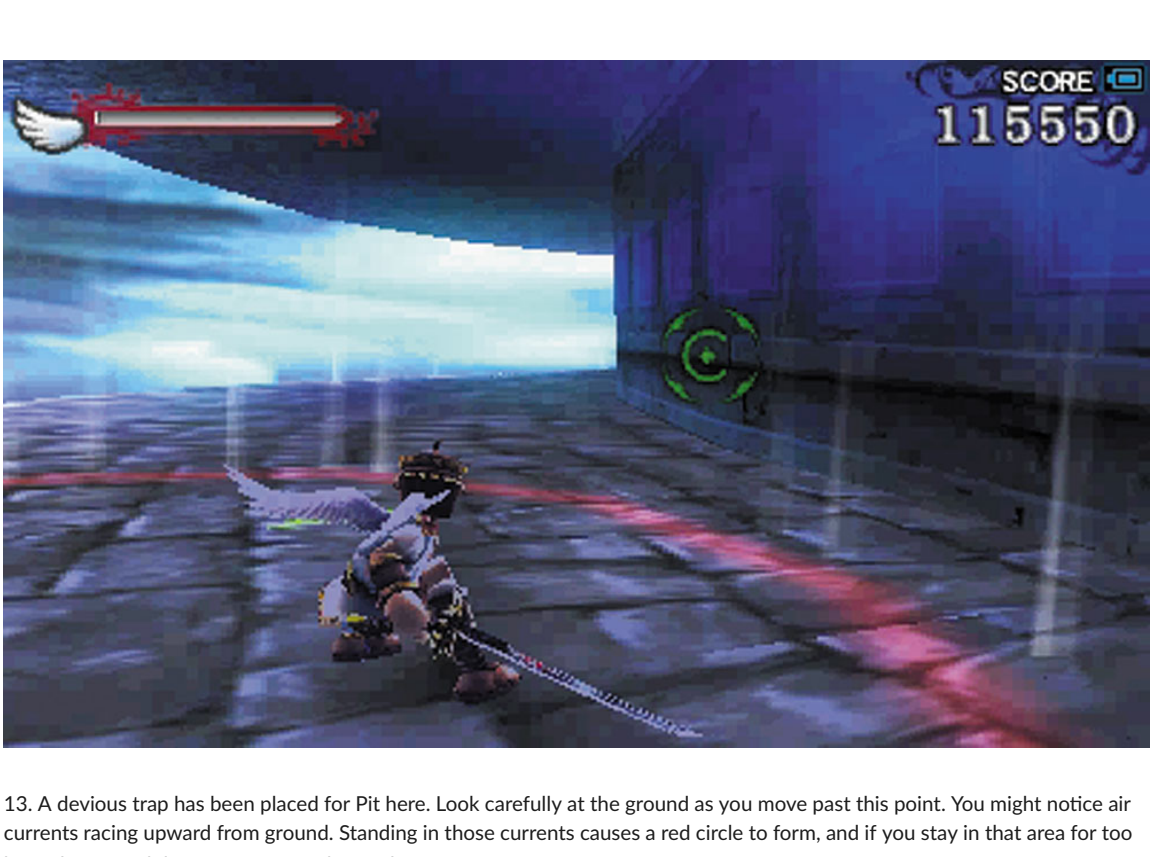

SCORE
100900

Part of the path is cracked and it begins to collapse underneath Pit. Stay on the move!

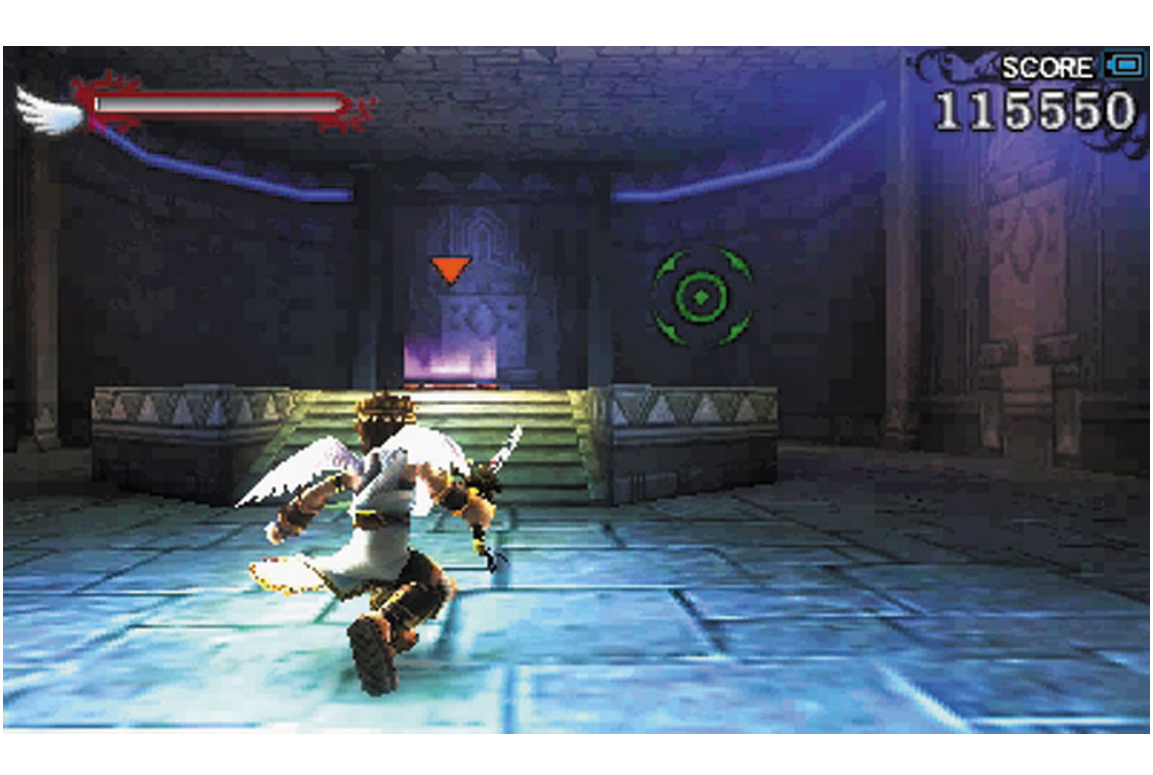

SCORE
103890

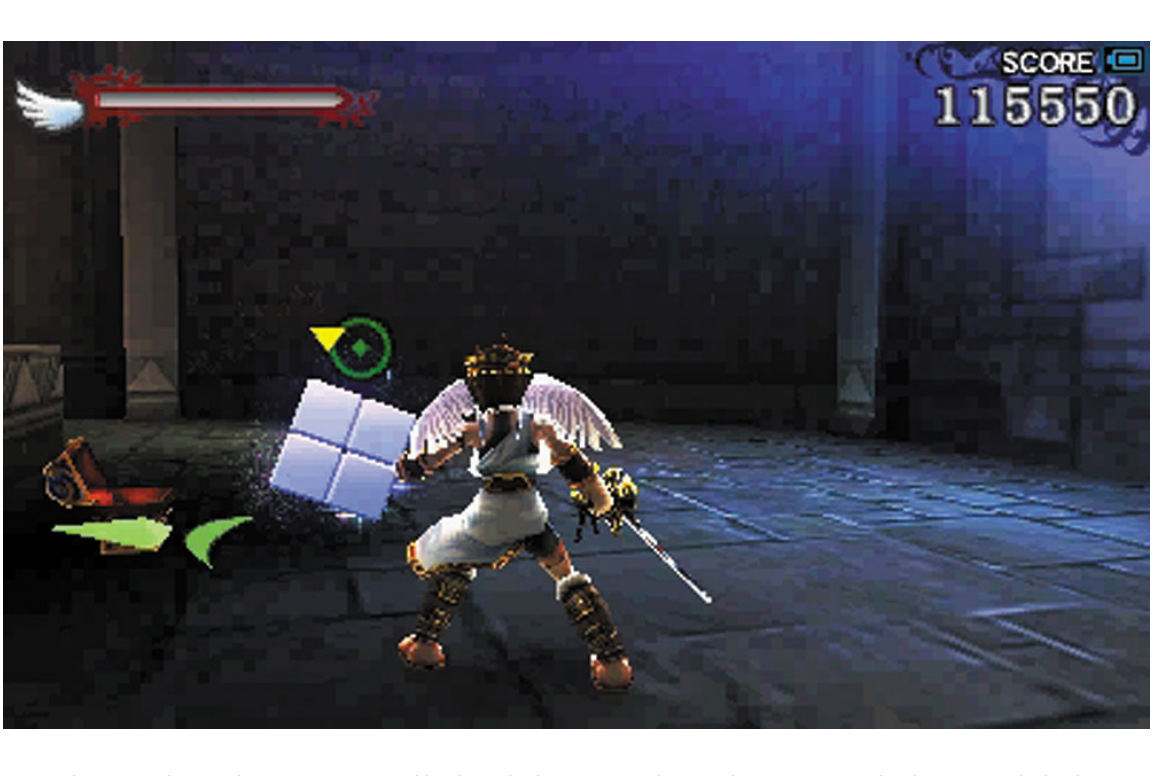

SCORE
109940

12. When you reach the part of the trail that requires you to use jump pads to proceed, you're also attacked by a Lurchthorn and a Blader. If you're trying to hurry, they can be ignored. Just past the jump pad gauntlet, two Mimicuties try to surprise you.

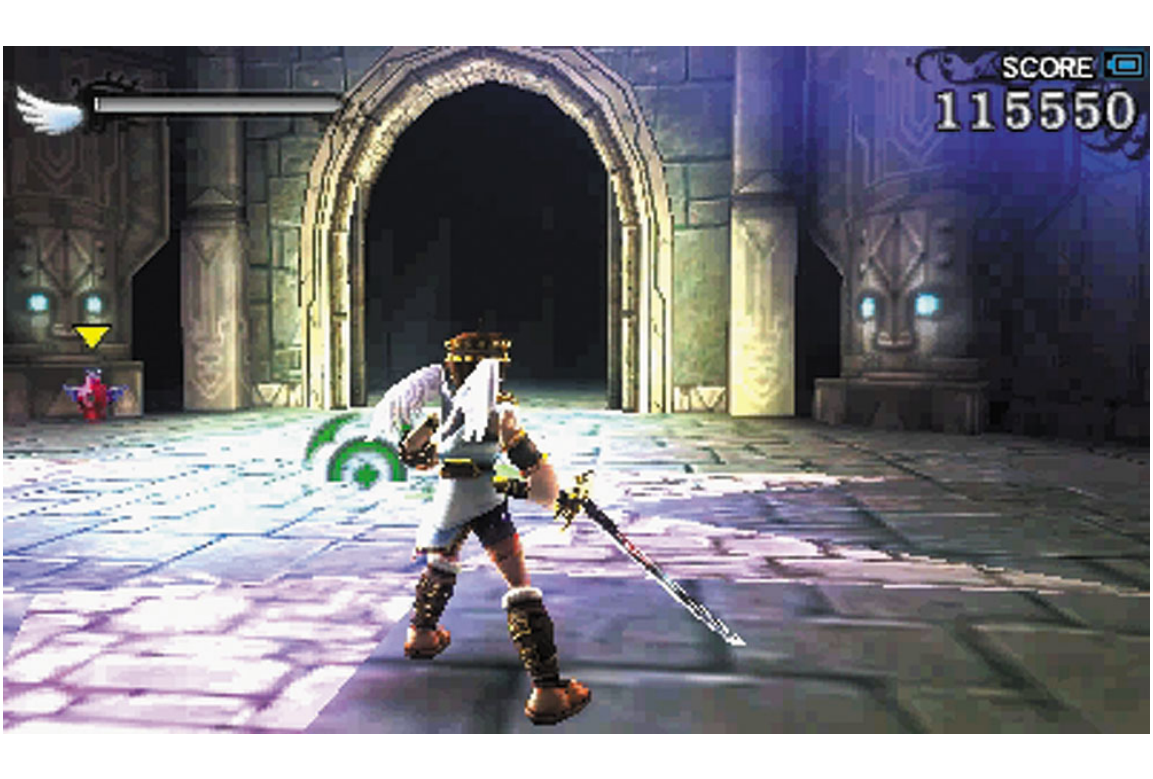

SCORE
115550

13. A devious trap has been placed for Pit here. Look carefully at the ground as you move past this point. You might notice air currents racing upward from ground. Standing in those currents causes a red circle to form, and if you stay in that area for too long, the ground drops out from underneath you.

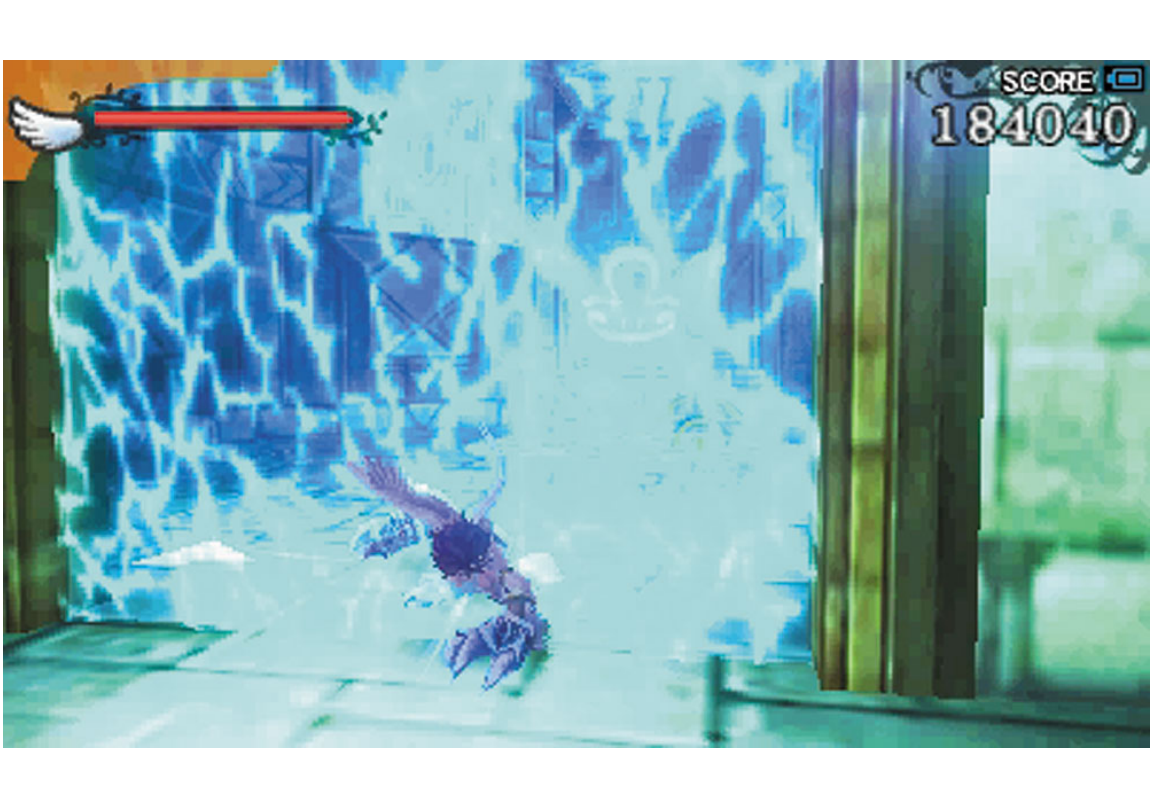

SCORE
115550


SCORE
115550

14. At the top of this winding way, a jump pad leads to the last room of the temple. Before you take the jump pad, check behind its podium to find a Treasure Box.

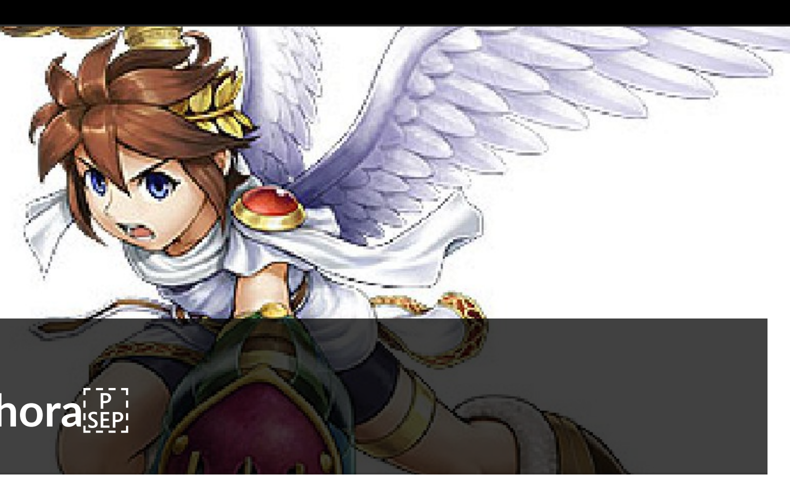

SCORE
115550

15. The door to Phosphora is here, but before you confront her, check the room thoroughly. You'll find the portal to a Zodiac Chamber, but an electric barrier stands between you and it, and there is no switch anywhere in the room to disable the trap.


SCORE
184040

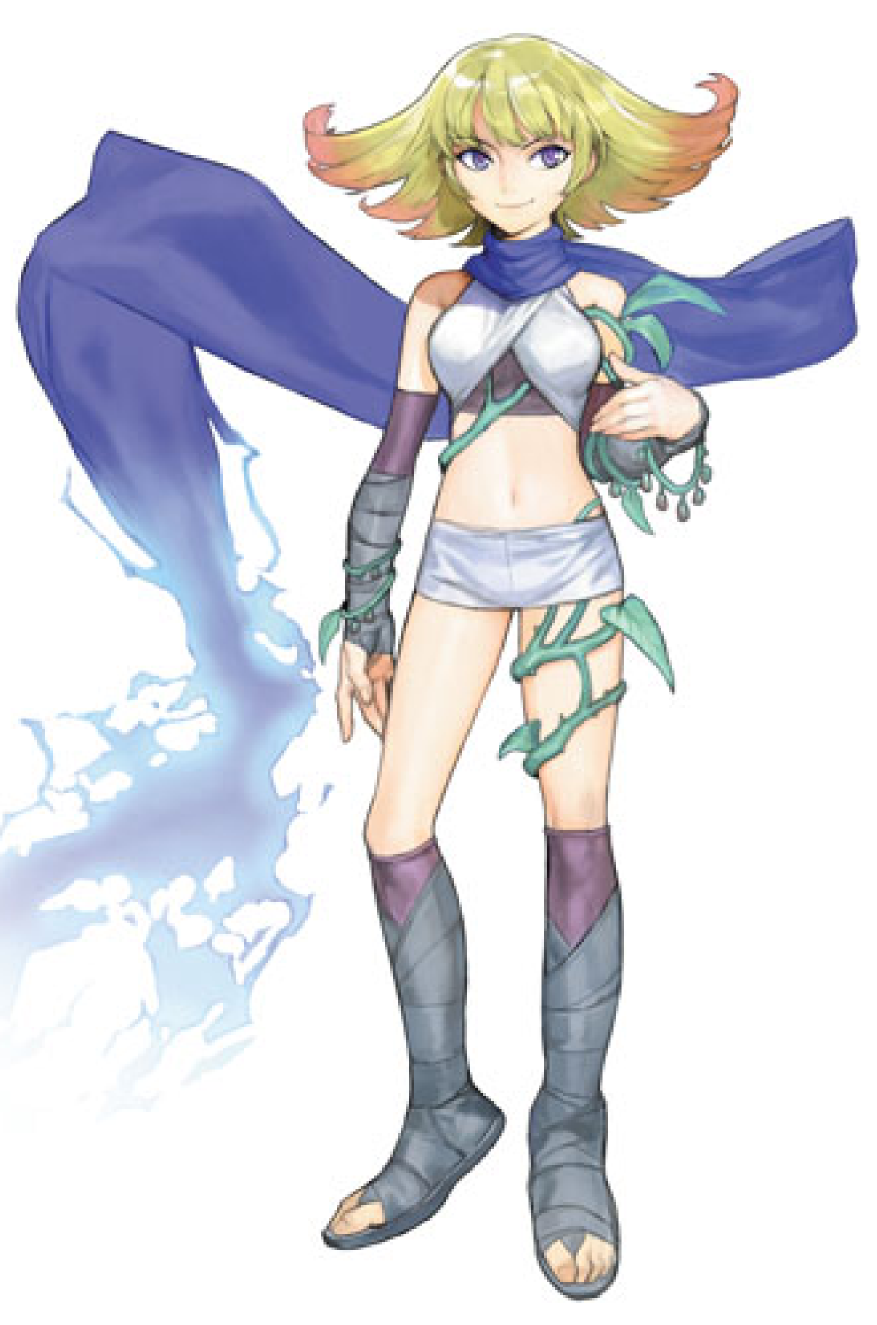
Just dodge through the barrier. You'll have to be close to the barrier to do it. If you're at the right range, flicking the Circle Pad at the barrier will have Pit dodge through it.

With that business out of the way, it's time to go have a nice chat with Phosphora.



Chapter 14: Lightning Battle

Boss Battle: Lightning Flash Phosphora



Health Range	
Min Health	Max Health
297	1503

A flirty and powerful fighter, Phosphora has rightfully earned her place as one of Viridi's top warriors. She is also supremely unimpressed with Pit's heroic speech-making skills.

SCORE
115550

Don't run straight at her. Keep your distance, and wait till she's not moving.

SCORE
115550

The air in here is electrified. It's good for the complexion, doncha know?

Palutena advises you not to charge Phosphora head-on, but instead to circle around and wait for her to stop moving. Ranged combat is a good way to keep safe from her electric attacks and it gives you a chance to react to her high-speed dashes.

SCORE
115550

Glad you're enjoying the show, oh divine peanut gallery.

SCORE
115550

I, for one, am honored to have you all in the audience.

Who's the yes-man now? Kissing up to management won't help you, Phosphora!

In addition to her lightning bolts, she can electrify her body to blast you away from her if you attempt melee combat and summon columns of electricity to home in on you.

SCORE
115550

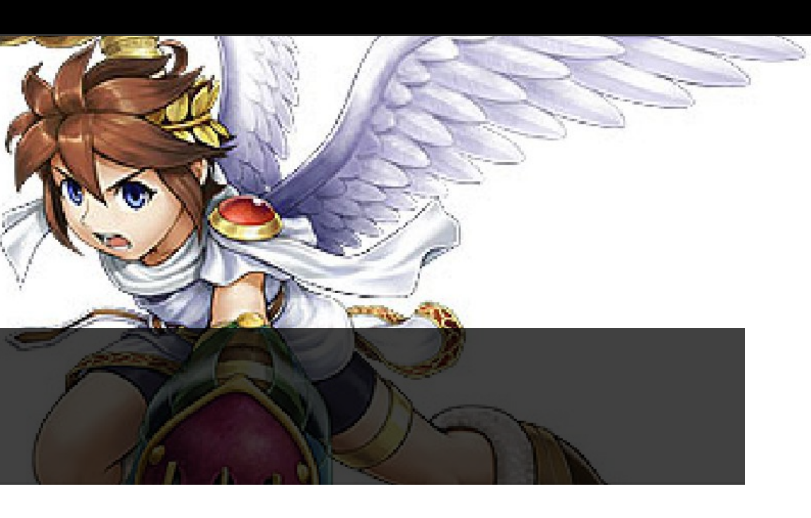
Some of Phosphora's attacks can have a numbing effect.

SCORE
115550

Some of her attacks, like her lightning ground waves, can paralyze you, leaving you vulnerable to anything else Phosphora decides to follow up with.

I take back what I said before. You're not cute at all!

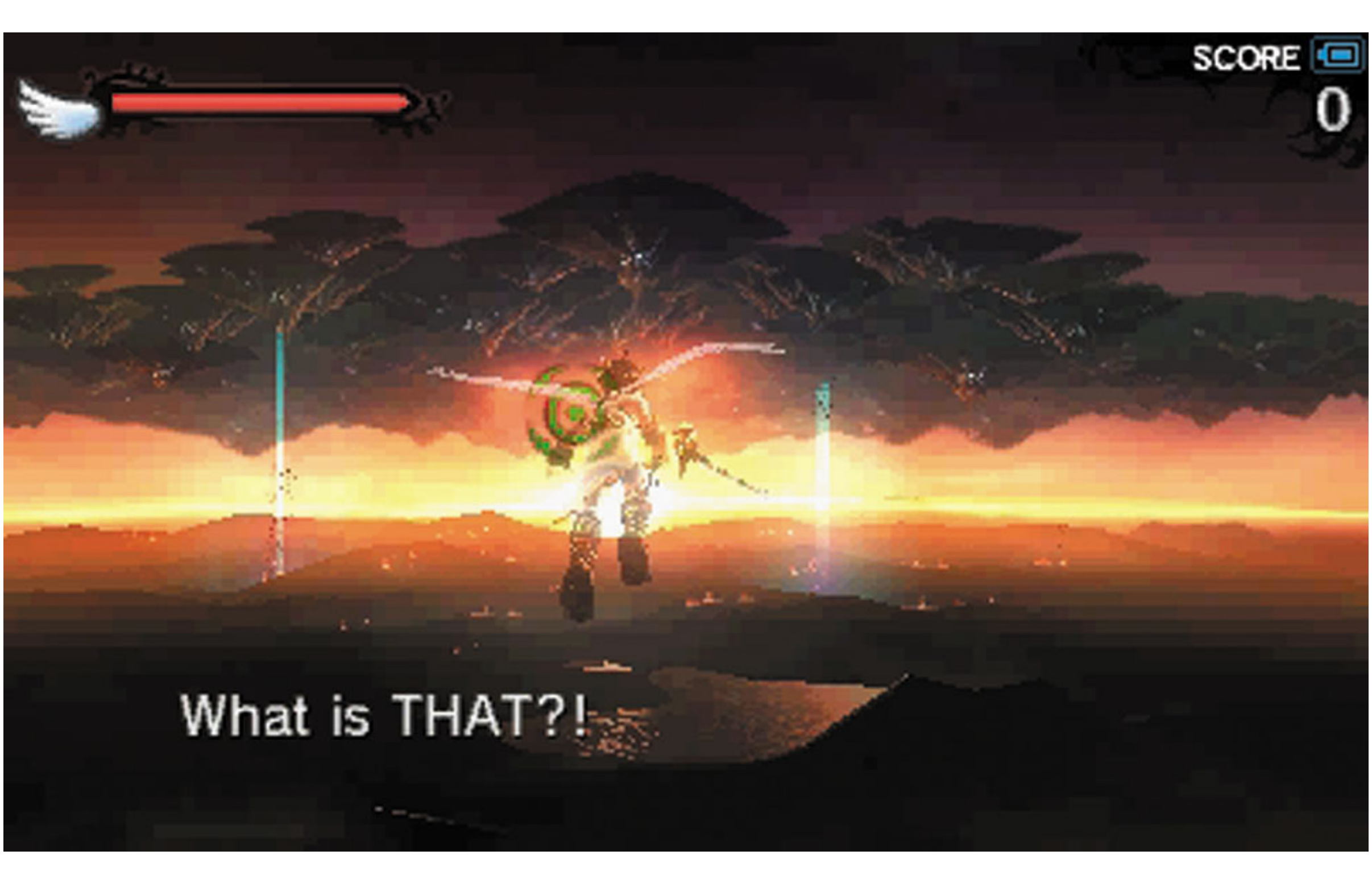
It is possible to get in Phosphora's face and fight her toe-to-toe, if you've got the weapon for it. Otherwise, stick to the safety of distance and rain down the pain. Phosphora's defeat can come surprisingly quick, as compared to other bosses, she's not as resilient. Without her presence, the Thunder Cloud Temple begins to collapse.



Chapter 15: Mysterious Invaders

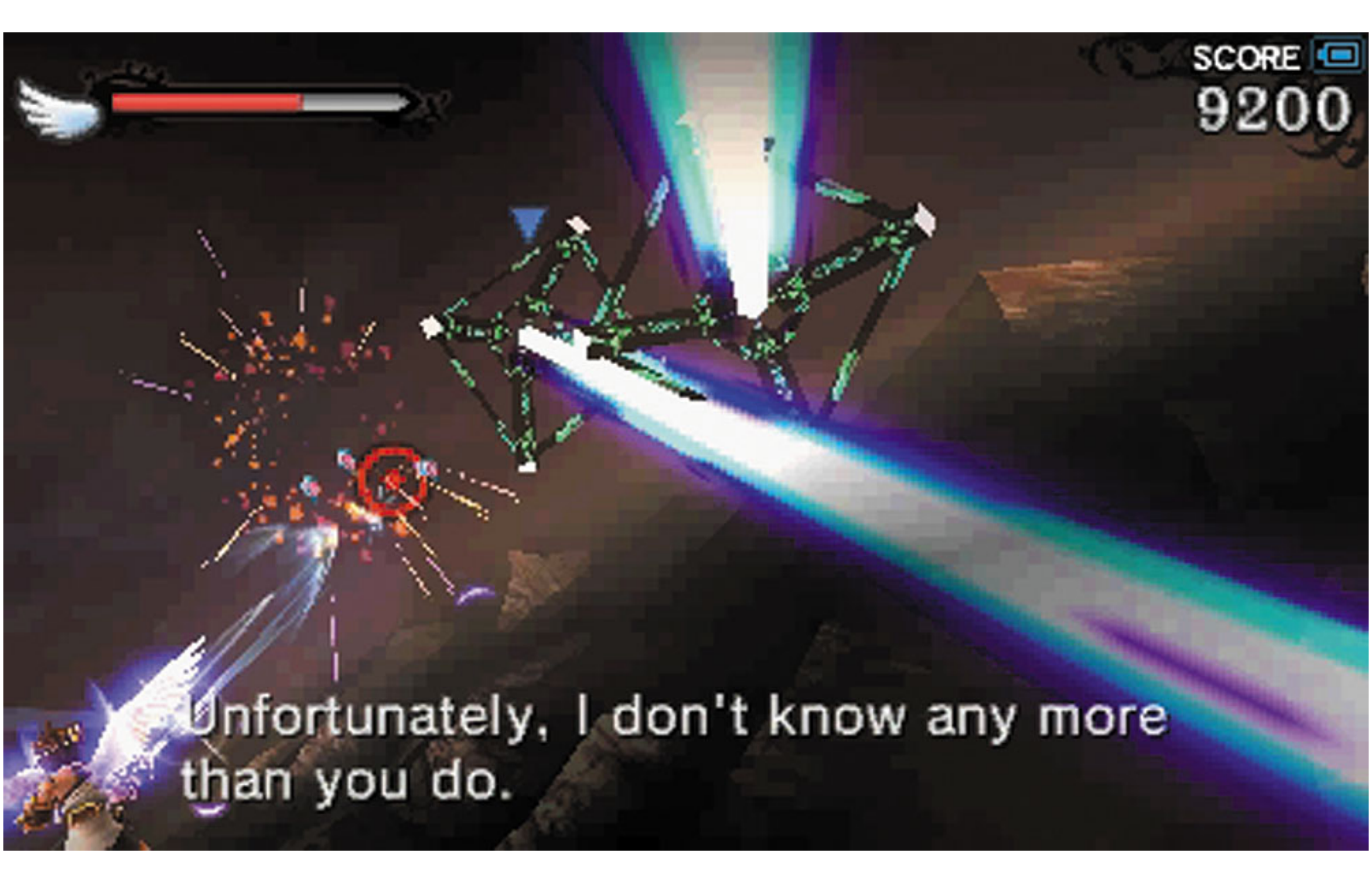
Air Battle

An exhausted Pit is sent into battle once more by Palutena, but the foe this time is neither the Underworld Army or the Forces of Nature. They are definitely from off-world, and none of the gods can claim responsibility for the chaos this time around.

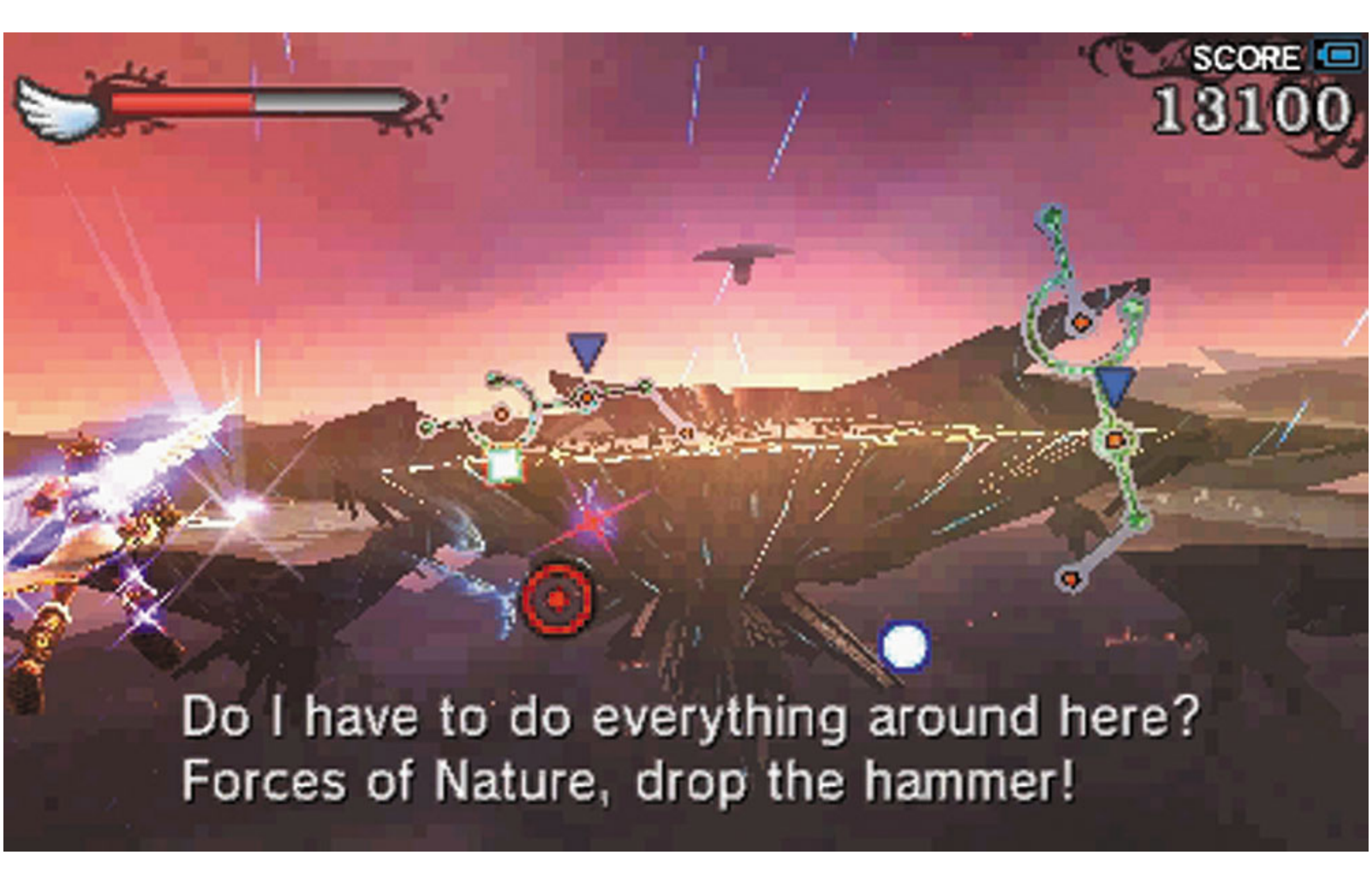


What is THAT?!

Sadly, no, though I do applaud any and all violence directed at you.



Unfortunately, I don't know any more than you do.

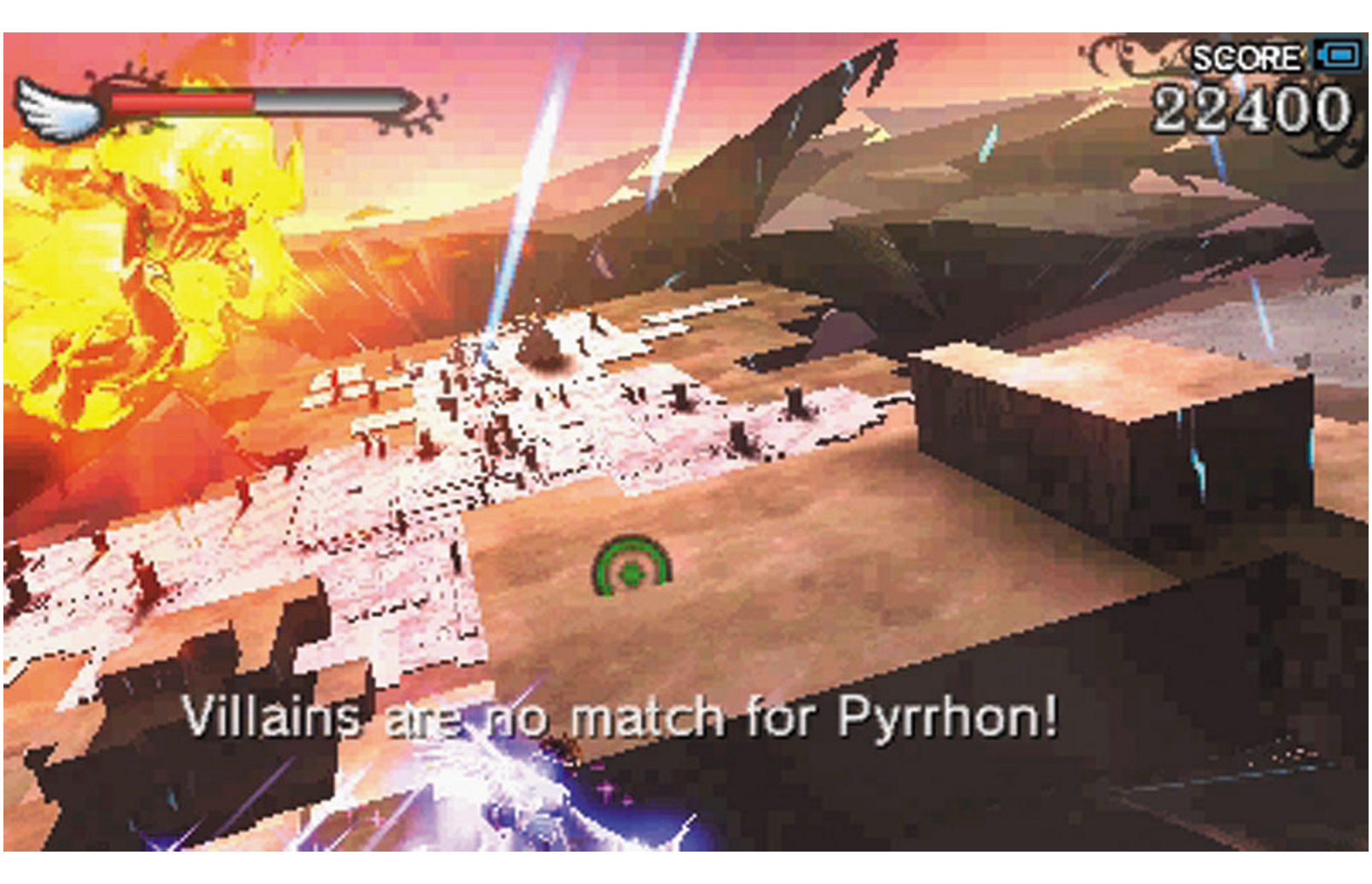


Do I have to do everything around here? Forces of Nature, drop the hammer!

SCORE
16200

Still can't get along, I see.

The invaders attack everything indiscriminately, destroying Underworld and Nature troops alike, and they gun for Pit especially hard. Tribyte fighters zip across the screen at odd angles. Jyok pause before Pit, unfold from their little boxes into laser cannons, fire, and fly away almost as quickly as they appear. Their ships look like mountains in the skies, with flying Dohz saucers patrolling between them. Not even Palutena knows who or what they are.

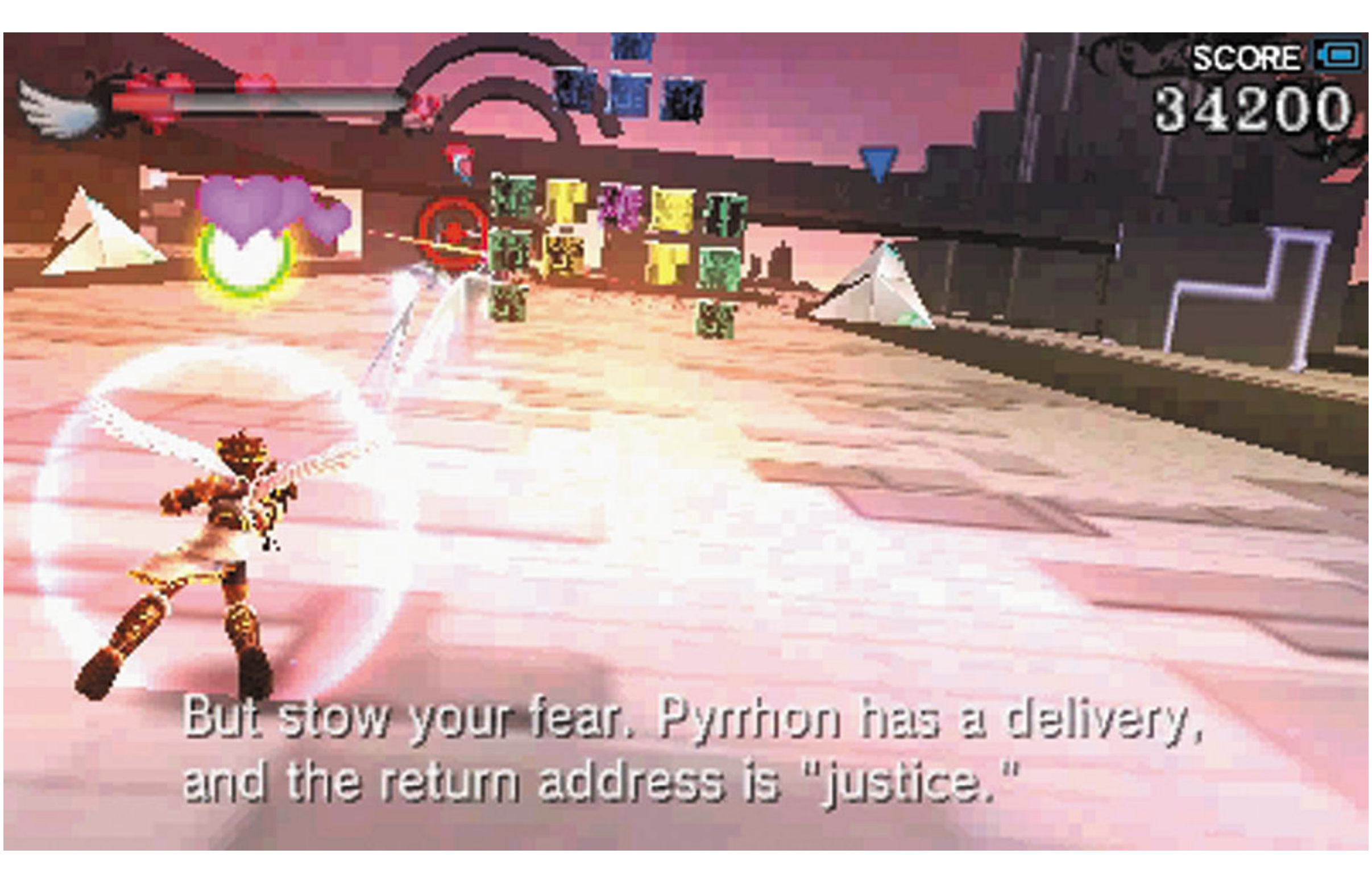


Villains are no match for Pyrrhon!

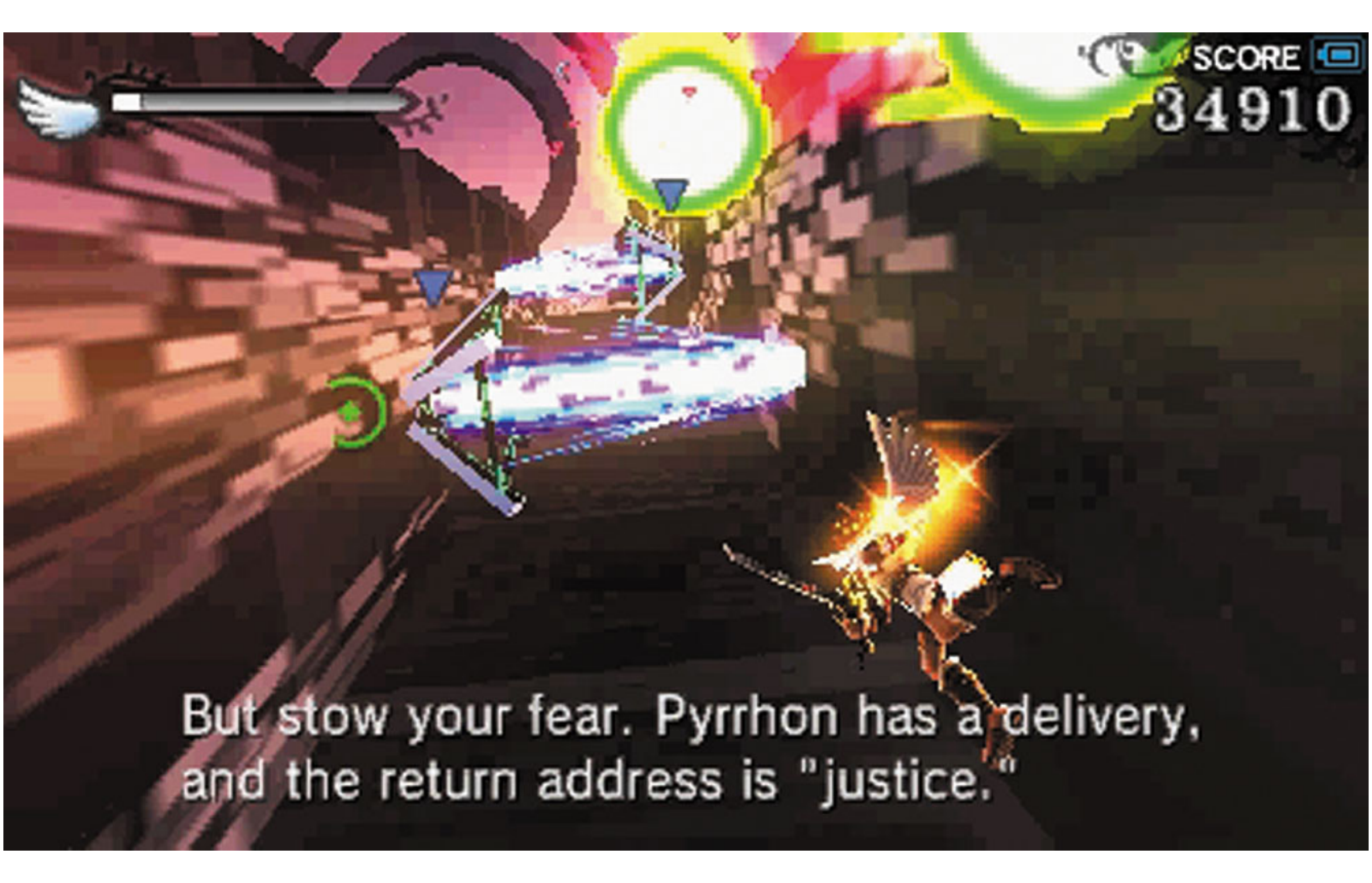
SCORE
28200

Just ONE of their bases?! How much more hell DO they plan to raise?

The Sun God Pyrrhon flashes onto the scene and informs the pantheon that the invaders are called the Aurum, and that this is only a small sample of their total might. For the moment, it looks as though all must stand together against the alien threat.



But stow your fear. Pyrrhon has a delivery, and the return address is "justice."

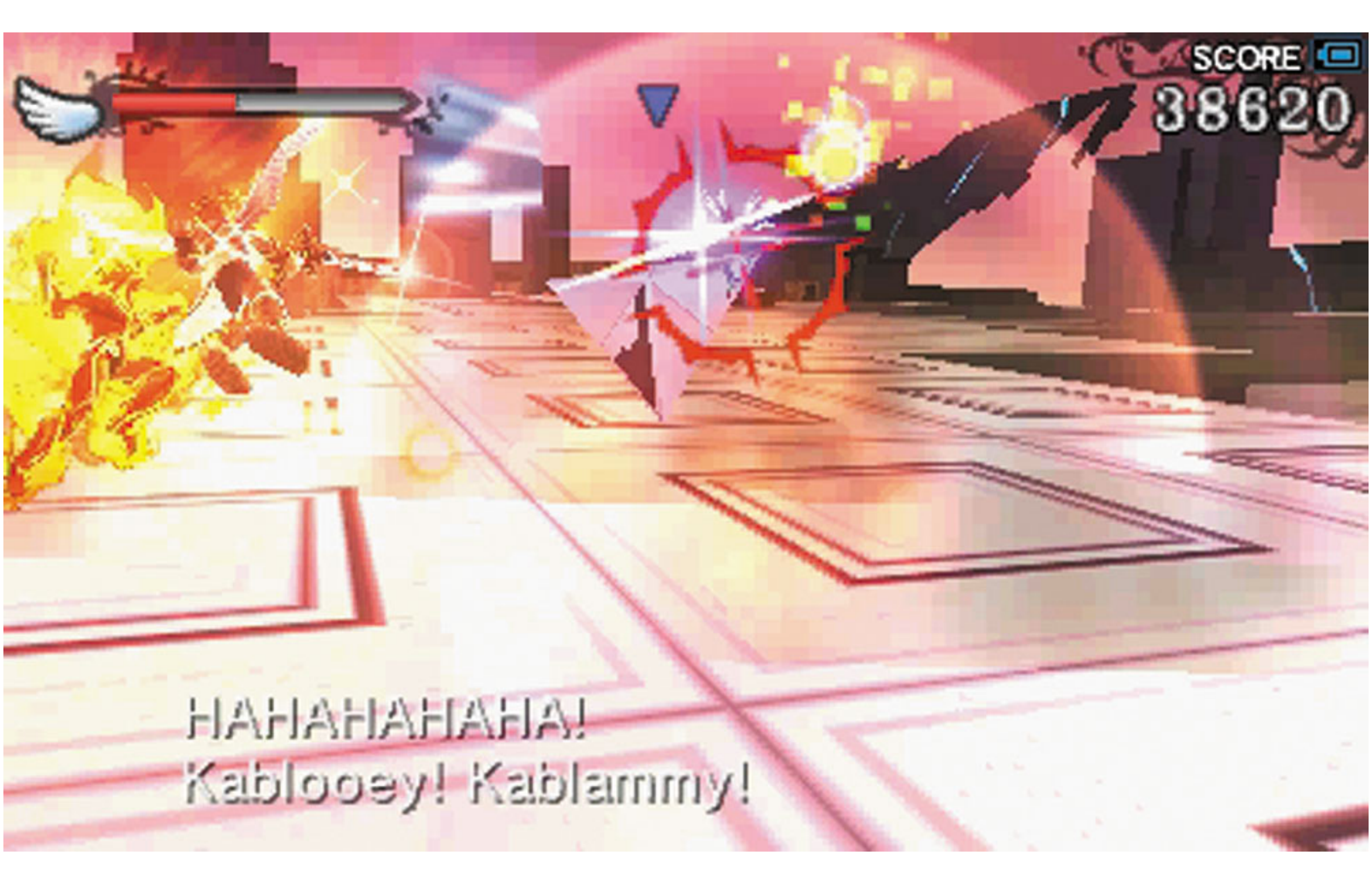


But stow your fear. Pyrrhon has a delivery, and the return address is "justice."

SCORE
36660

You know things are dire if THAT'S the guy we're listening to!

Be careful as Pit flies closer to the Aurum islands, the air is thick with the aliens. Recovery Orbs can be picked up after a set of large rolling enemies, Kolmas, pass in front of Pit.



HAHAHAHAHA! Kablooey! Kablammy!

SCORE
38620

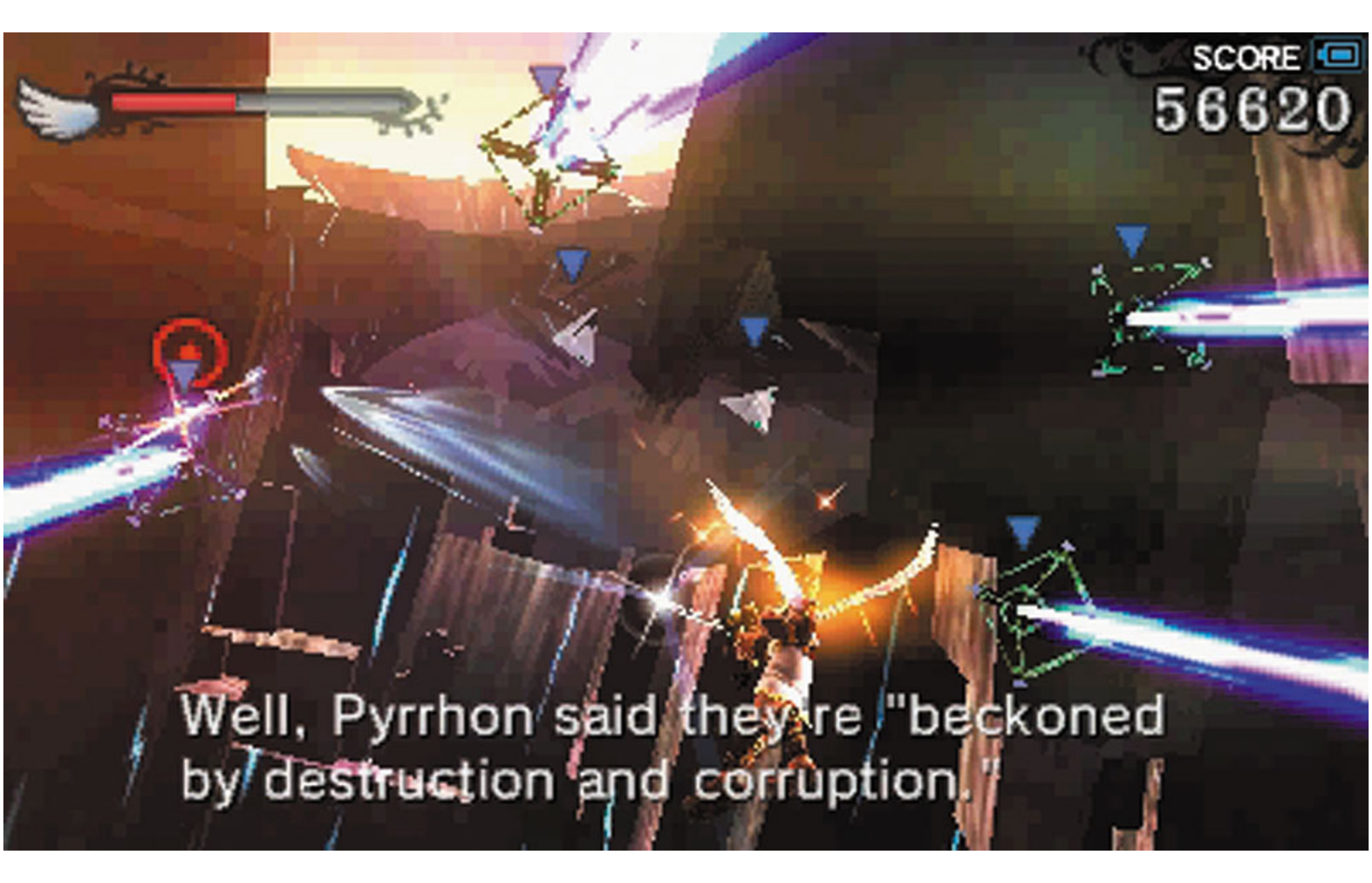
We'll take the other side of the islands!

SCORE
42820

The Sun God's zeal for combat gets Palutena to find Pit the nearest exit to the other side of the islands, somewhere not next to Pyrrhon. The passage is extremely tight and the Aurum line the walls.

SCORE
52870

The Aurum are blowing up the earth and then taking the pieces for themselves!



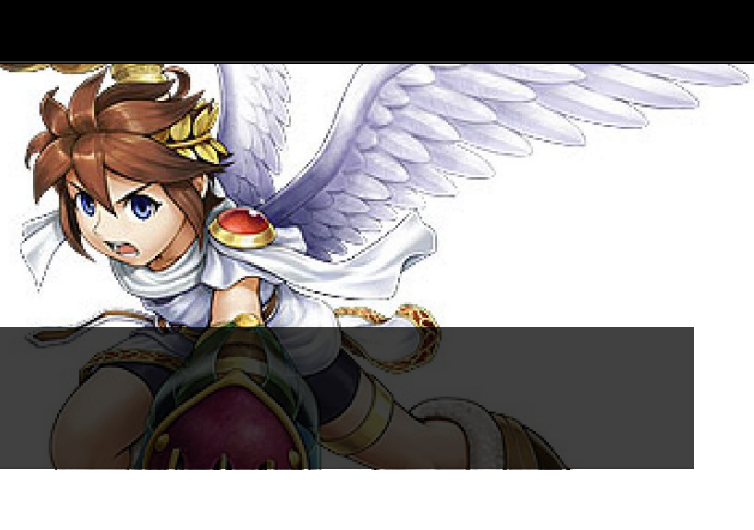
Well, Pyrrhon said they're "beckoned by destruction and corruption."

SCORE
57920
200

Convenient how YOU'VE forgotten a massive Reset Bomb visible from space.

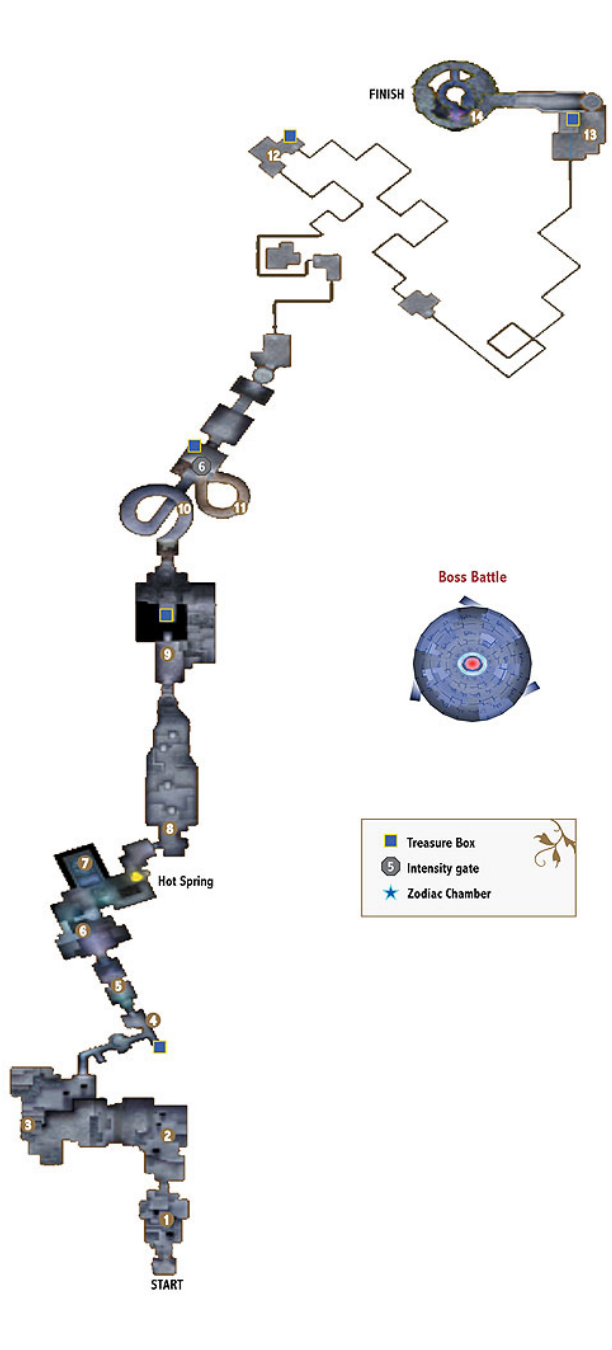
SCORE
66070

Survive the dive through the canyon, you'll emerge into a scene of devastation. The Aurum are harvesting the entire planet. Palutena guides Pit to a nearby tower, where she believes the Aurum can be stopped.



Chapter 15: Mysterious Invaders

Land Battle


FINISH
Boss Battle
Hot Spring
START
Treasure Box
Intensity gate
Zodiac Chamber

The road to the Aurum tower is like nothing you've seen from either the Underworld Army or the Forces of Nature. The Aurum will make Pit fight for each step forward he takes on their territory.

SCORE 66070
The Aurum must have stolen materials from all over to build this place.

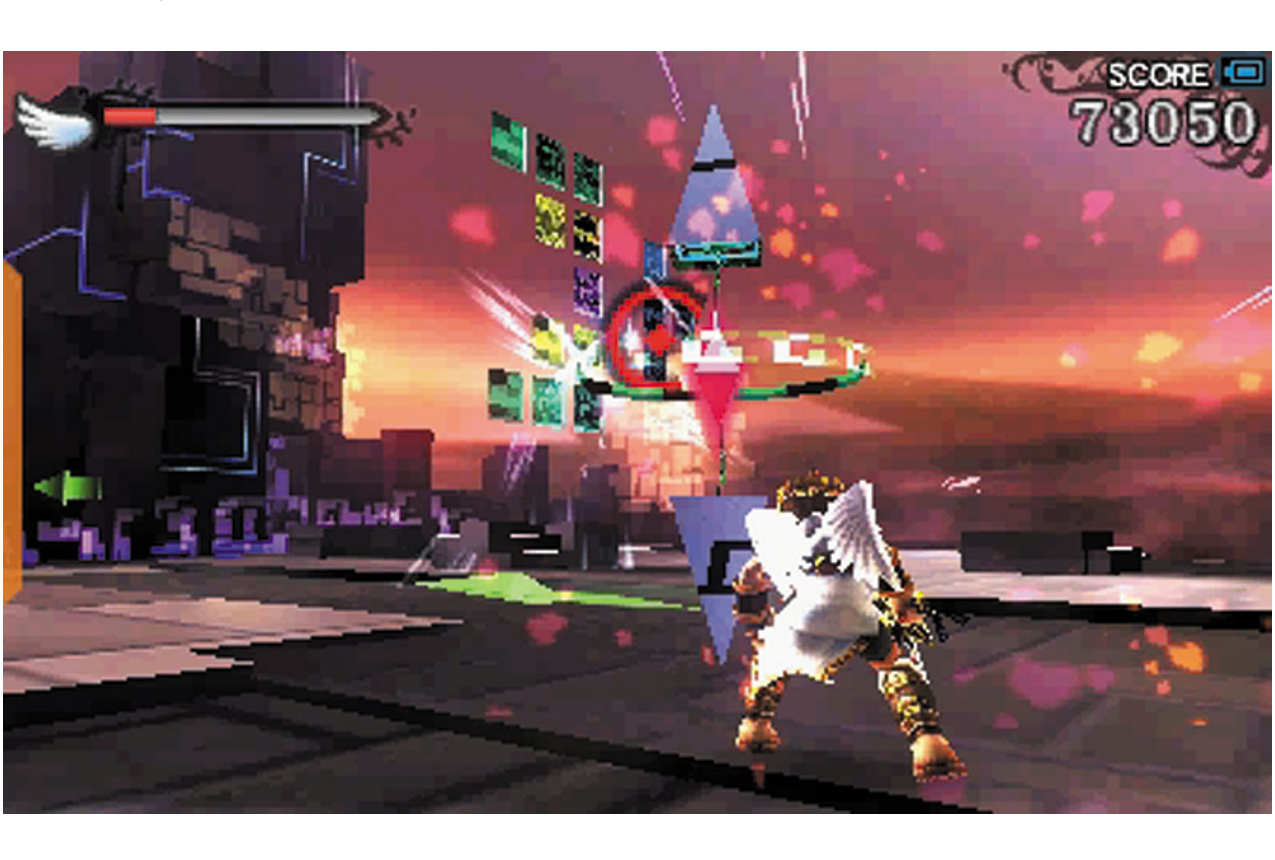
SCORE 66810
I wonder how many other planets were harvested to make it.

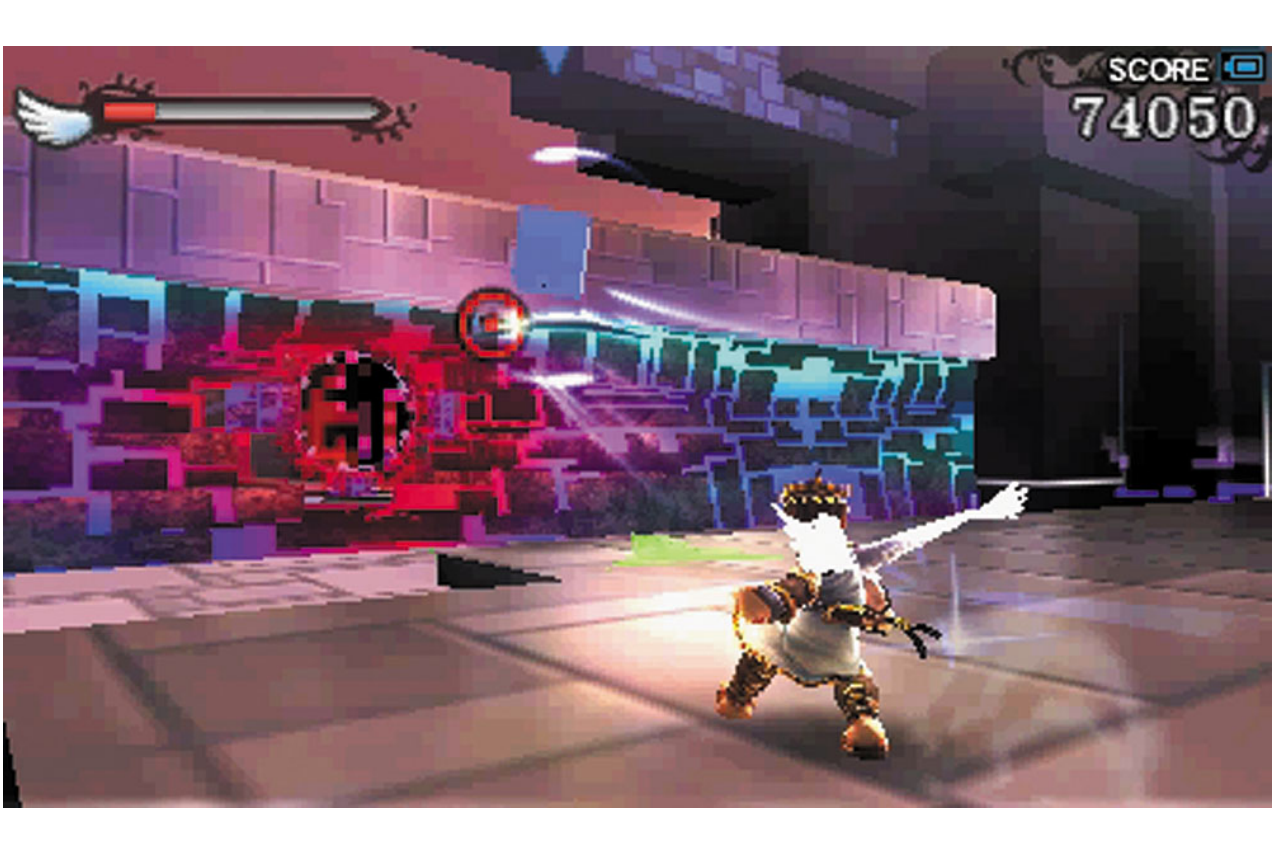
1. Tribytes and Jyok are the first defenders against Pit's incursion.

SCORE 68050
And I doubt these drones have any sense of free will.

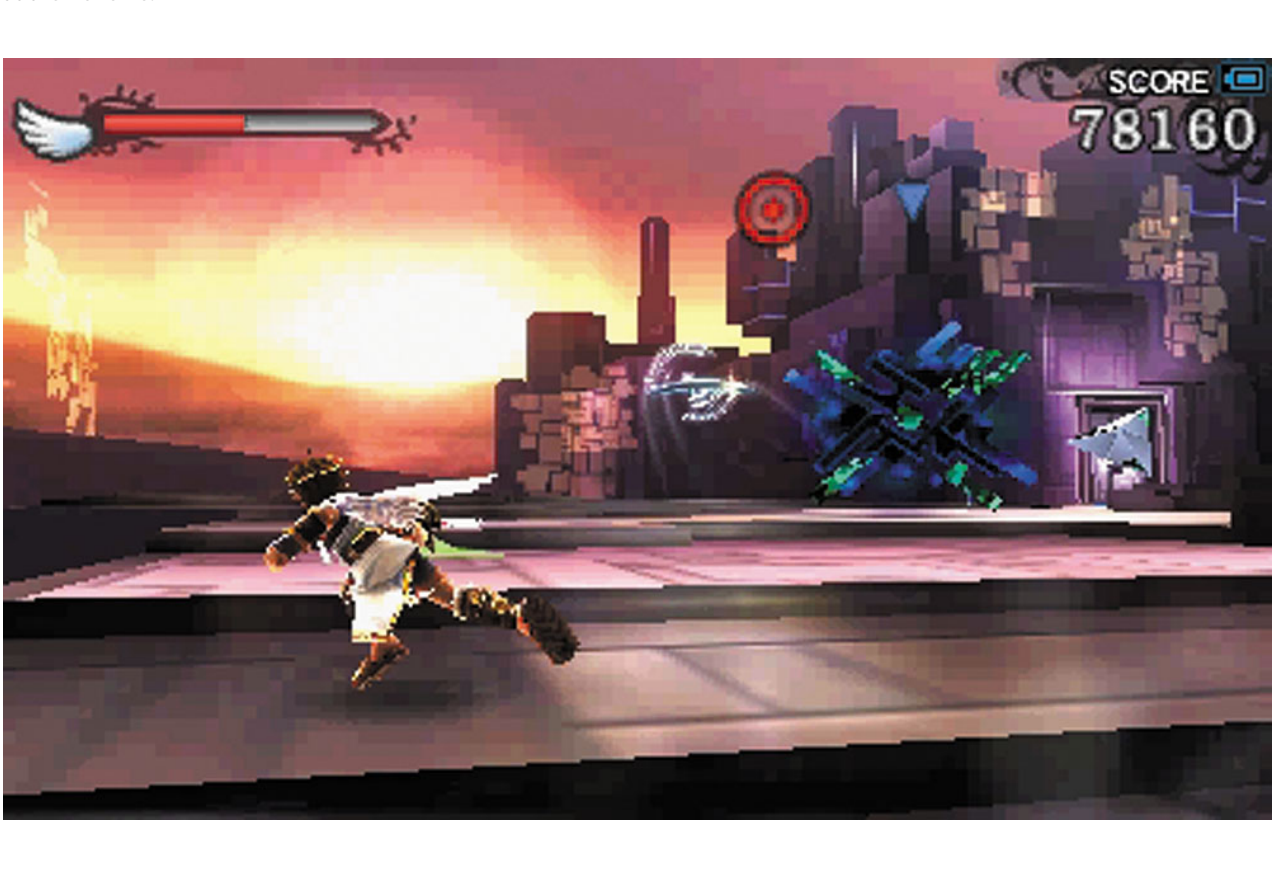
SCORE 70550
Because I can call in one of my commanders to keep you company!

Blocks acting as barriers have red cores that should be destroyed, which will allow you access into newer areas. You'll see them scattered throughout Aurum territory.

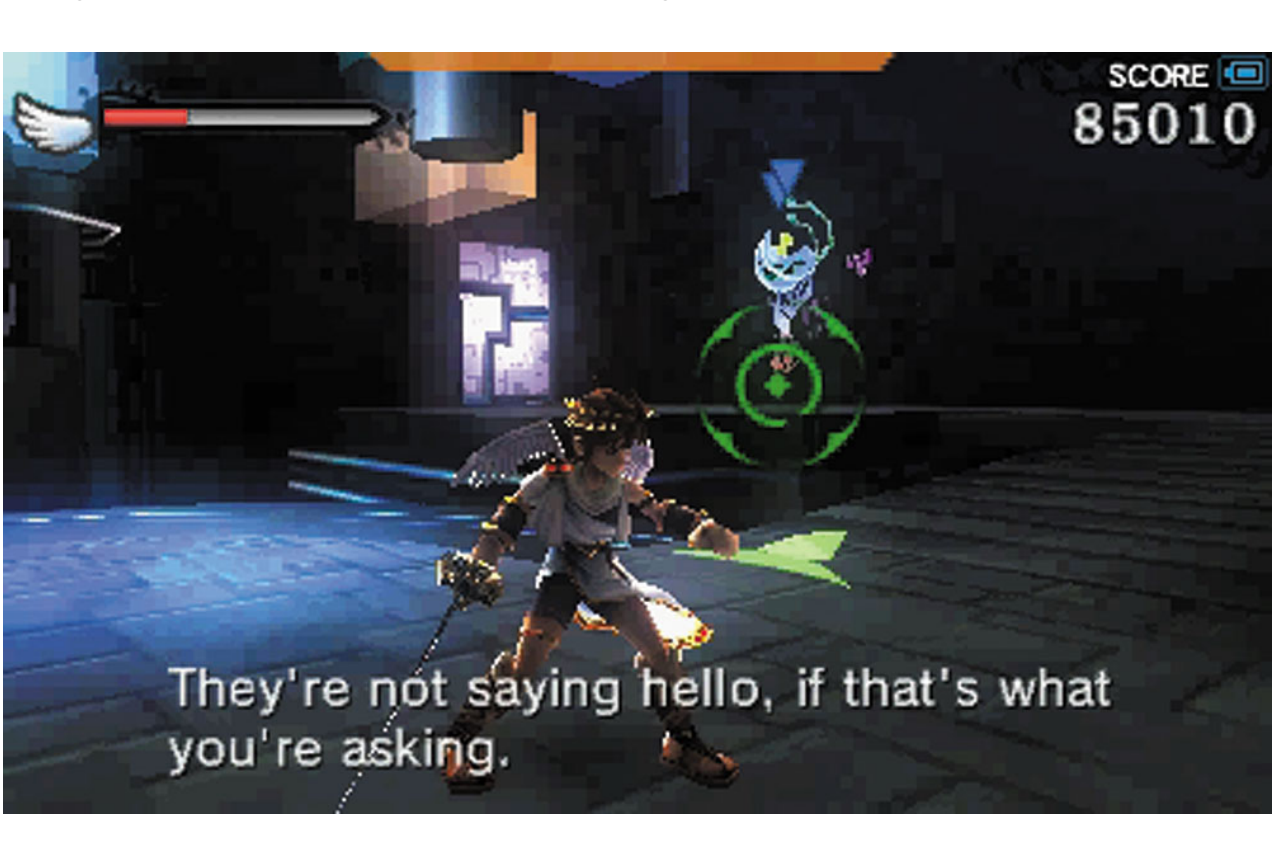

SCORE 73050


SCORE 74050

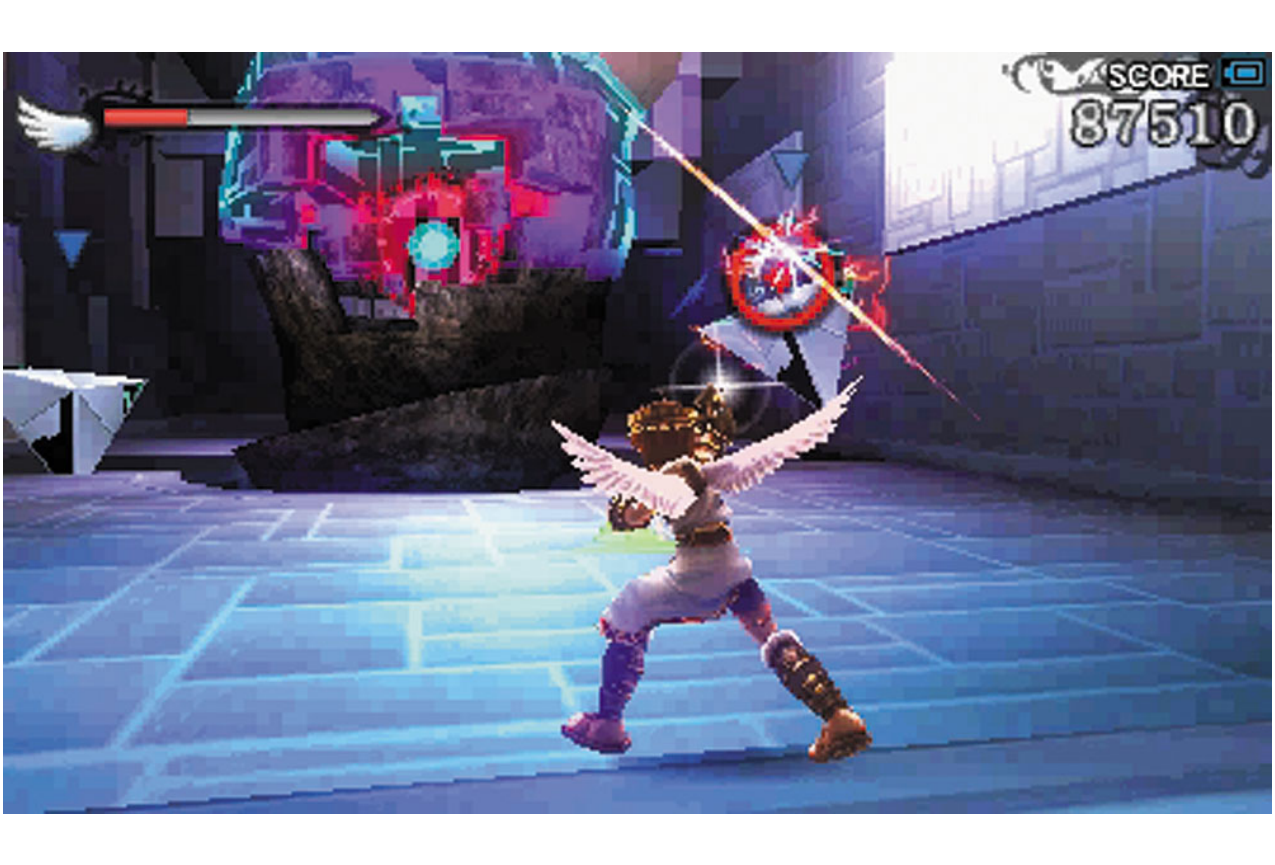
2. A larger barrier is guarded by a Xoneme and a Plixo. The shields on a Xoneme block most ranged attacks and act as a physical weapon against melee combat. You'll have to wait for the shields to expand and then dodge through the barriers to get at the Xoneme.


SCORE 78160

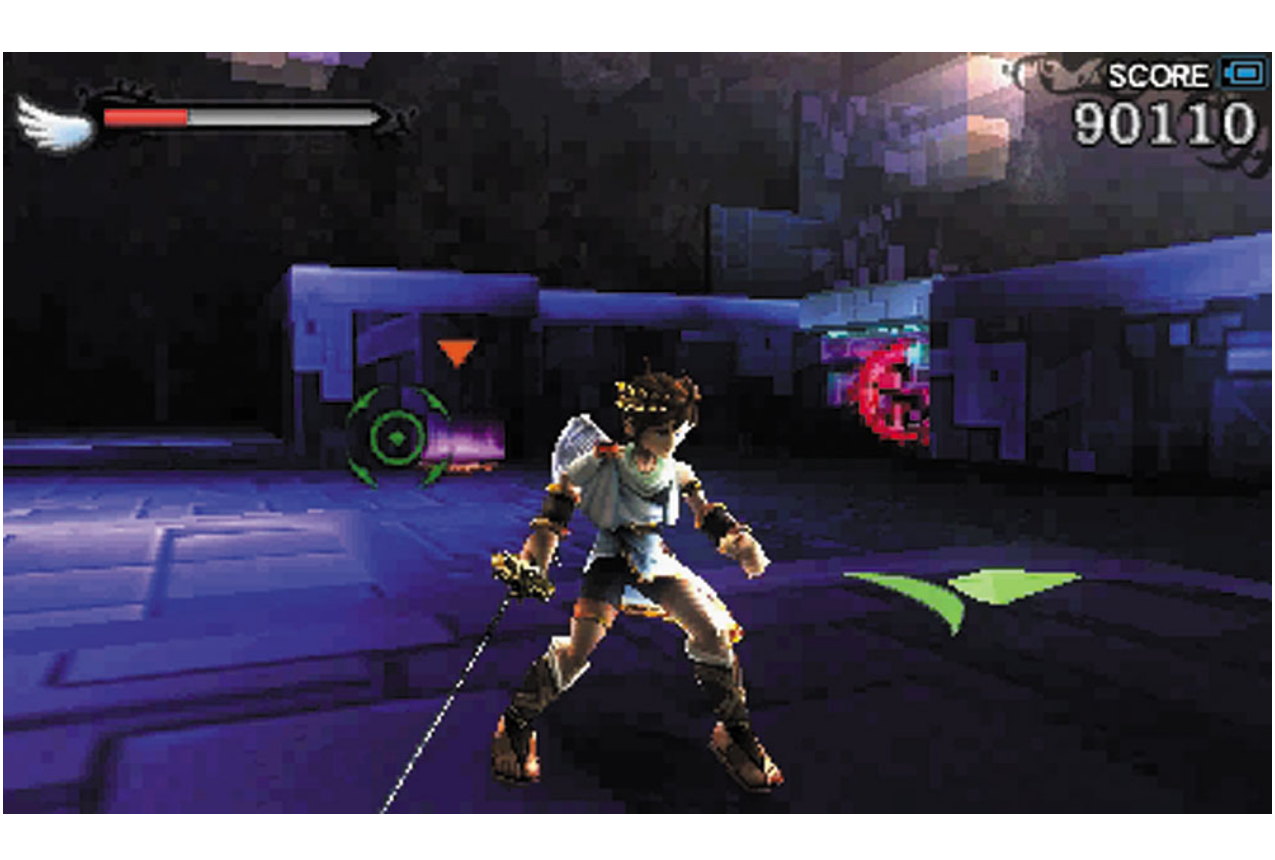
3. Sios generate black holes that trap you in place before unloading powerful beam cannons on their victims.

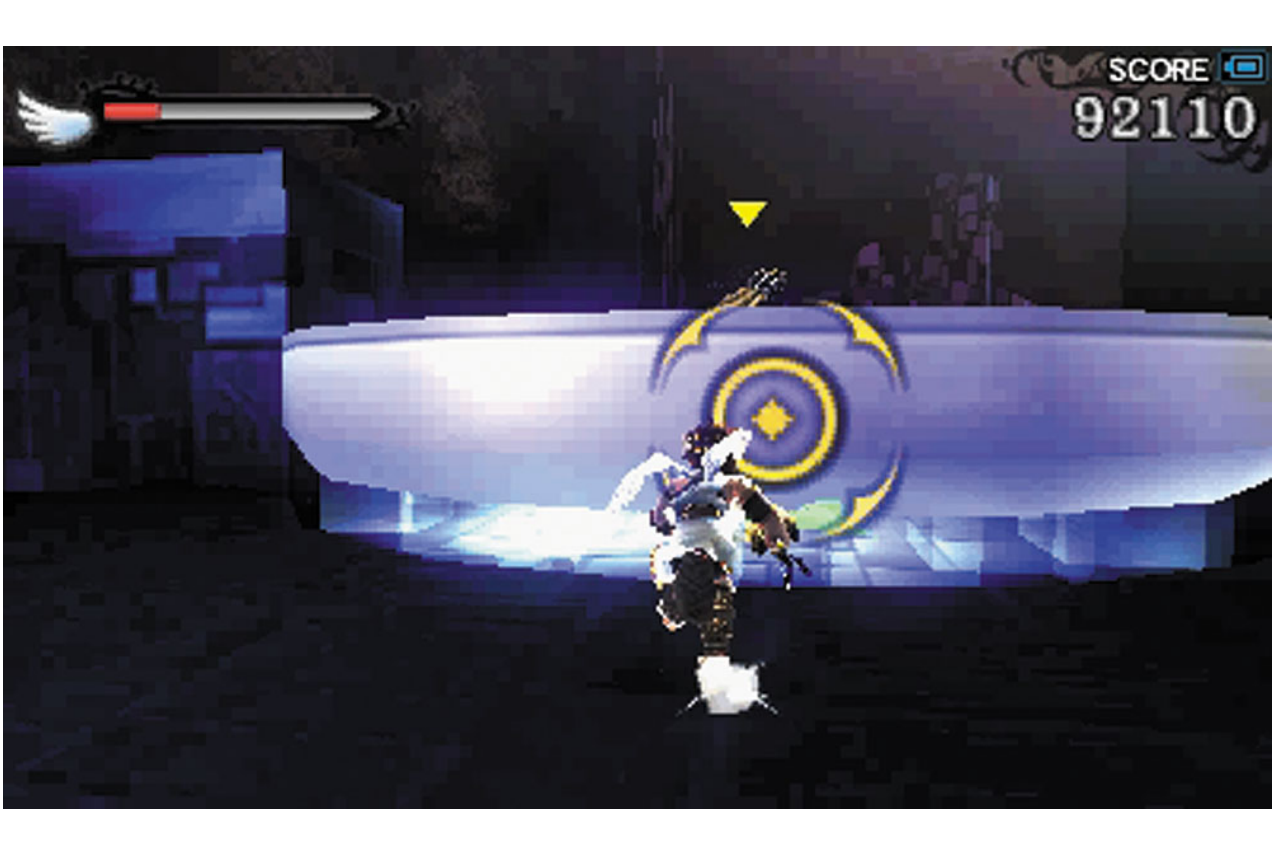

SCORE 85010
They're not saying hello, if that's what you're asking.

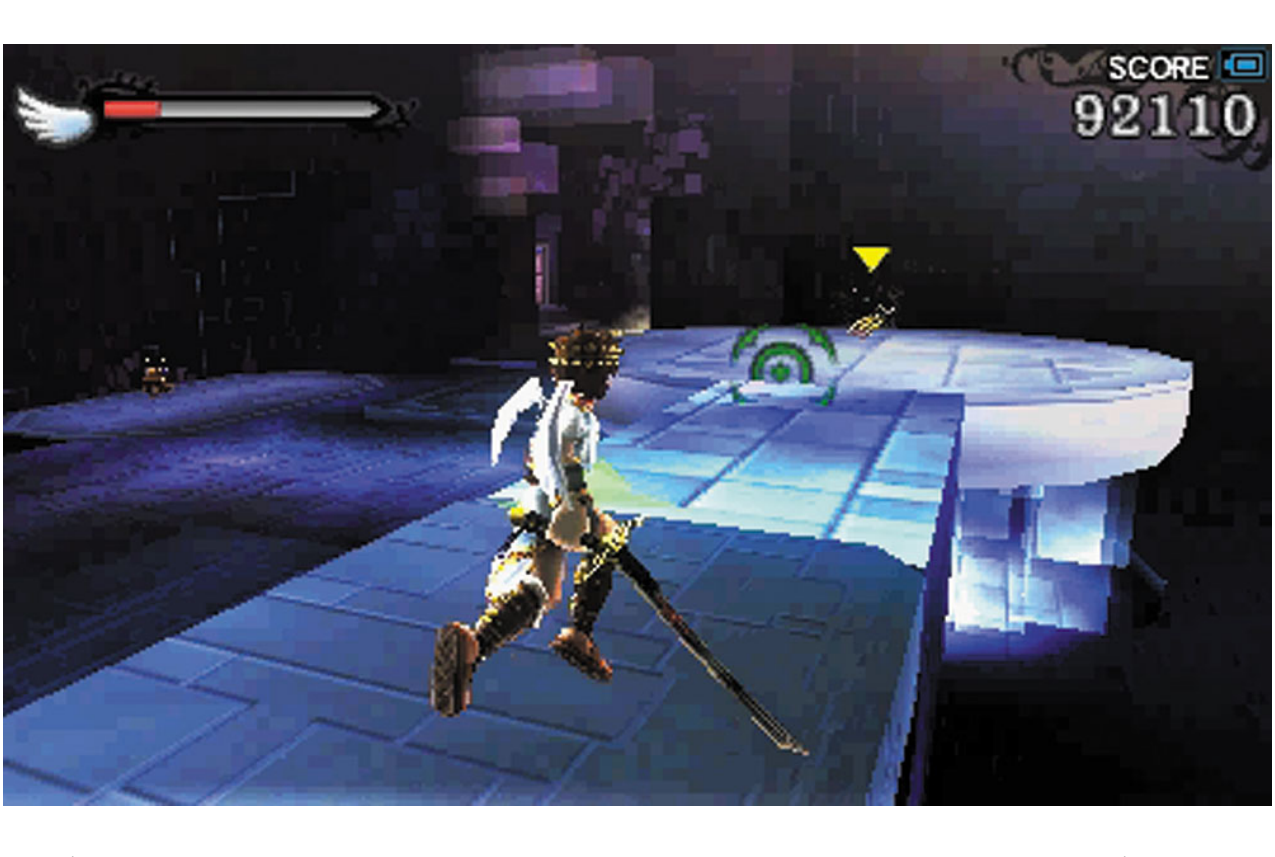
4. You encounter Zaurums for the first time here. They use wide area-of-effect shock waves to cause the confusion status.


SCORE 87510

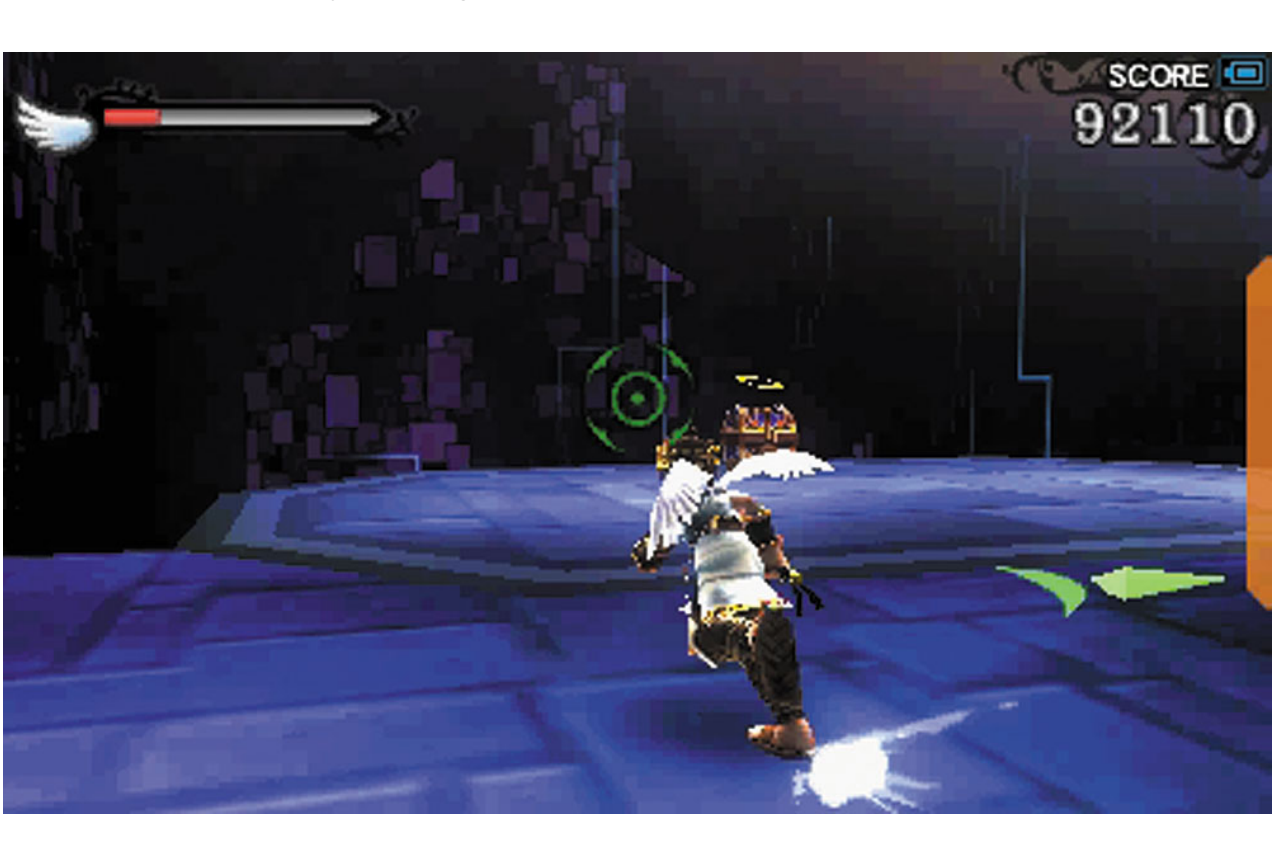
5. The red core here is defended by Tribytes and Zaurums.

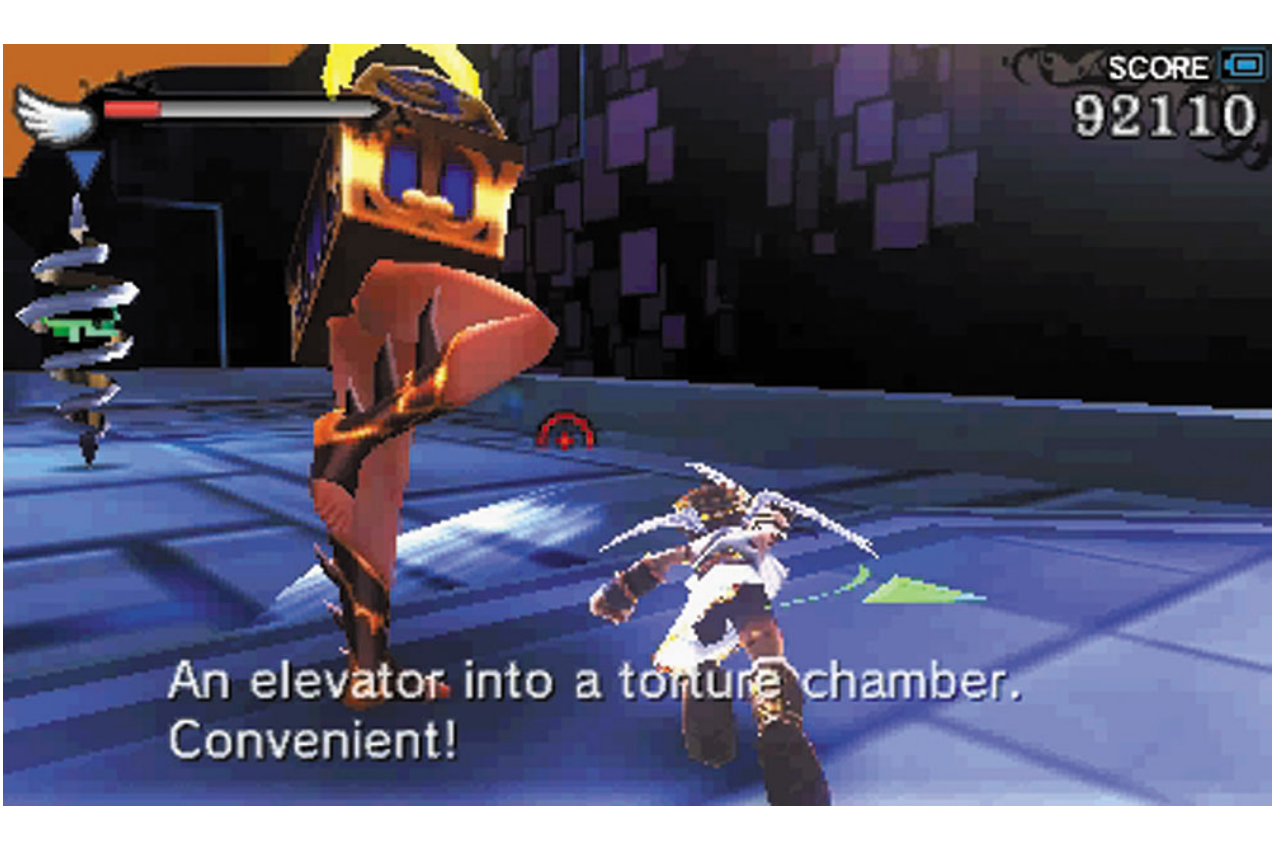

SCORE 90110


SCORE 92110

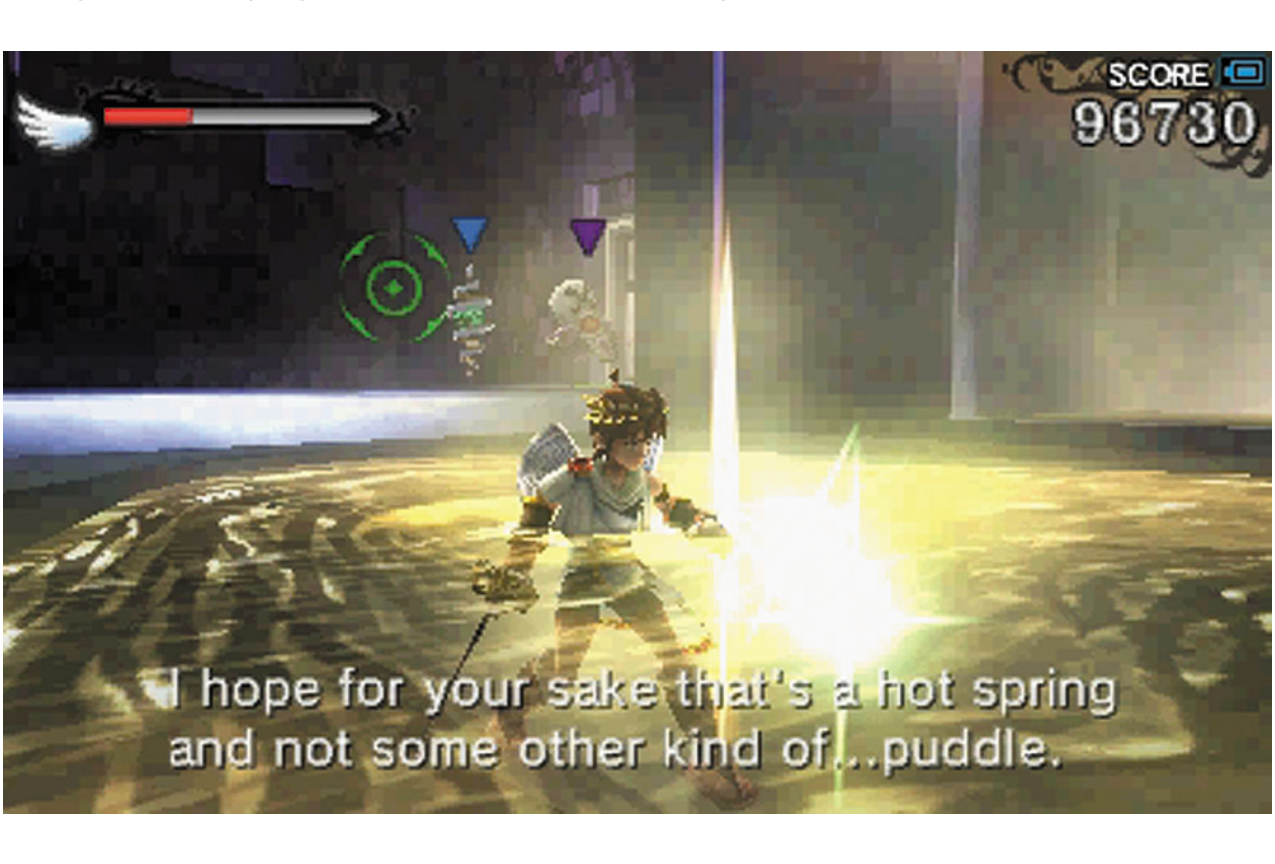

SCORE 92110

6. Don't destroy the red core in this room right away. When you try to collect the weapon lying on the ground, it's raised up by a part of the deck. You can use a jump pad to get on top of the red core to collect the item.


SCORE 92110

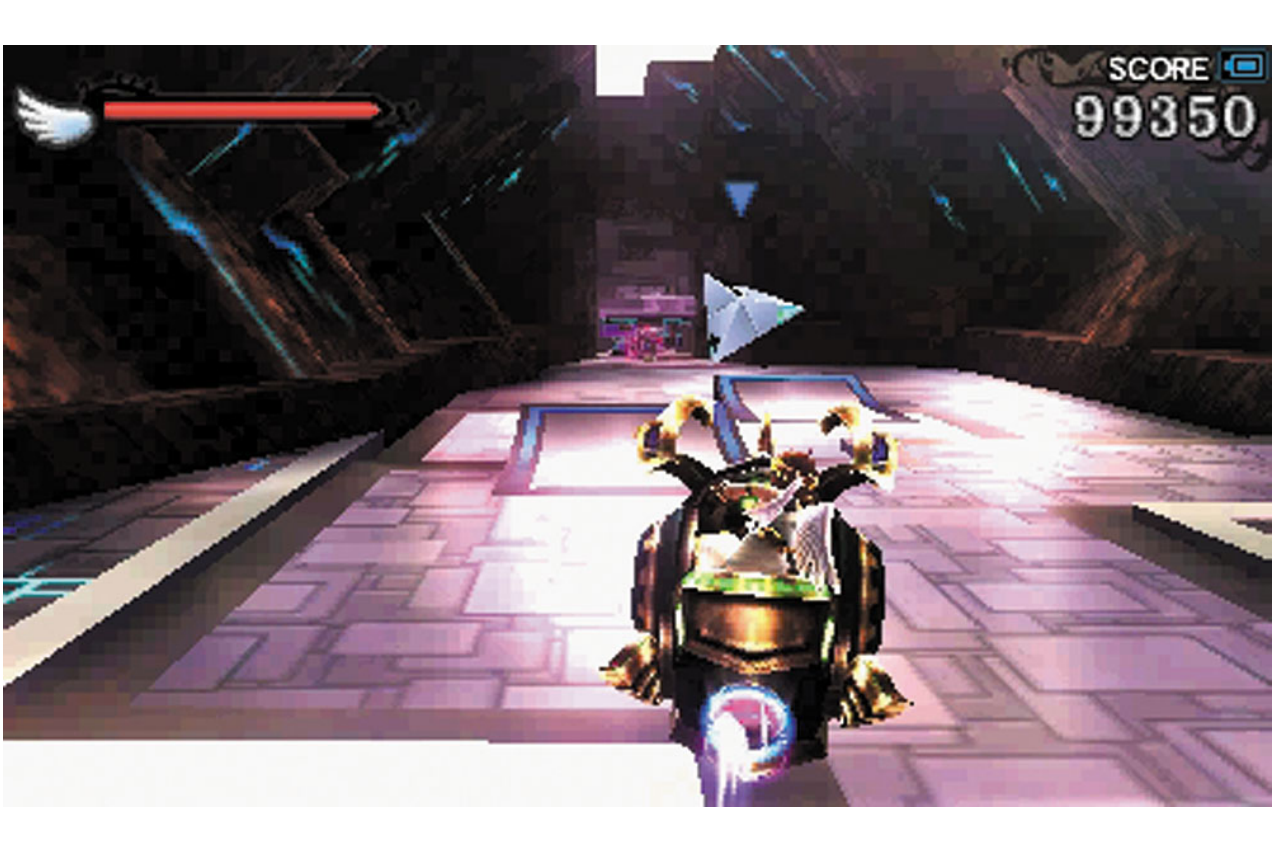

SCORE 92110
An elevator into a torture chamber. Convenient!

7. The treasure chest here is actually a Mimicutie! Going near it sends you to a lower area where you must battle with the Mimicutie and a Quoil. This is not a good combo to face in these close quarters. If the Quoil charges into you, you'll be stuck spinning, which makes fighting the Mimicutie that much more frustrating.

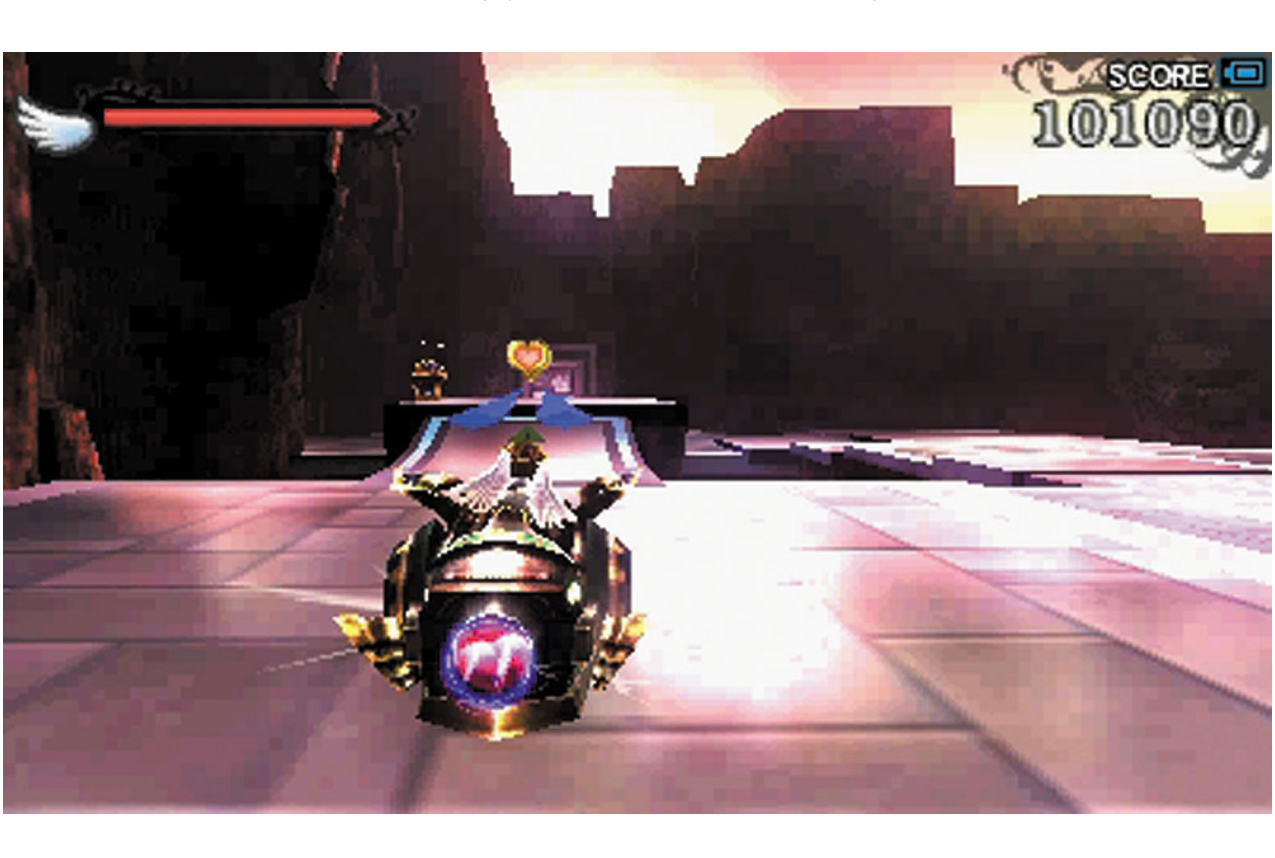

SCORE 96730
I hope for your sake that's a hot spring and not some other kind of...puddle.

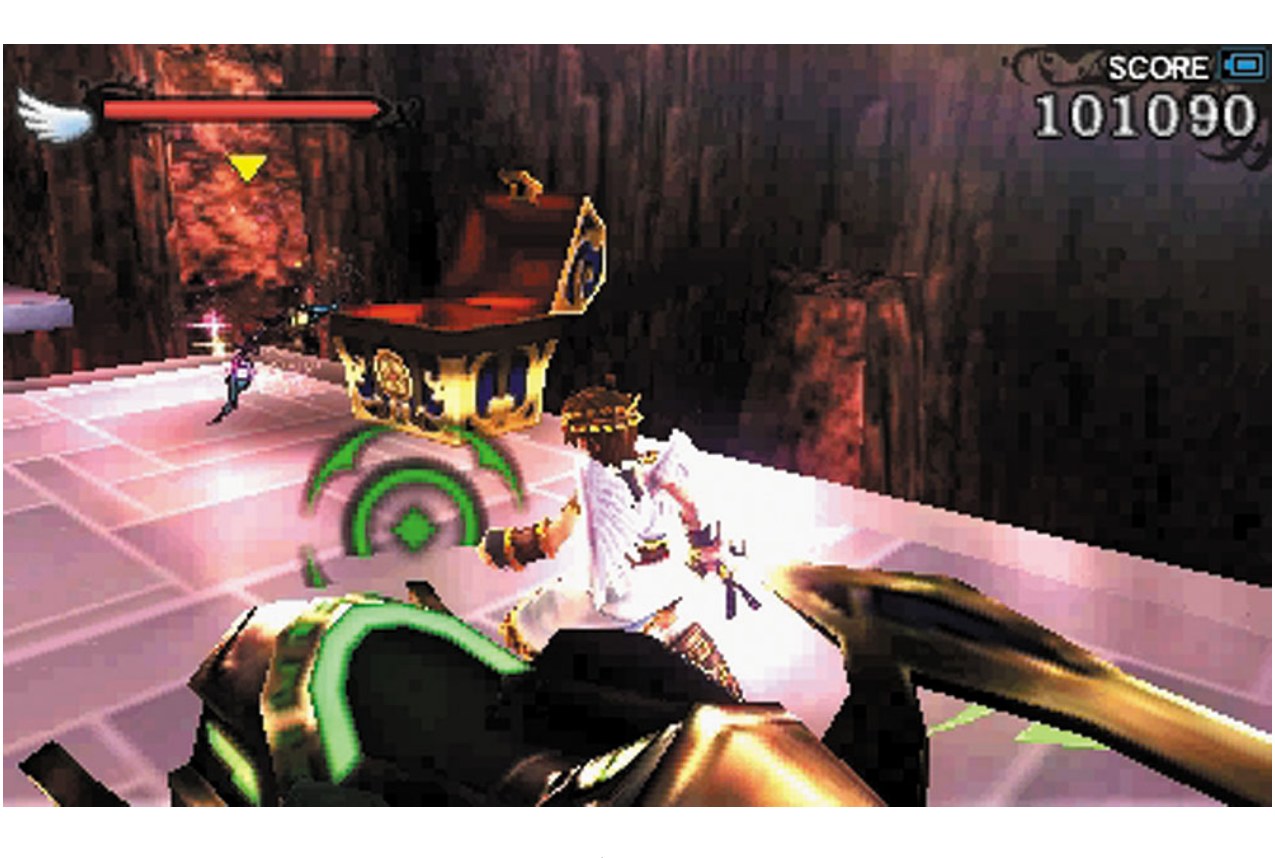
Luckily, there's a convenient hot spring nearby that you can use to restore yourself. You can also snag another weapon that is stored next to it.

SCORE 98980
It doesn't make sense.

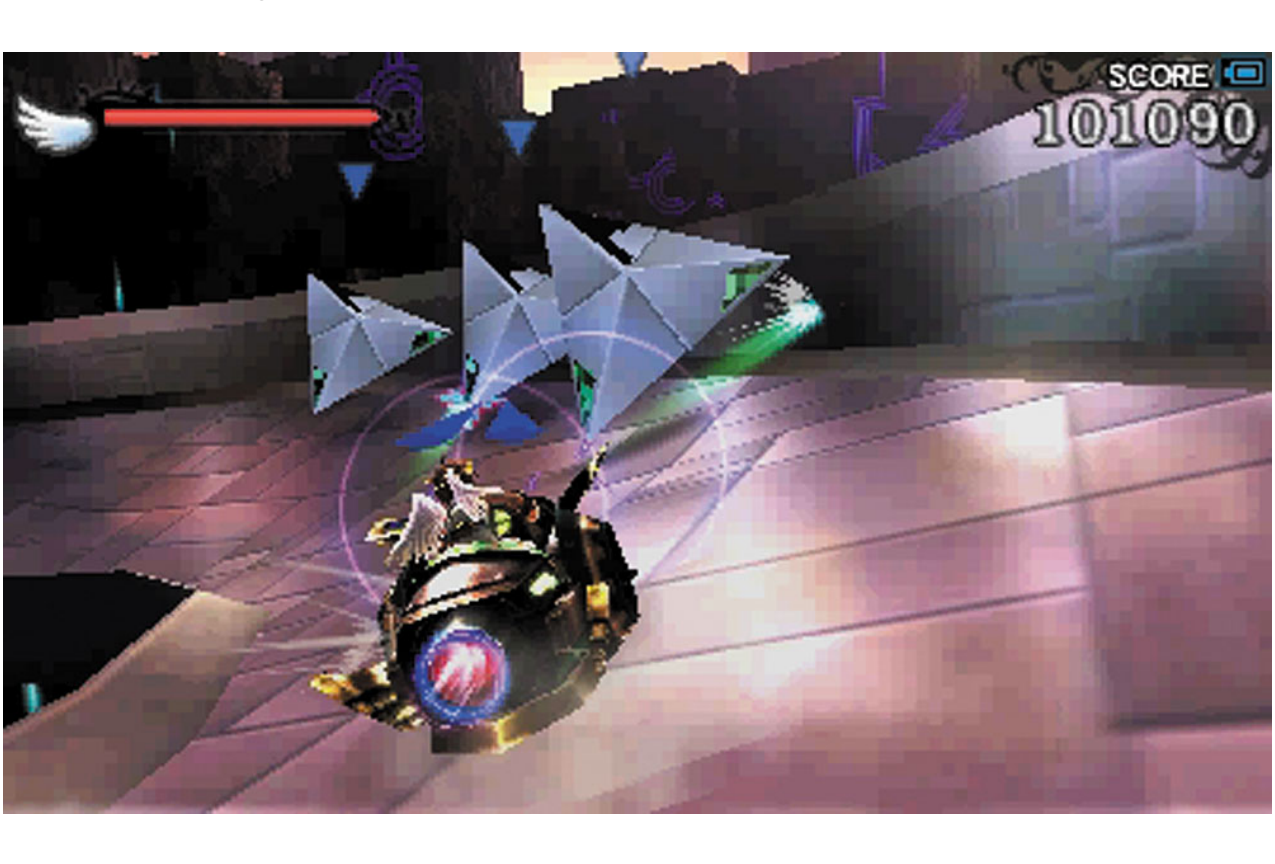

SCORE 99350

8. The Exo-tank here can be used to make a tough jump in the section after this. Don't get it destroyed too soon.

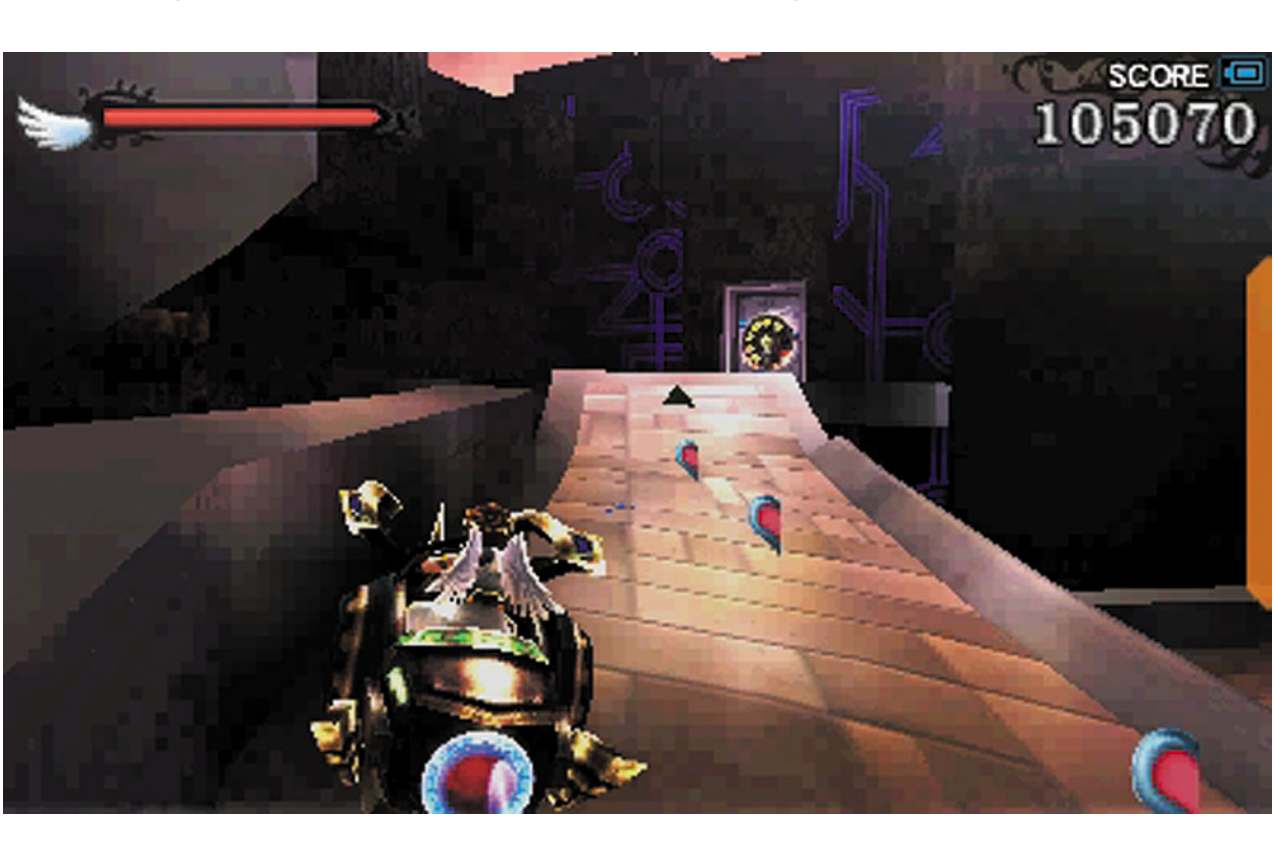

SCORE 101090

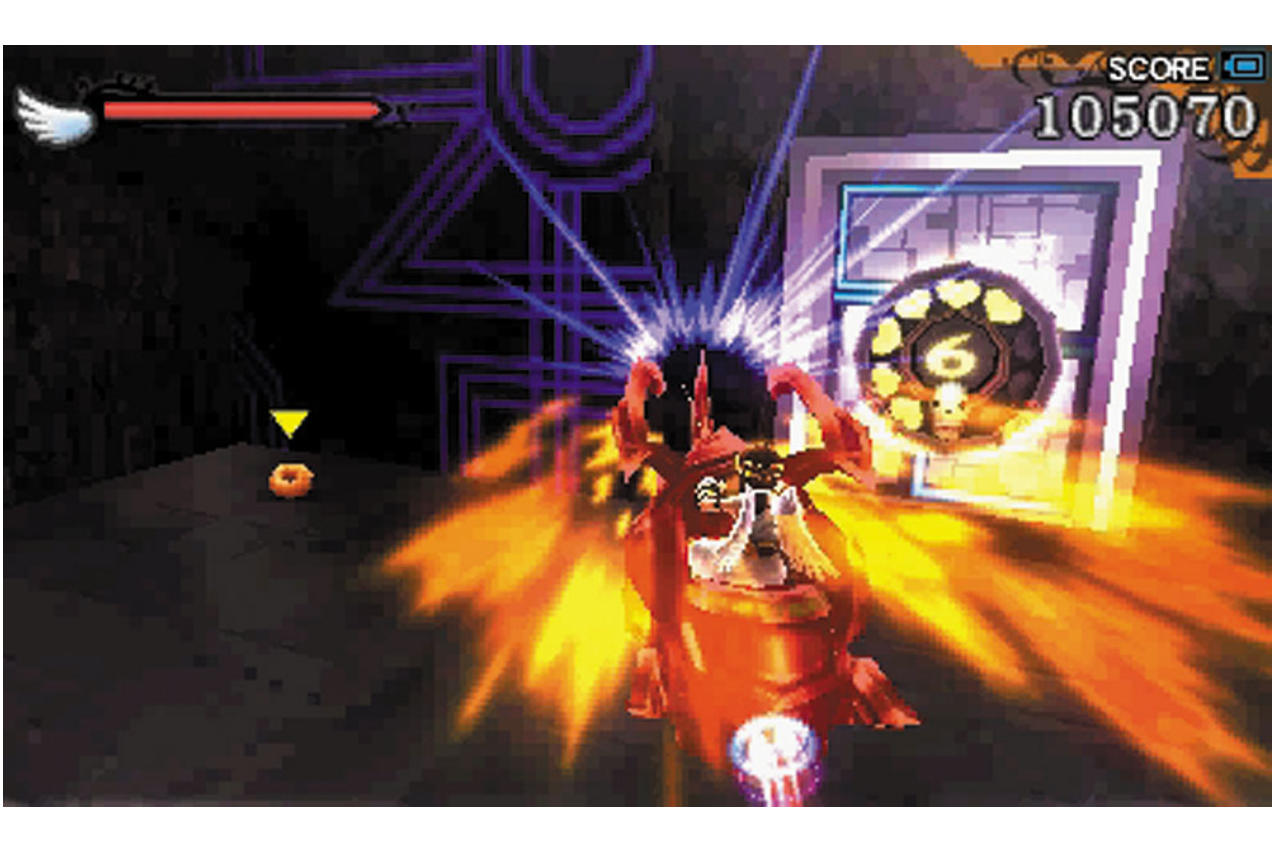

SCORE 101090

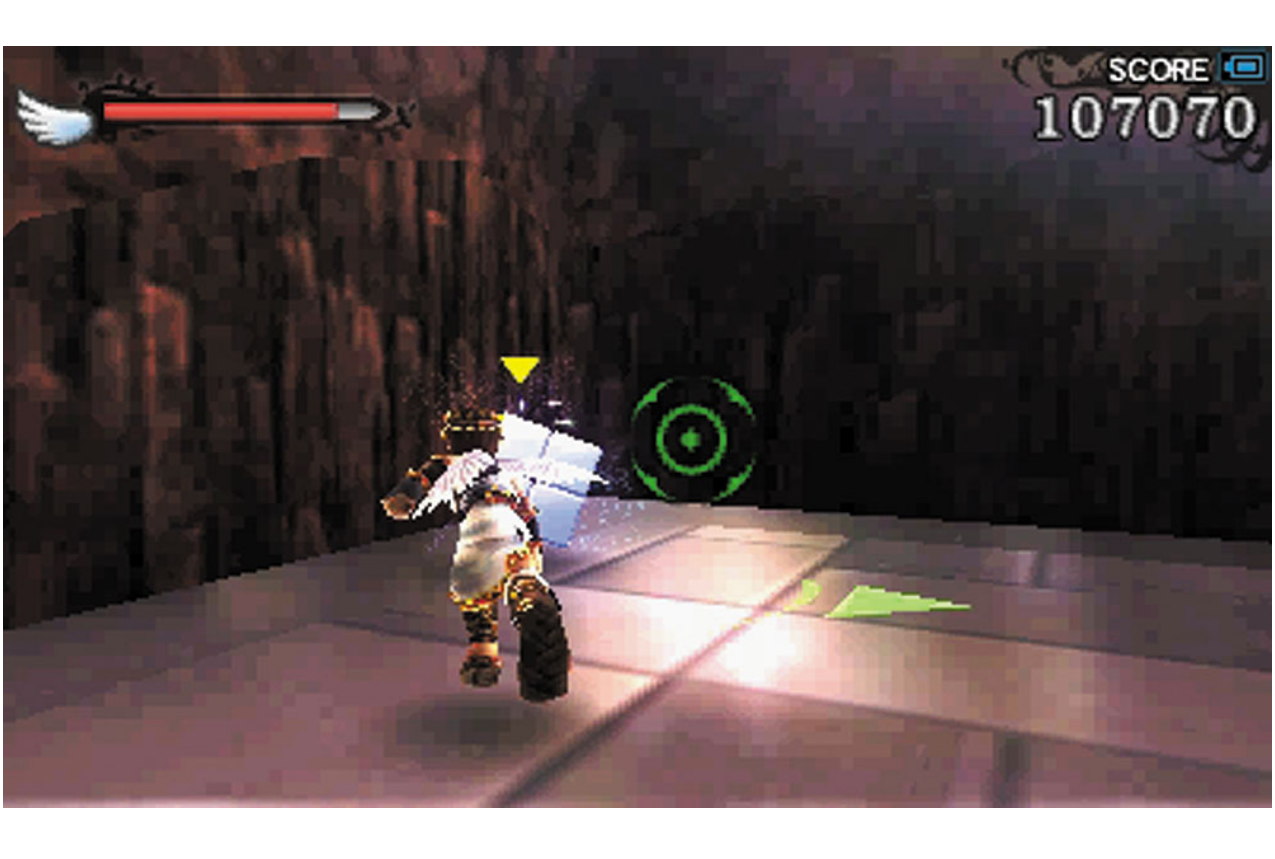
9. This is a difficult jump—no two ways about it. However, it's the only way to grab this treasure chest. You need to use the ramp to get to the ledge itself with the tank. You don't need to use the boost! As long as you get a solid running start at the ramp, and come at it straight on, you should be fine.


SCORE 101090

10. If you've still got an Exo-tank, you can blitz past the enemies on this winding road easily.

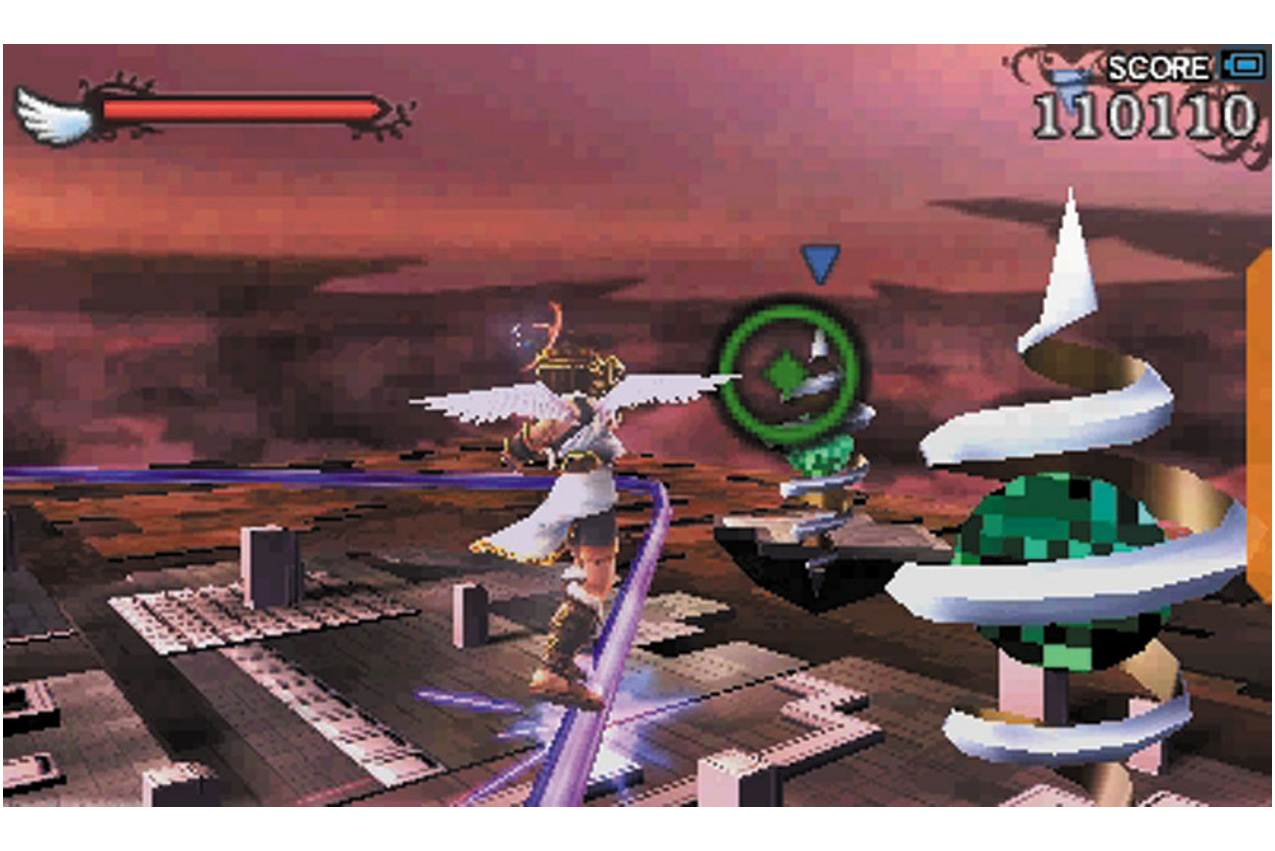

SCORE 105070

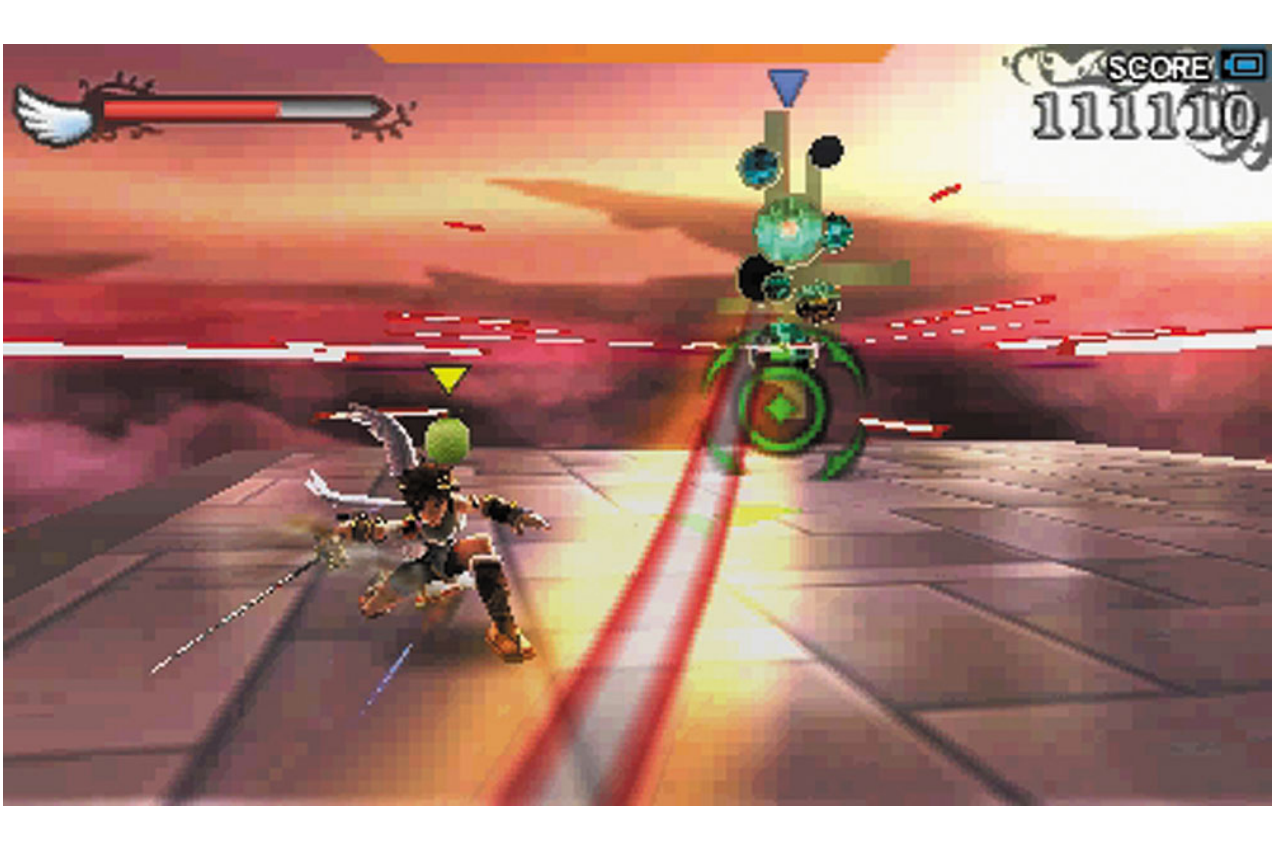

SCORE 105070


SCORE 107070

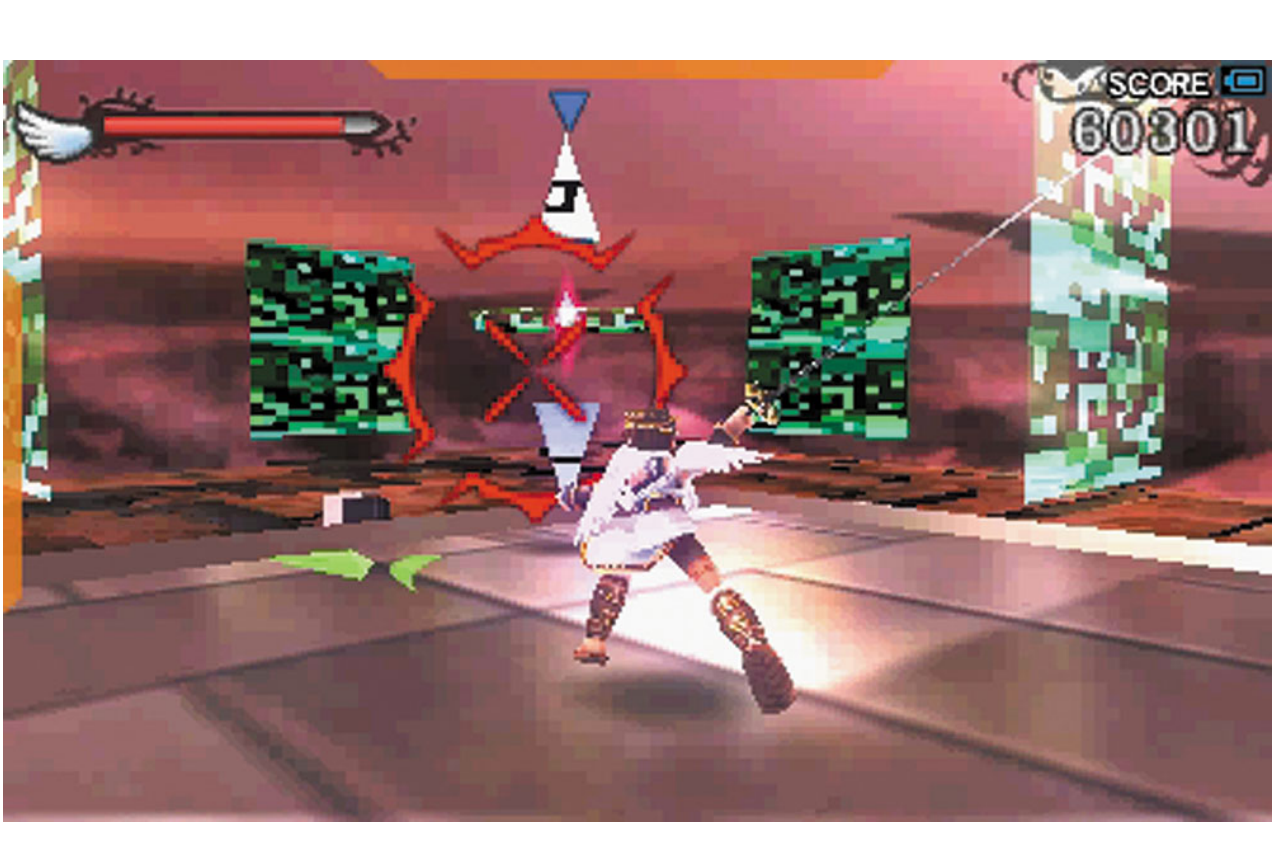
11. This side ramp can be used by an Exo-tank to enter a Level 6 Intensity Gate. Don't miss the treasure chest in the corner of this room.

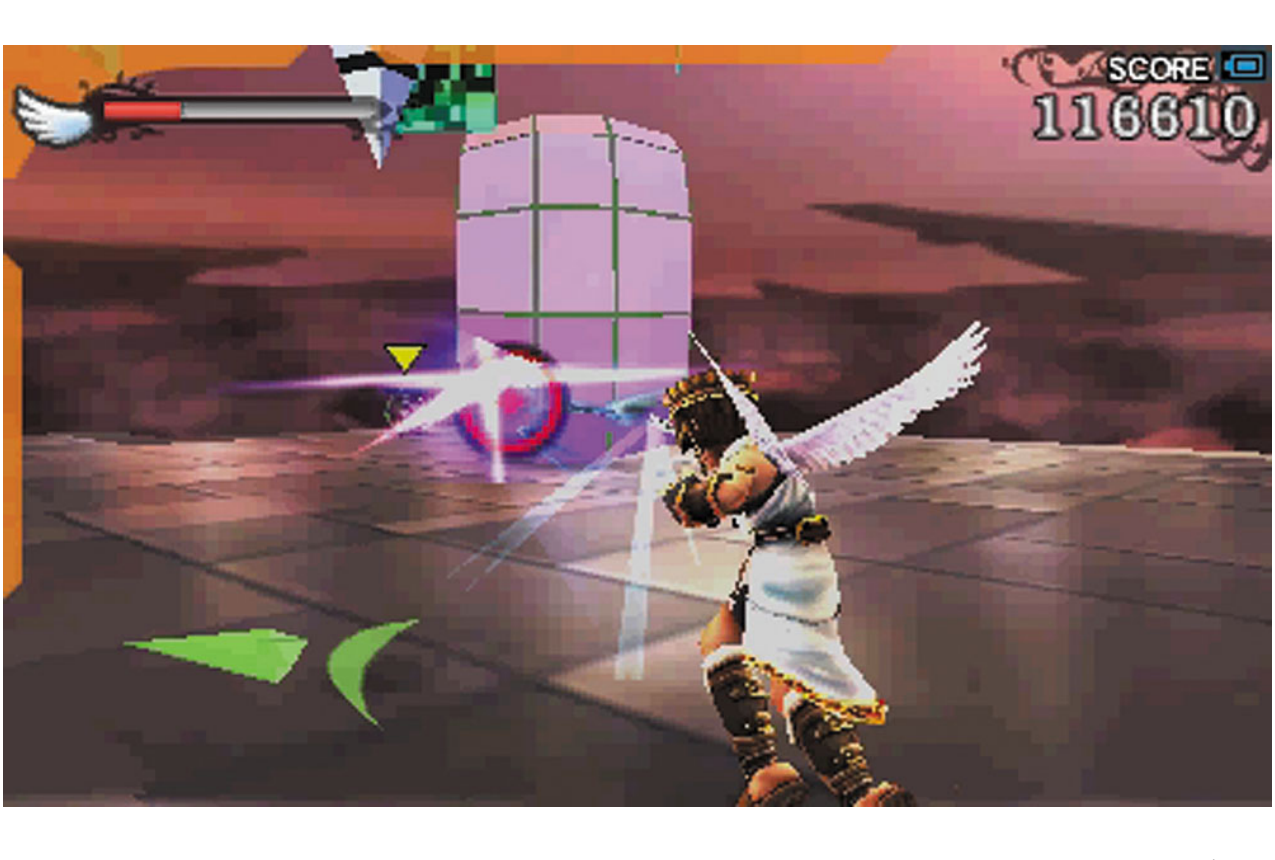
SCORE 108610
The nerve of those Aurum! How dare they mess with your godly powers?


SCORE 110110


SCORE 111110

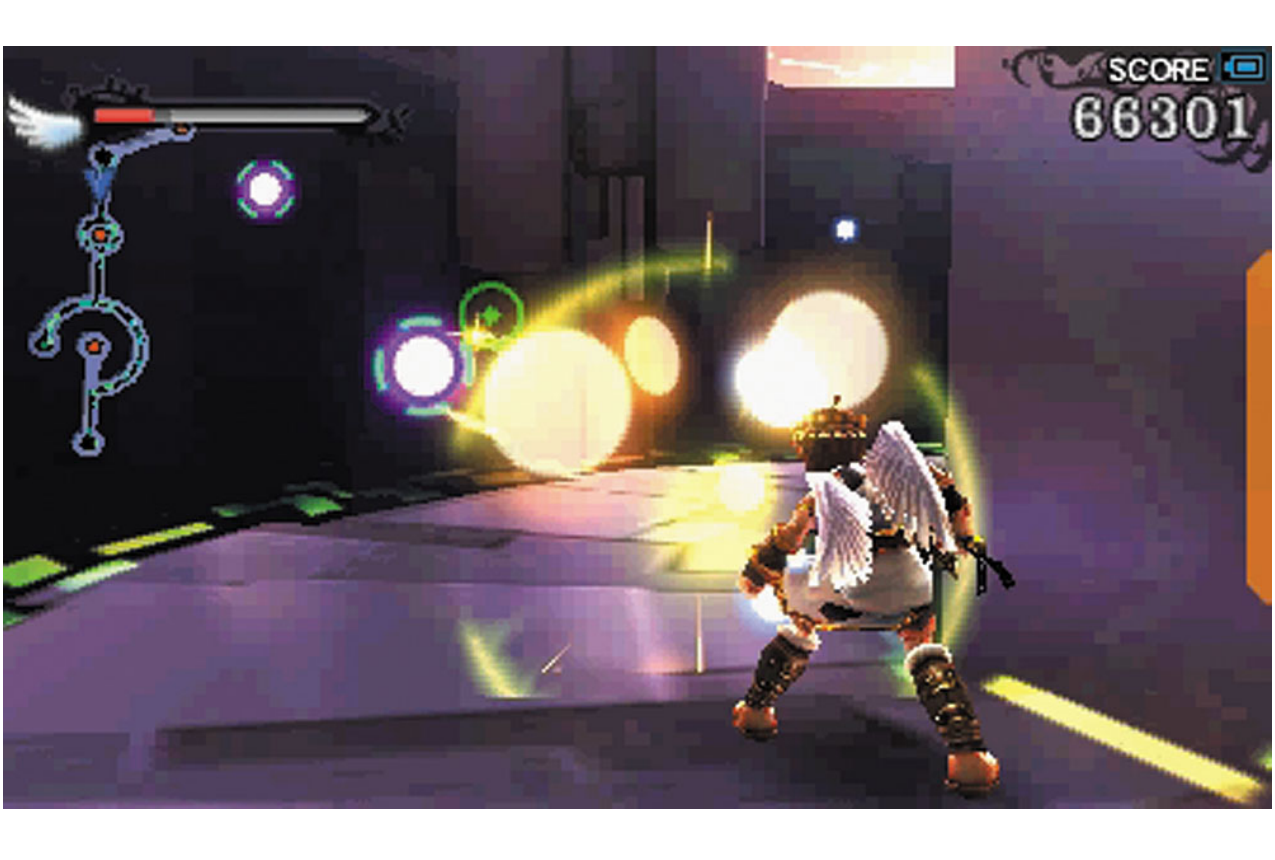
12. After a grind rail ride you arrive on this island and are confronted by a Baglo. This enemy absorbs any attack and responds with a vicious counterattack. Do not take Baglos lightly. Defeating the Baglo in this location causes the Treasure Box to spawn.


SCORE 60301

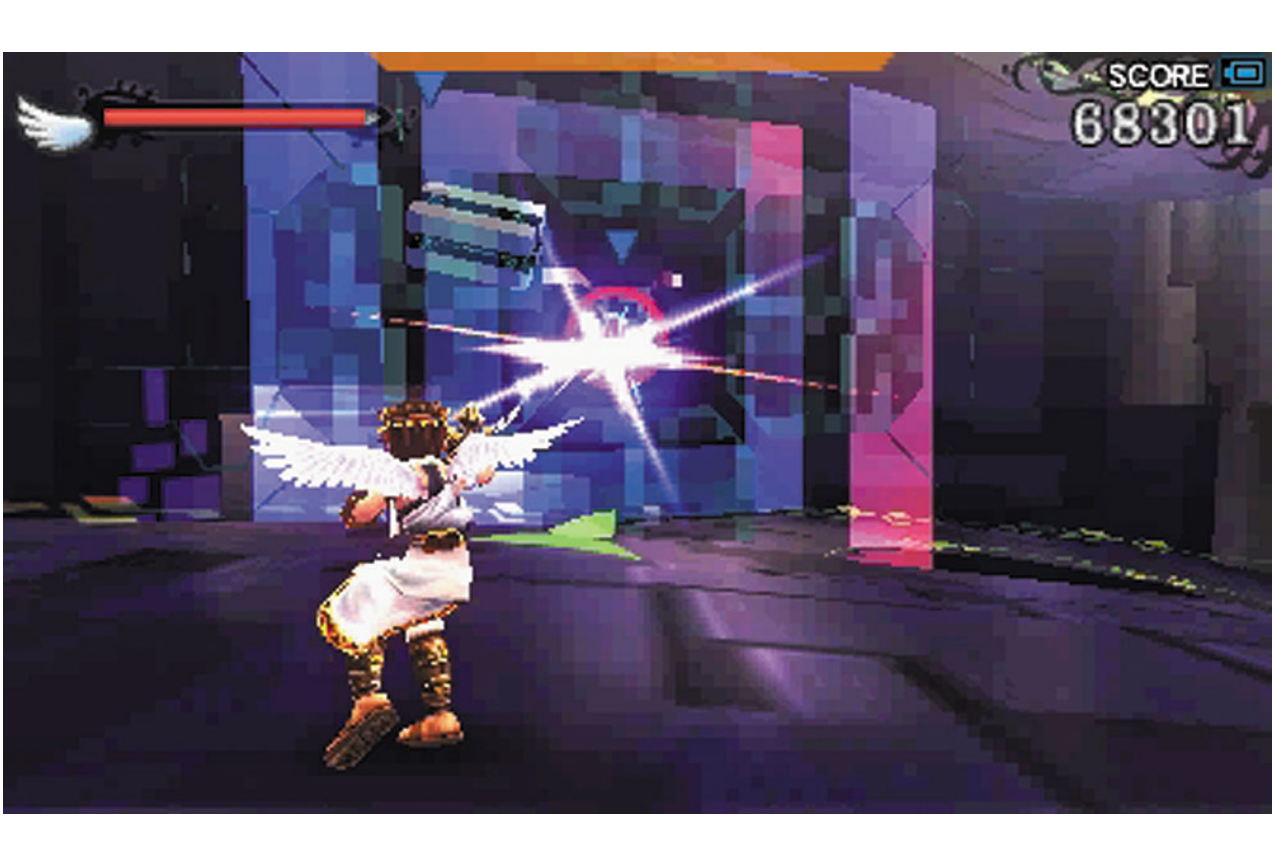

SCORE 116610

13. A Xoneme attacks your landing spot near the exit to this stage, while a pair of Kolmas roll around the lower level. Don't take the Kolmas lightly, they do heavy damage every time they roll into you, and with a pair of them on the field, it's a quick way to get finished. Defeating all the enemies in this location causes the Treasure Box to spawn.

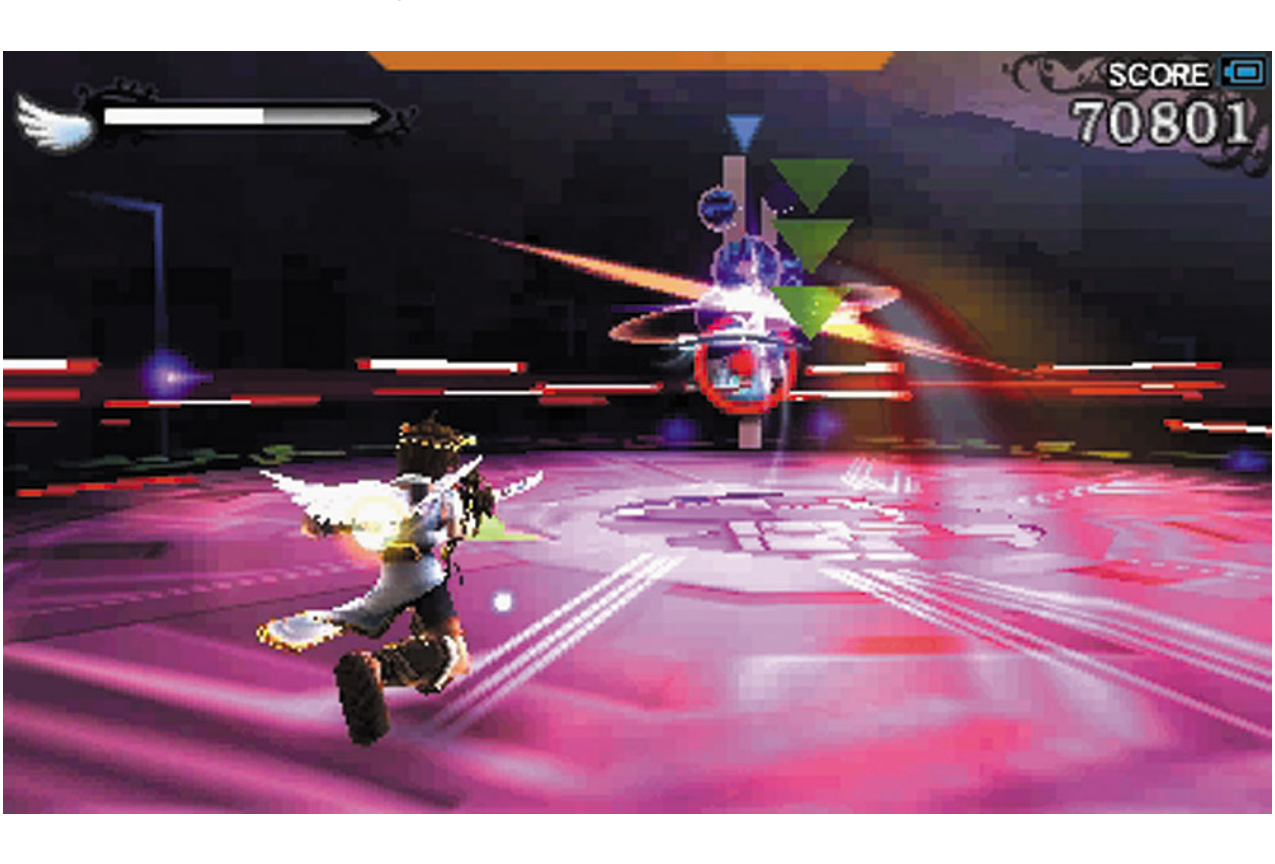
SCORE 64701
Get in here, boys! It's time for some Underworld Army action!


SCORE 66301

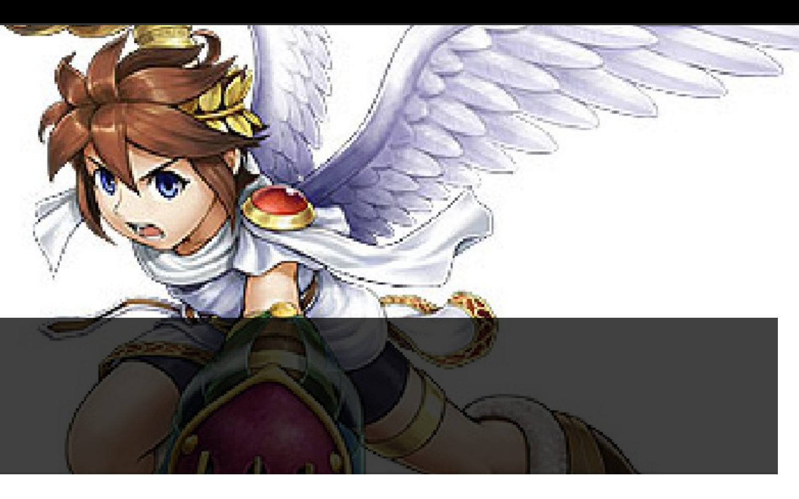
14. This last winding walkway to the depths of the tower is the final stretch! Everything the Aurum have shown you so far can be expected to try and block your way here.


SCORE 68301

Rezdas make an appearance here, acting a shield for Jyok to blast at you in relative safety.

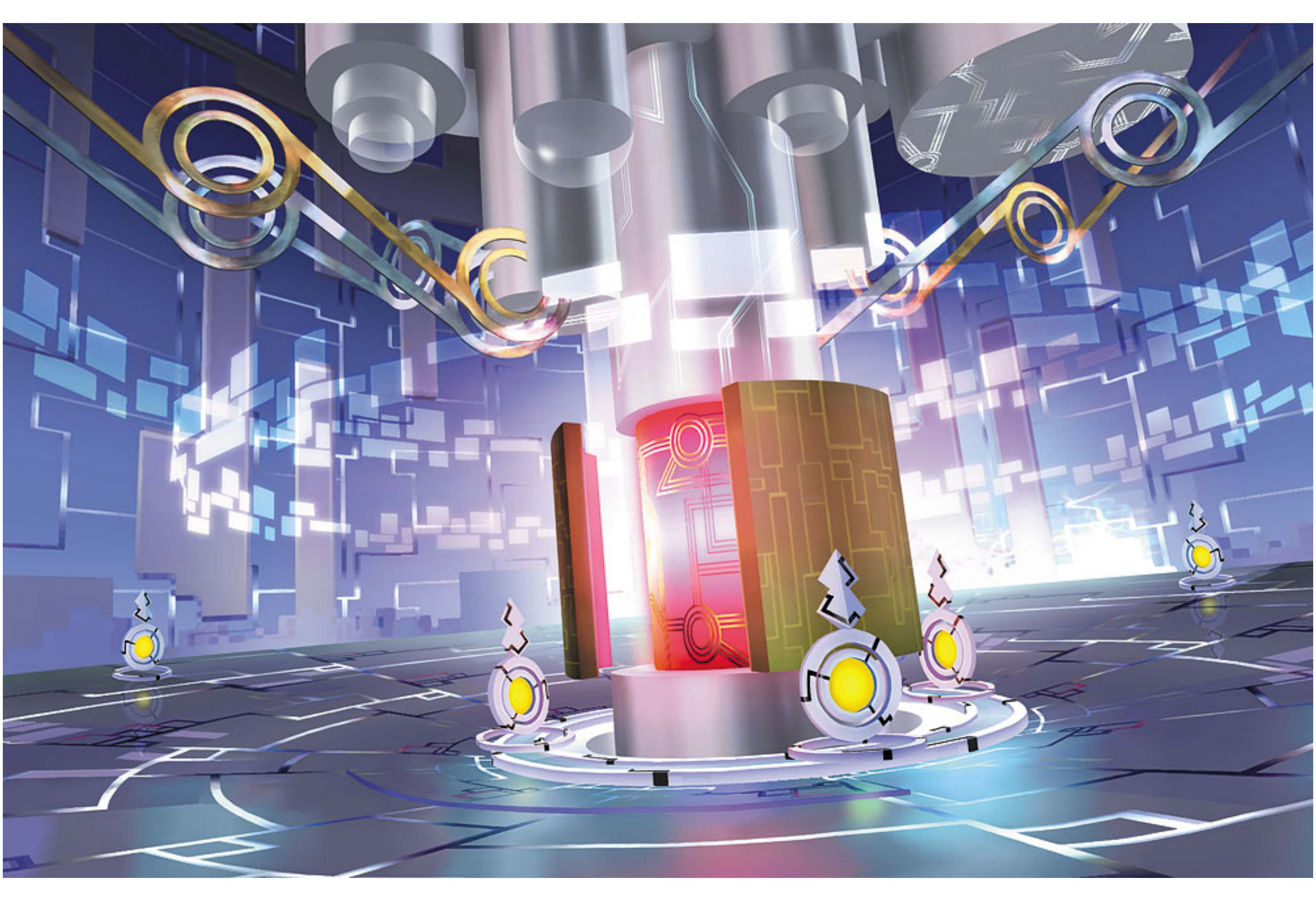

SCORE 70801

The bottom of the tower has an elevator that takes you to the Aurum Core, but it's guarded by a Baglo. It's probably for the best if you just collect the Drink of the Gods and step into the elevator without provoking the Baglo.

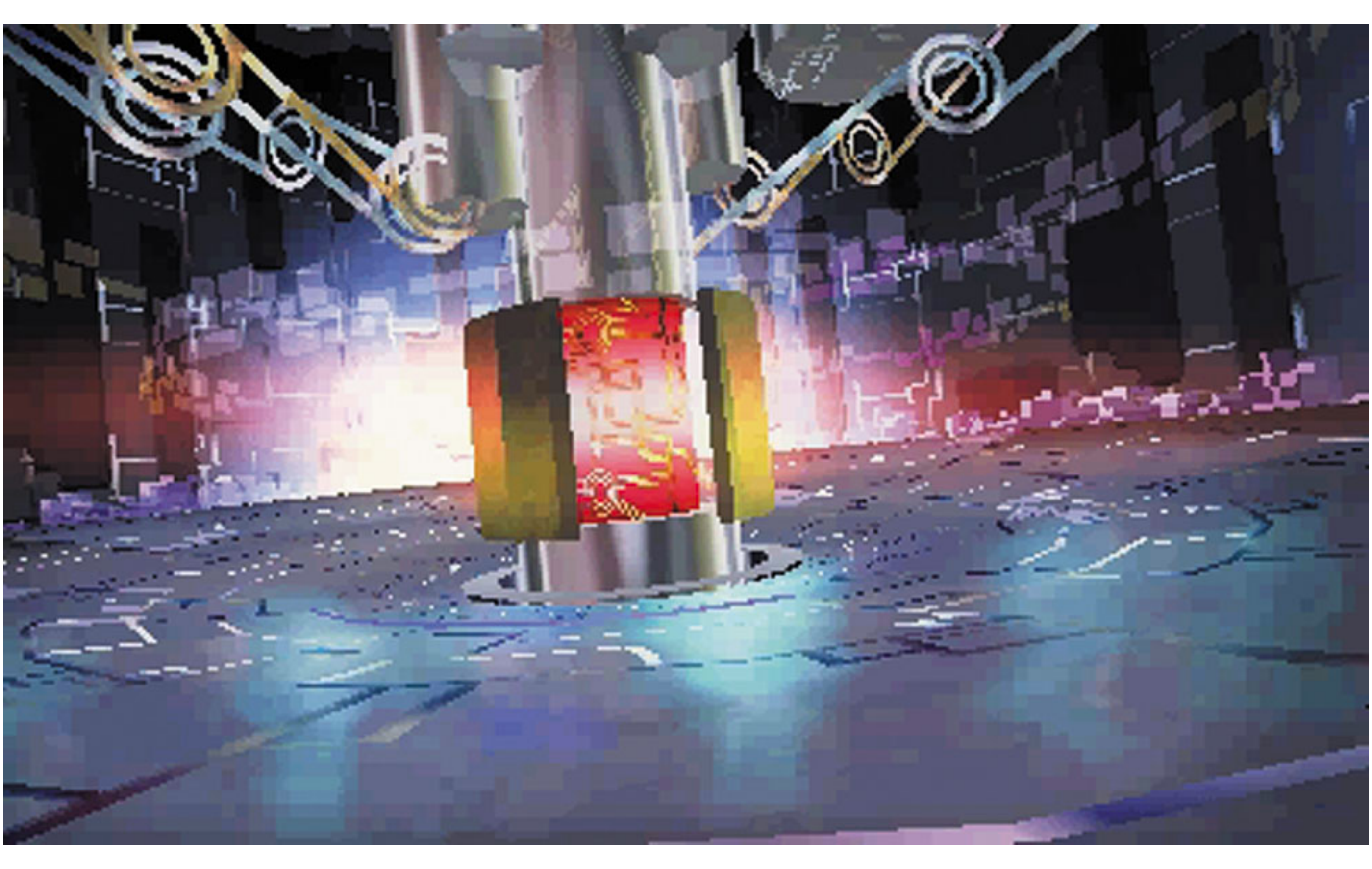


Chapter 15: Mysterious Invaders

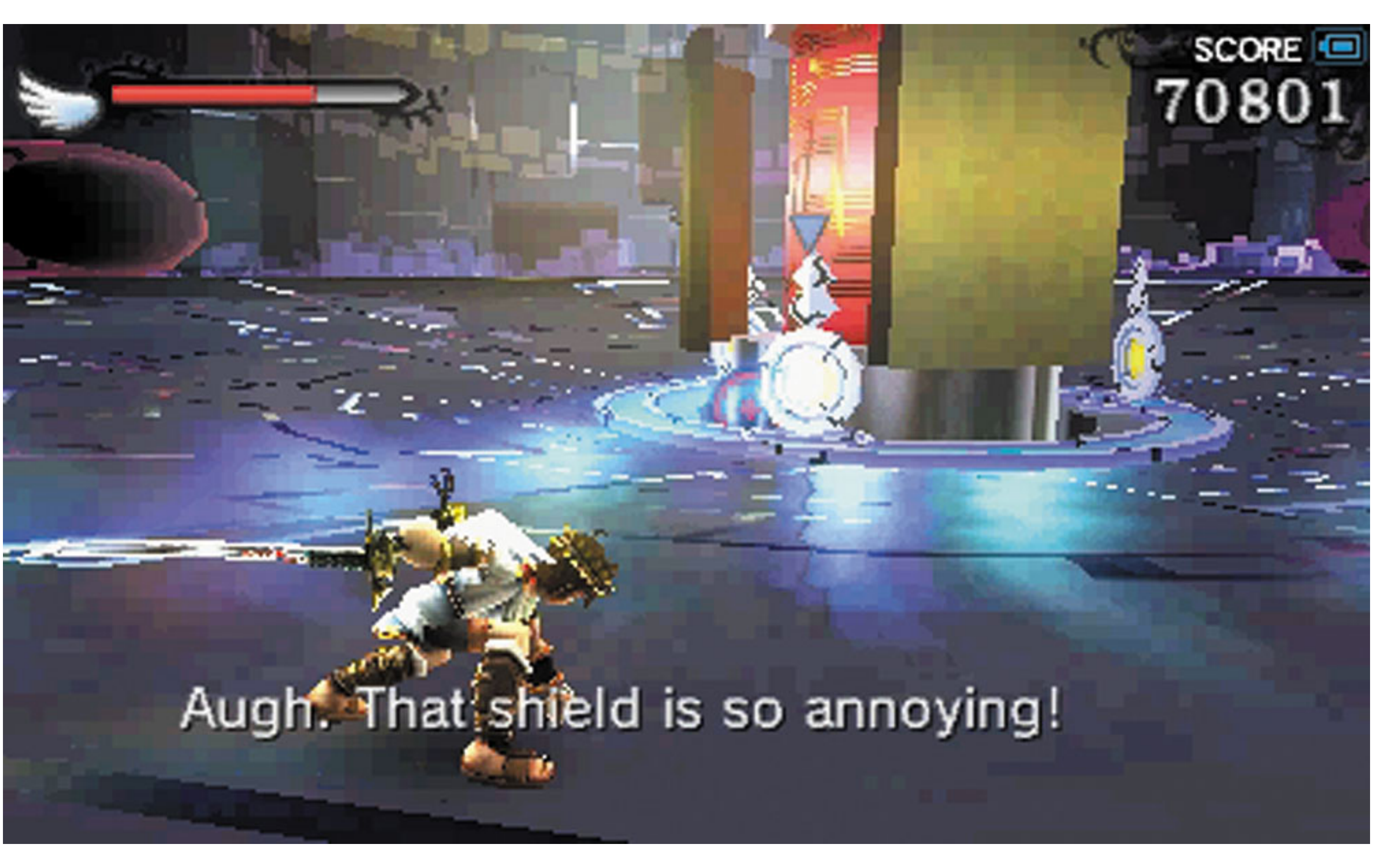
Boss Battle: Aurum Core



Health Range	
Min Health	Max Health
276	1104



After the fast-paced, adrenaline-soaked battle with Phosphora, the Aurum Core is much less intimidating. Protected by a rotating set of impenetrable barriers, the core otherwise starts off seemingly undefended.


SCORE
70801
Augh! That shield is so annoying!

SCORE
70801

SCORE
70801

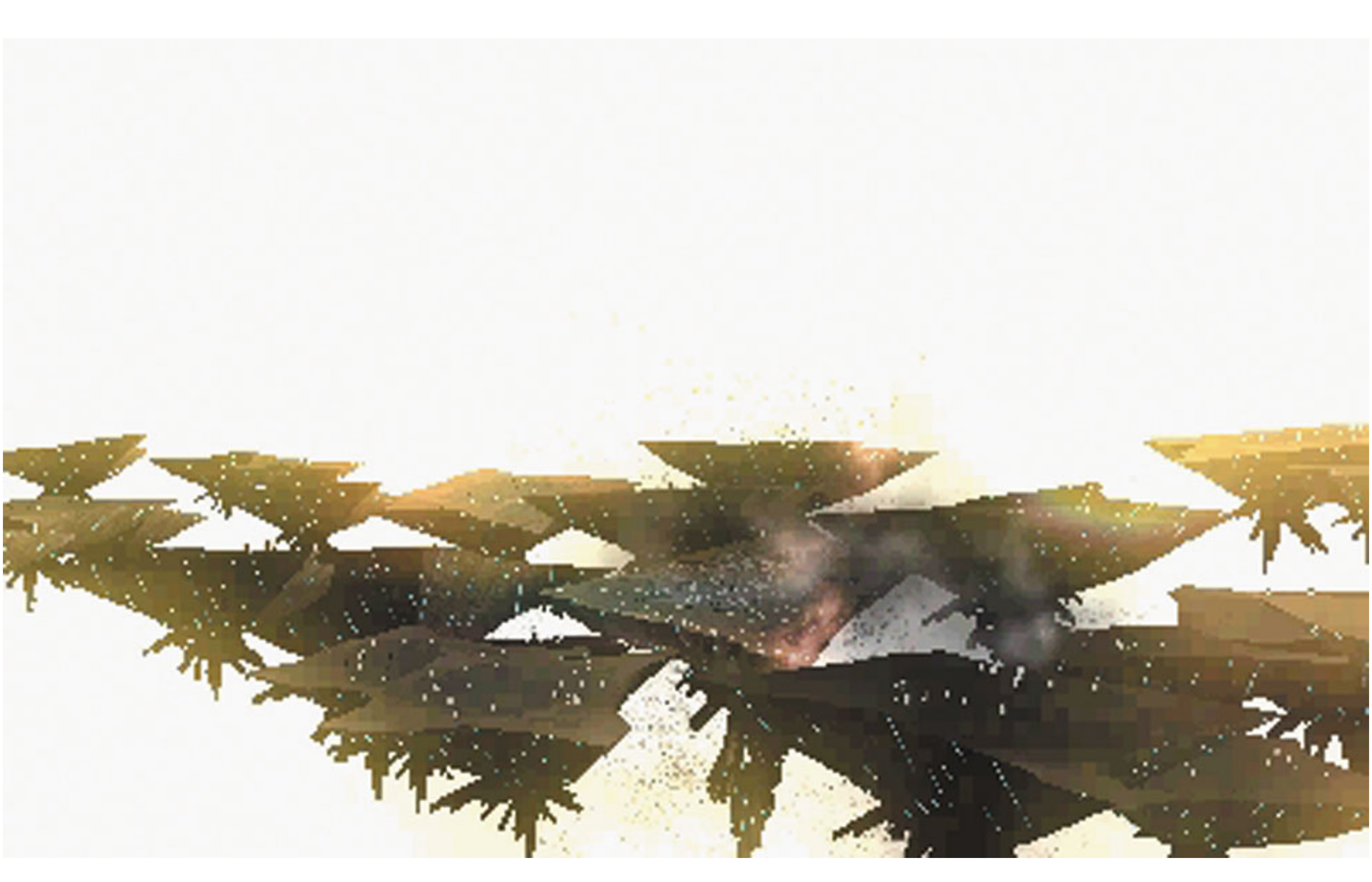
Of course, when the battle begins, the defenses make their presence felt. A series of constantly regenerating turrets line the core and the walls to the room and fire energy blasts at Pit. The floor also becomes a weapon, with sections of it glowing. Touching those glowing panels results in a bit of a shock.

SCORE
70801
Isn't that sweet. And by "sweet," I mean DISGUSTING!

SCORE
70801
Where were we?

SCORE
120801

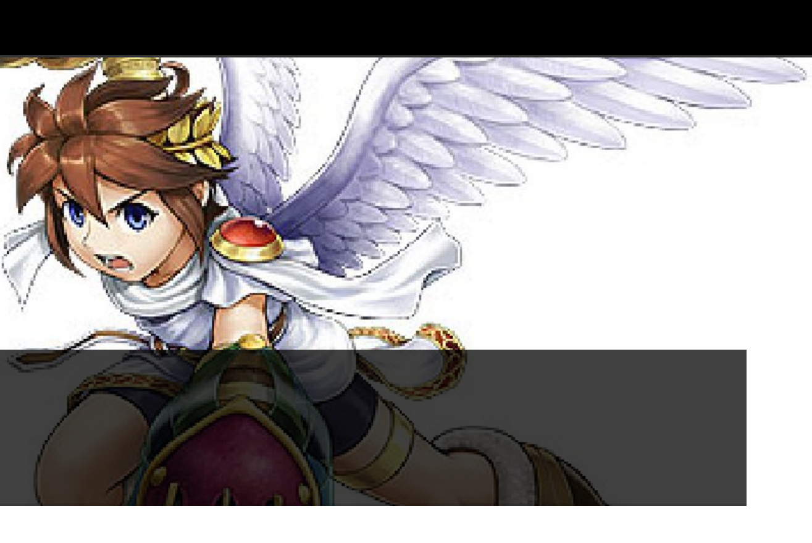
It's a smart bet to clear out as much of the defenses as you can before laying into the core, if only to avoid having to deal with too much incoming fire. Even without turrets, the core can still fight back by exerting a gravity field that pulls you closer to it, where it can then discharge its energy as an attack. Beyond heeding these warnings, the Aurum Core battle is about patience and attentiveness. Shoot the core when you have an opening, don't allow Pit to stray onto any of the electrified panels, and try to keep the defense turrets to a minimum and you should be fine.



You all right there, citizen?

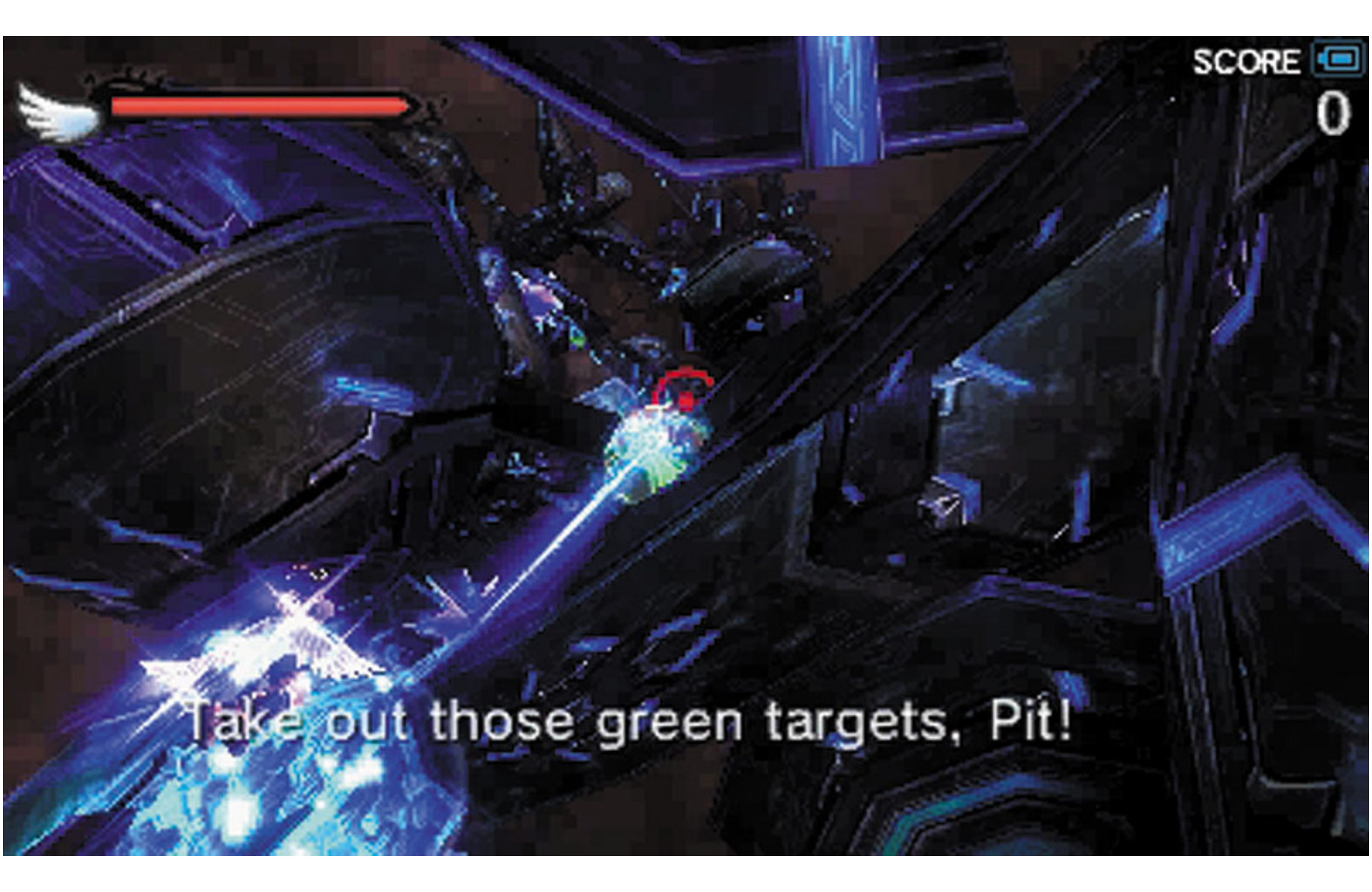
Pyrrhon senses danger. And now...
Pyrrhon sees it.

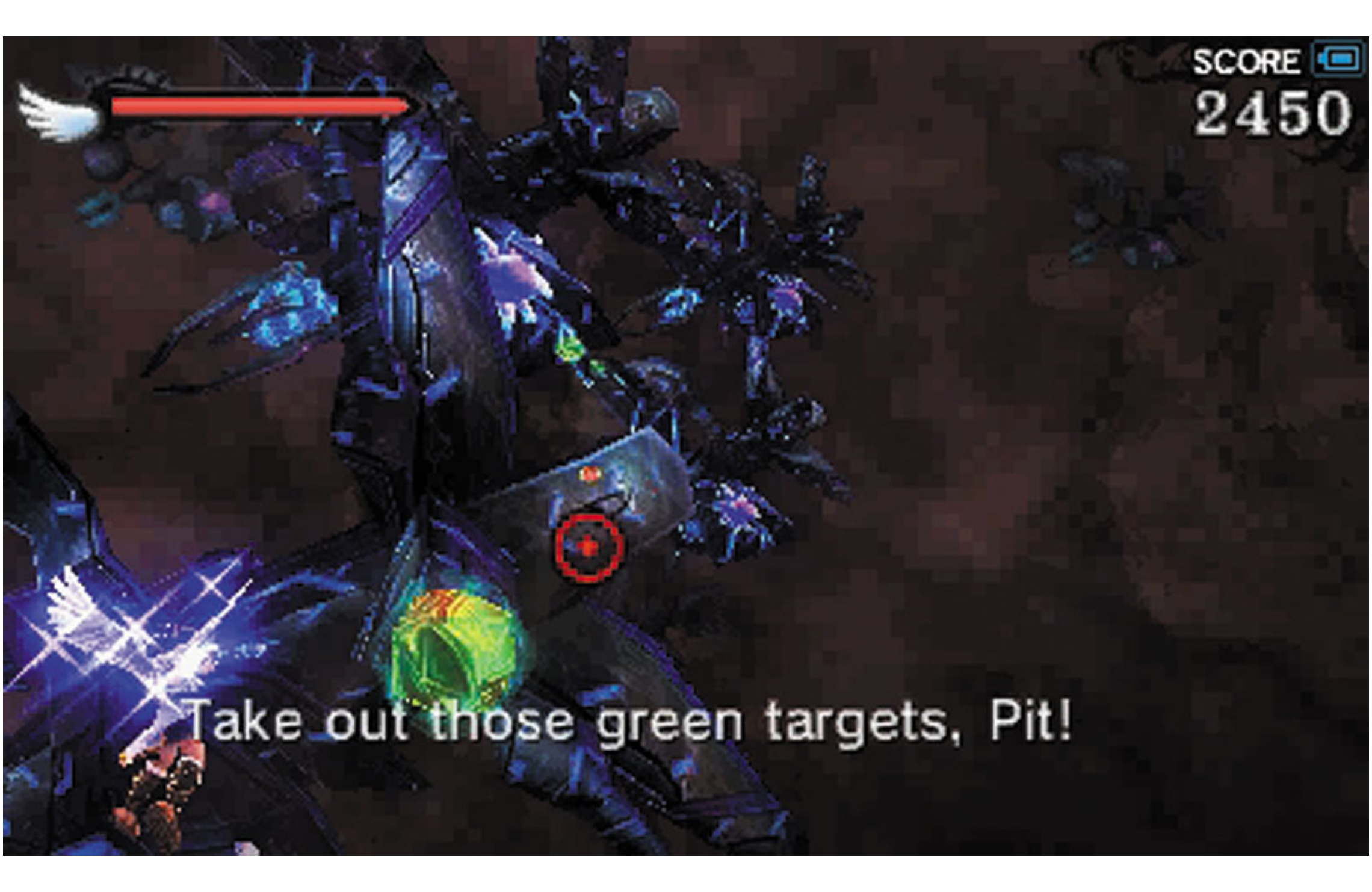
After destroying the core, the island it powered predictably begins to collapse back toward the planet. Pyrrhon rescues Pit from the dying ship, but it's clear that the battle is far from over.



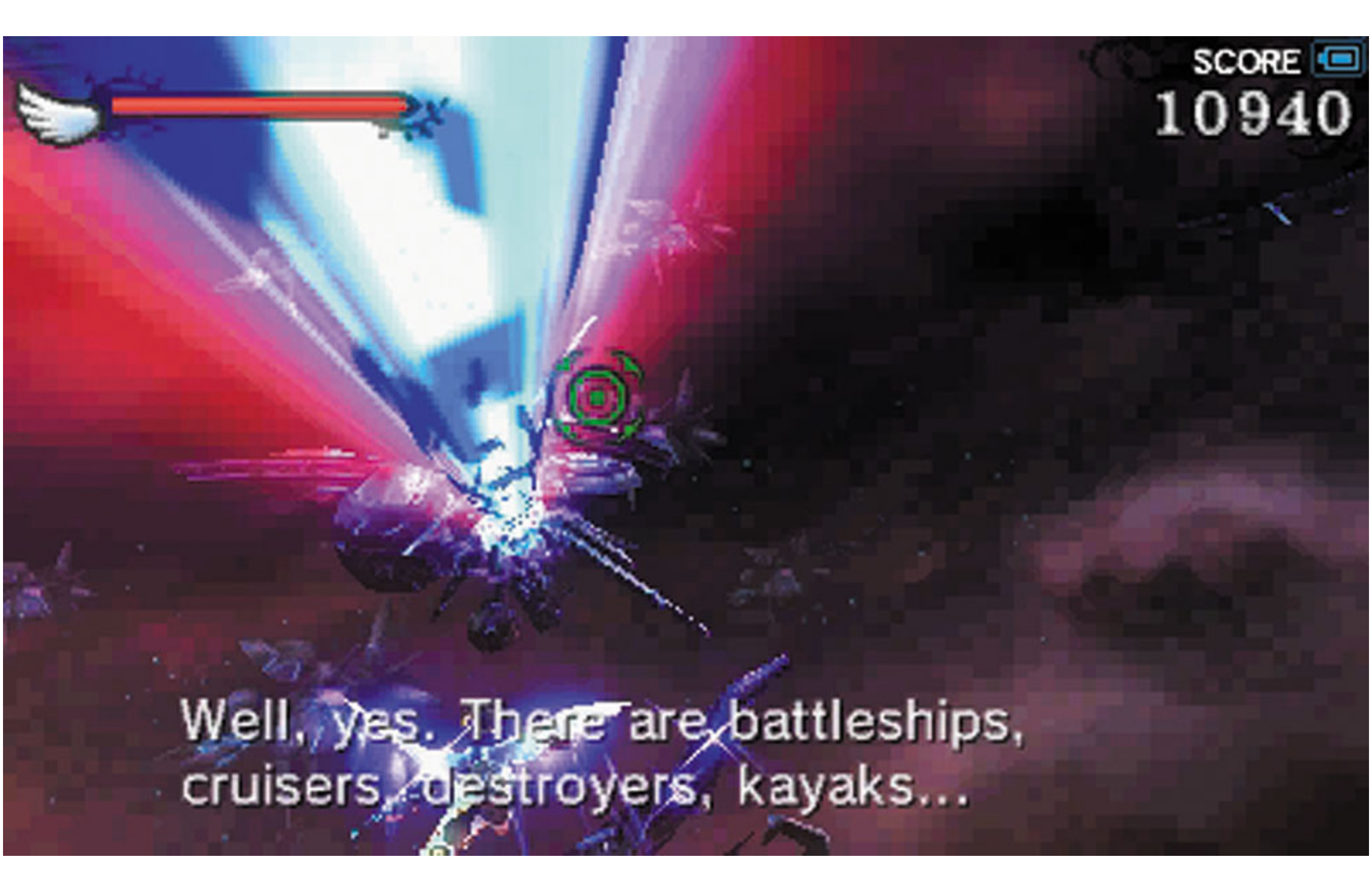
Chapter 16: The Aurum Hive

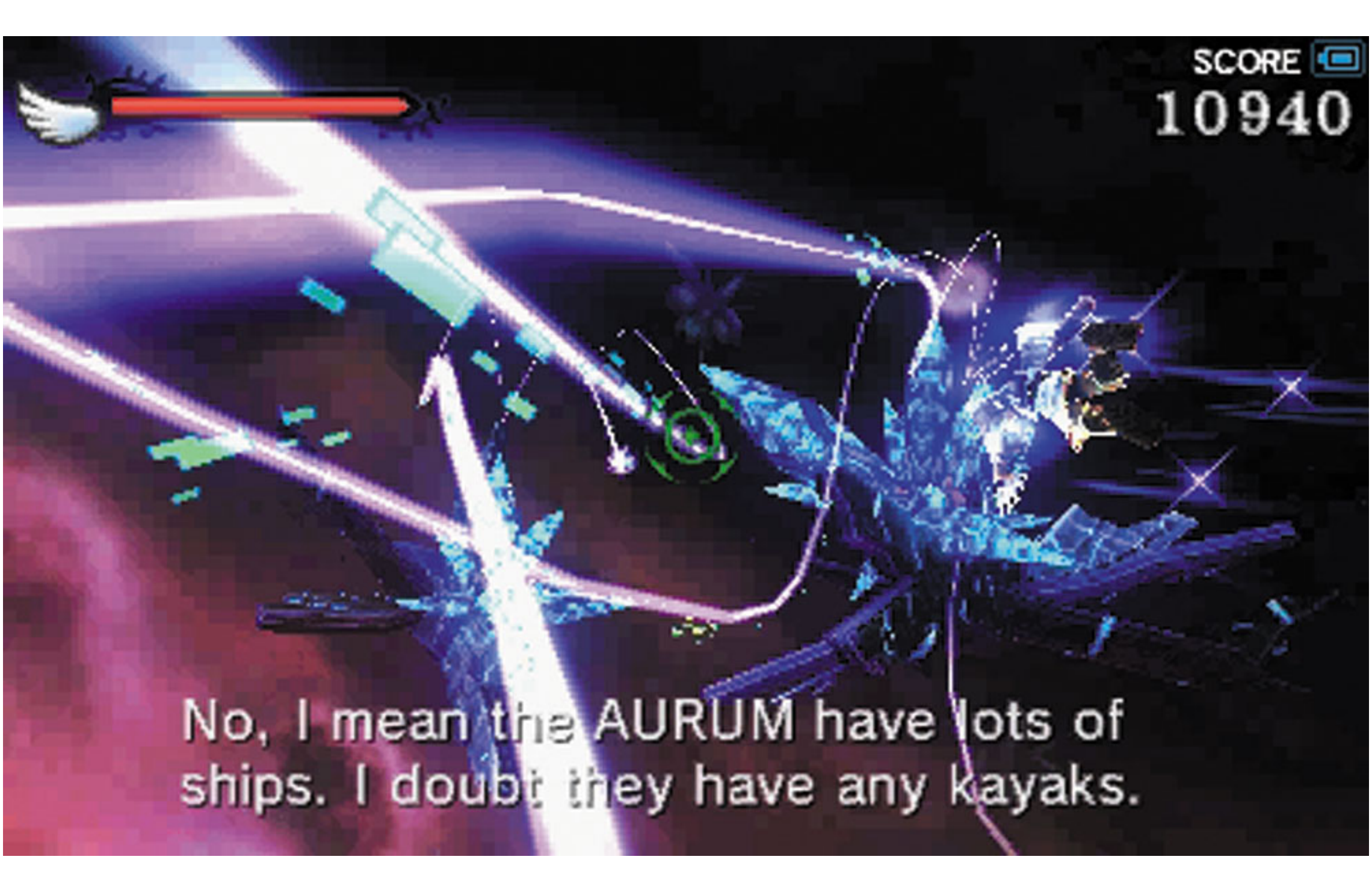
Air Battle


SCORE
0
Take out those green targets, Pit!

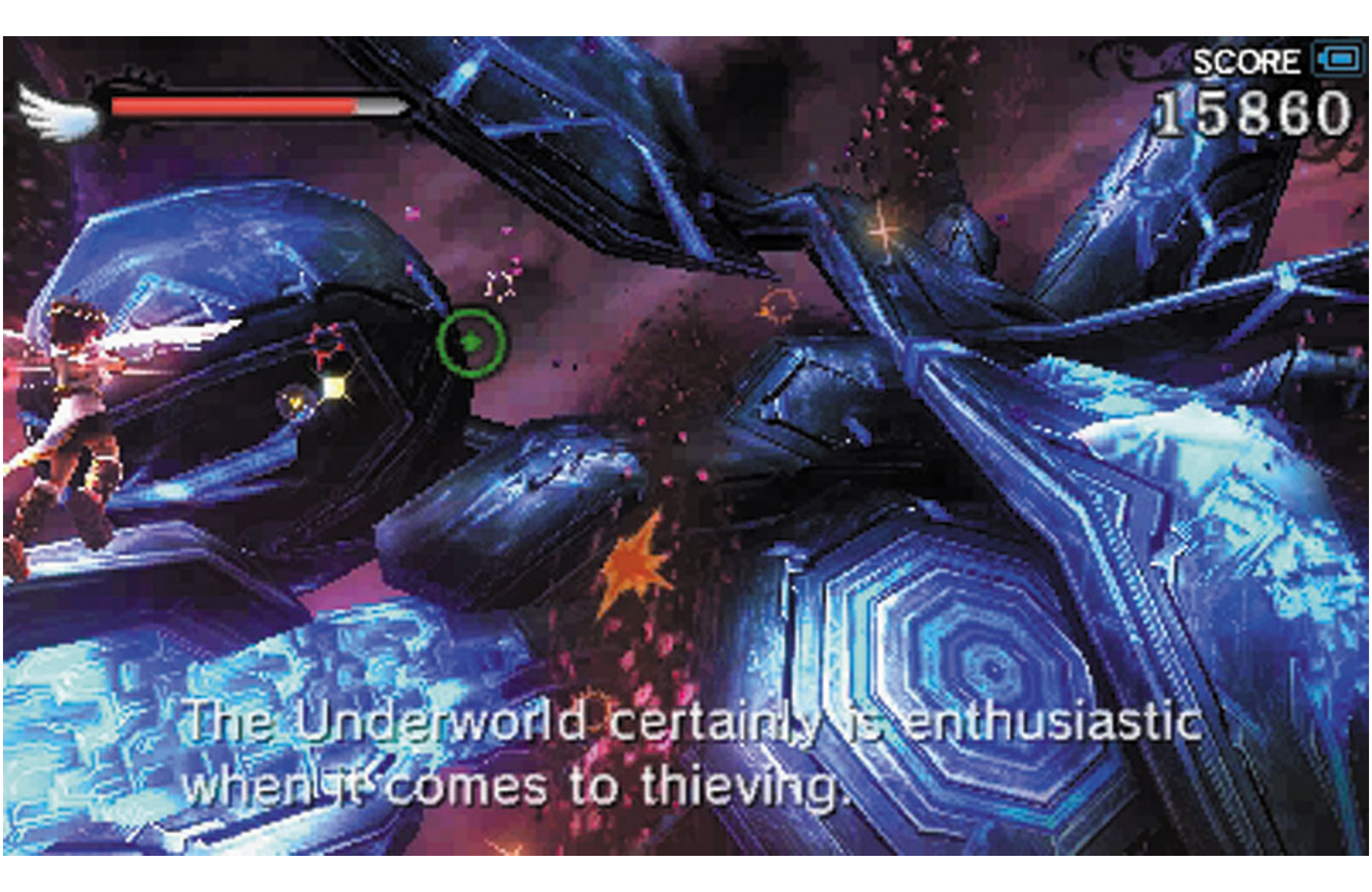

SCORE
2450
Take out those green targets, Pit!

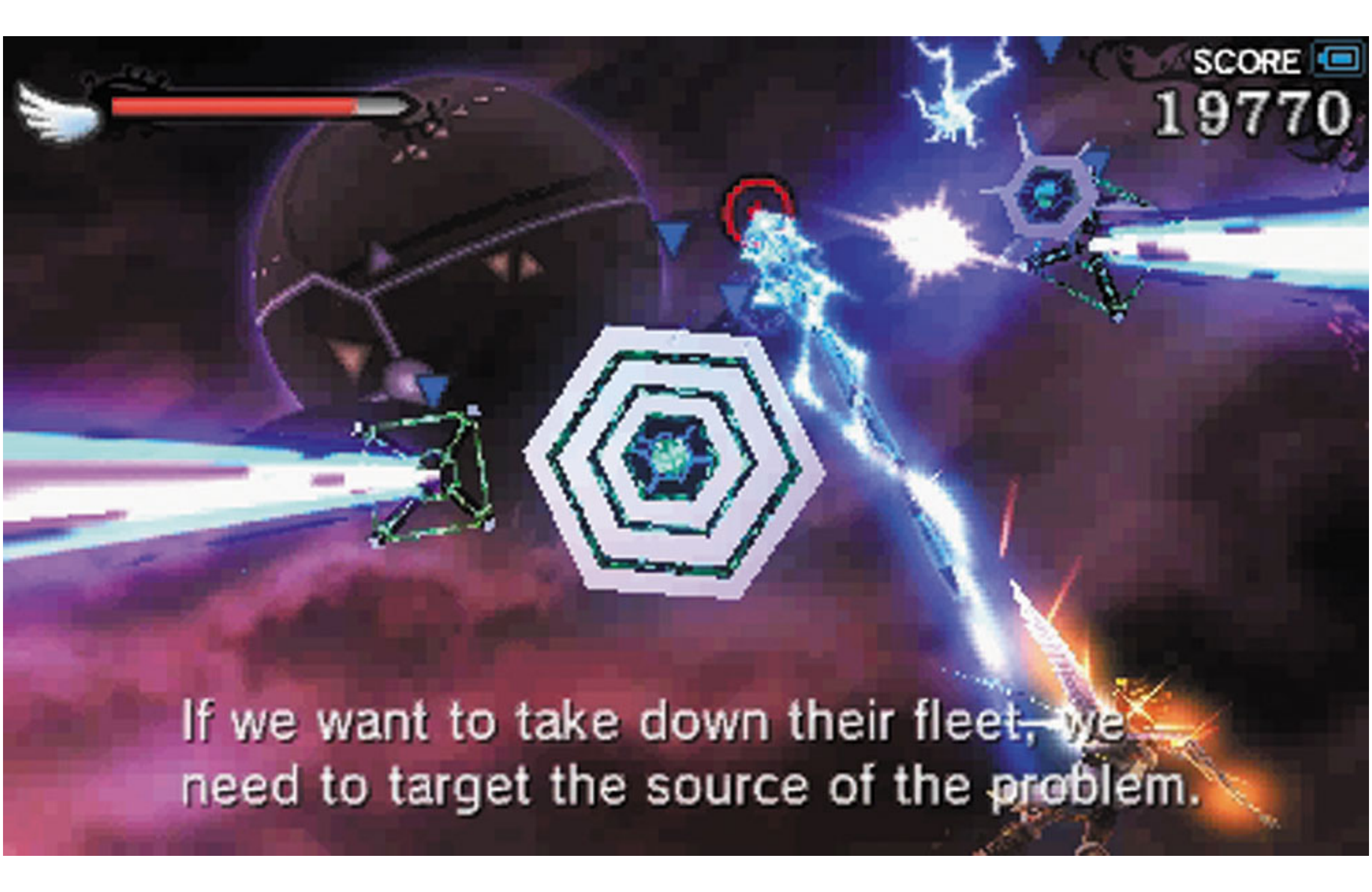
The Aurum have been weakened with the loss of their vanguard, but are still a capable opponent. Diving from the doorway, Pit's first targets are the marked weak points on a swarm of Aurum ships.


SCORE
10940
Well, yes. There are battleships, cruisers, destroyers, kayaks...

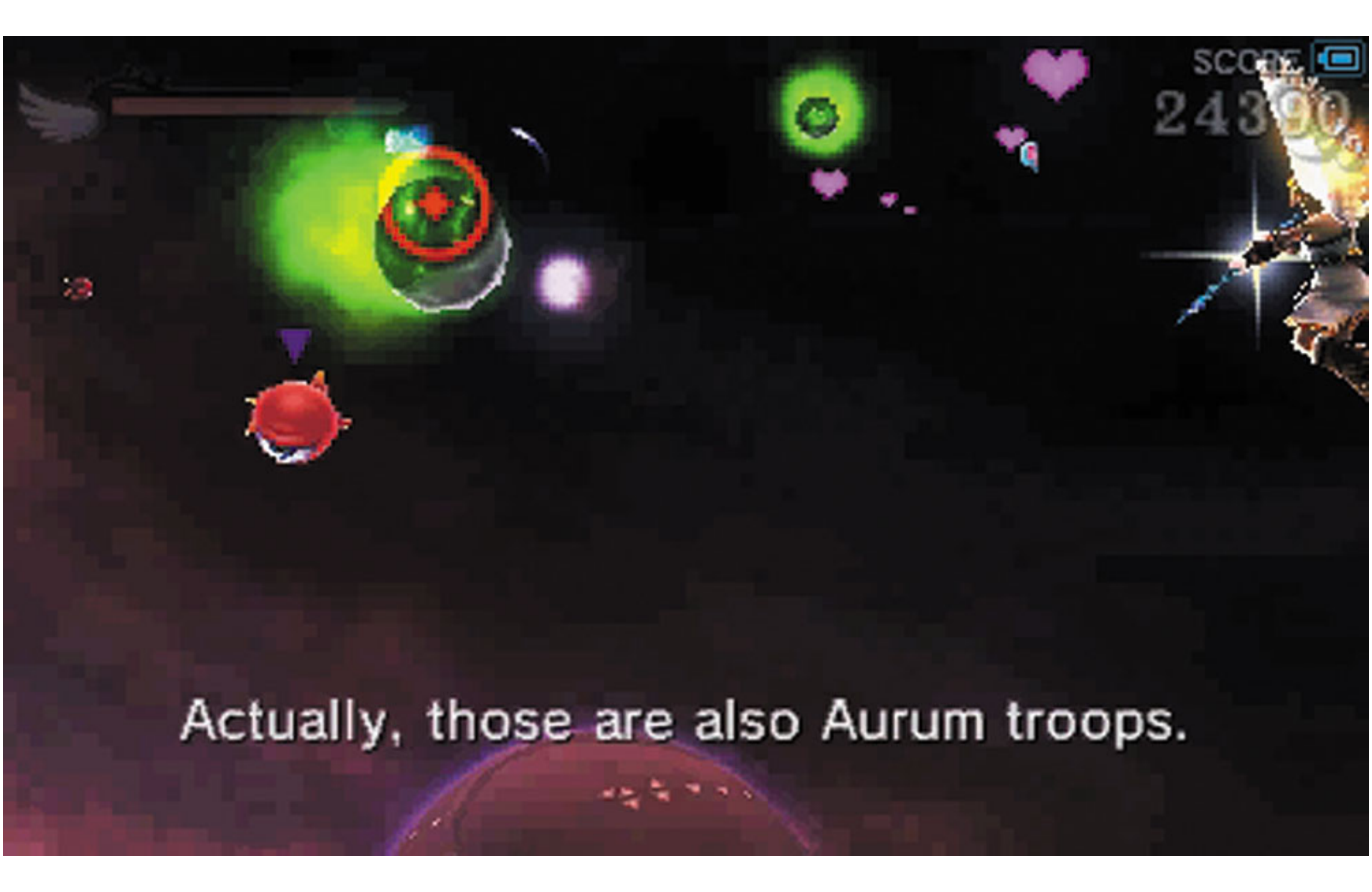

SCORE
10940
No, I mean the AURUM have lots of ships. I doubt they have any kayaks.

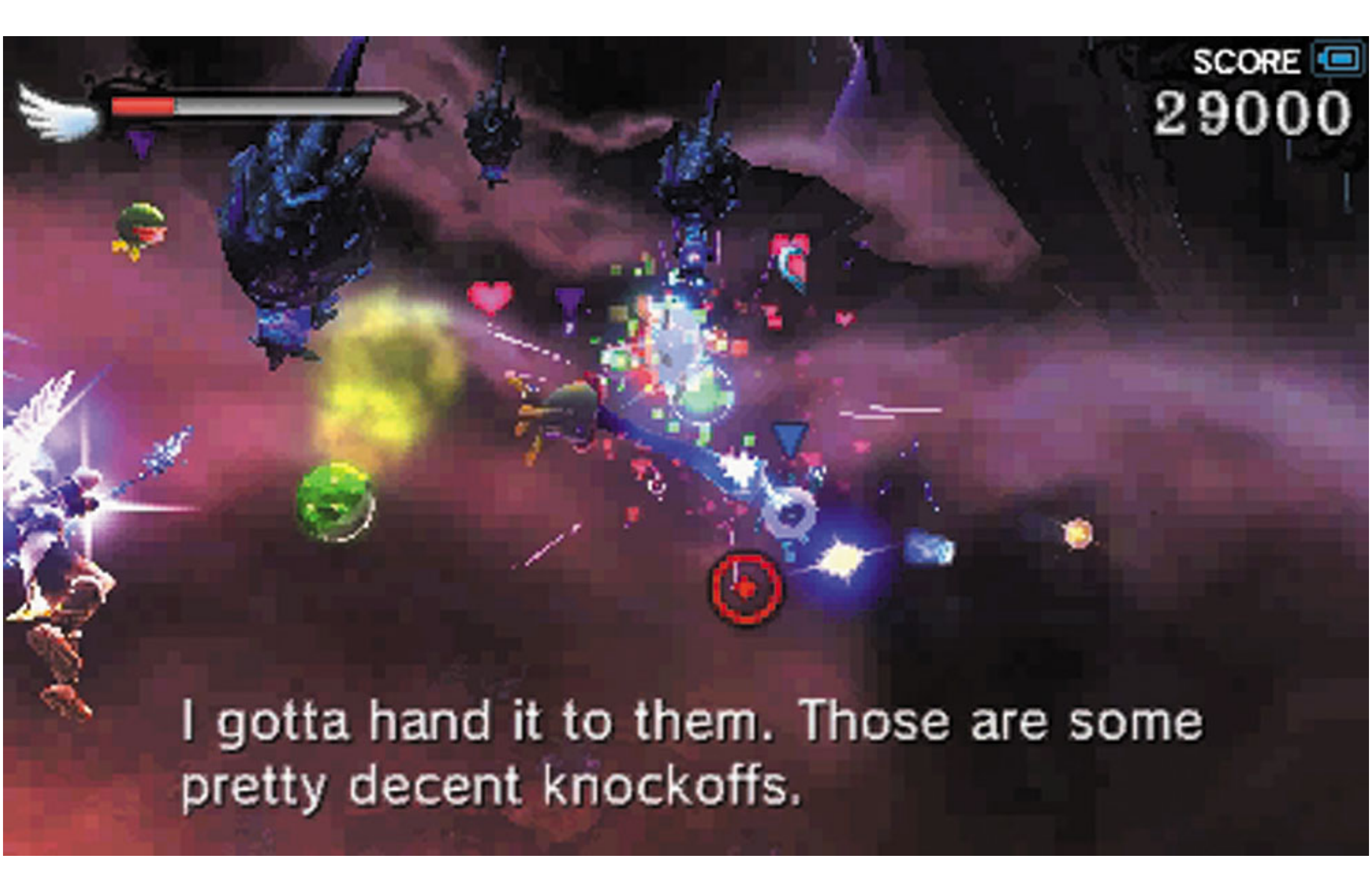
After your first attack on the fleet, the Aurum counterattack is vicious, with ships of all sizes opening fire.


SCORE
15860
The Underworld certainly is enthusiastic when it comes to thieving.

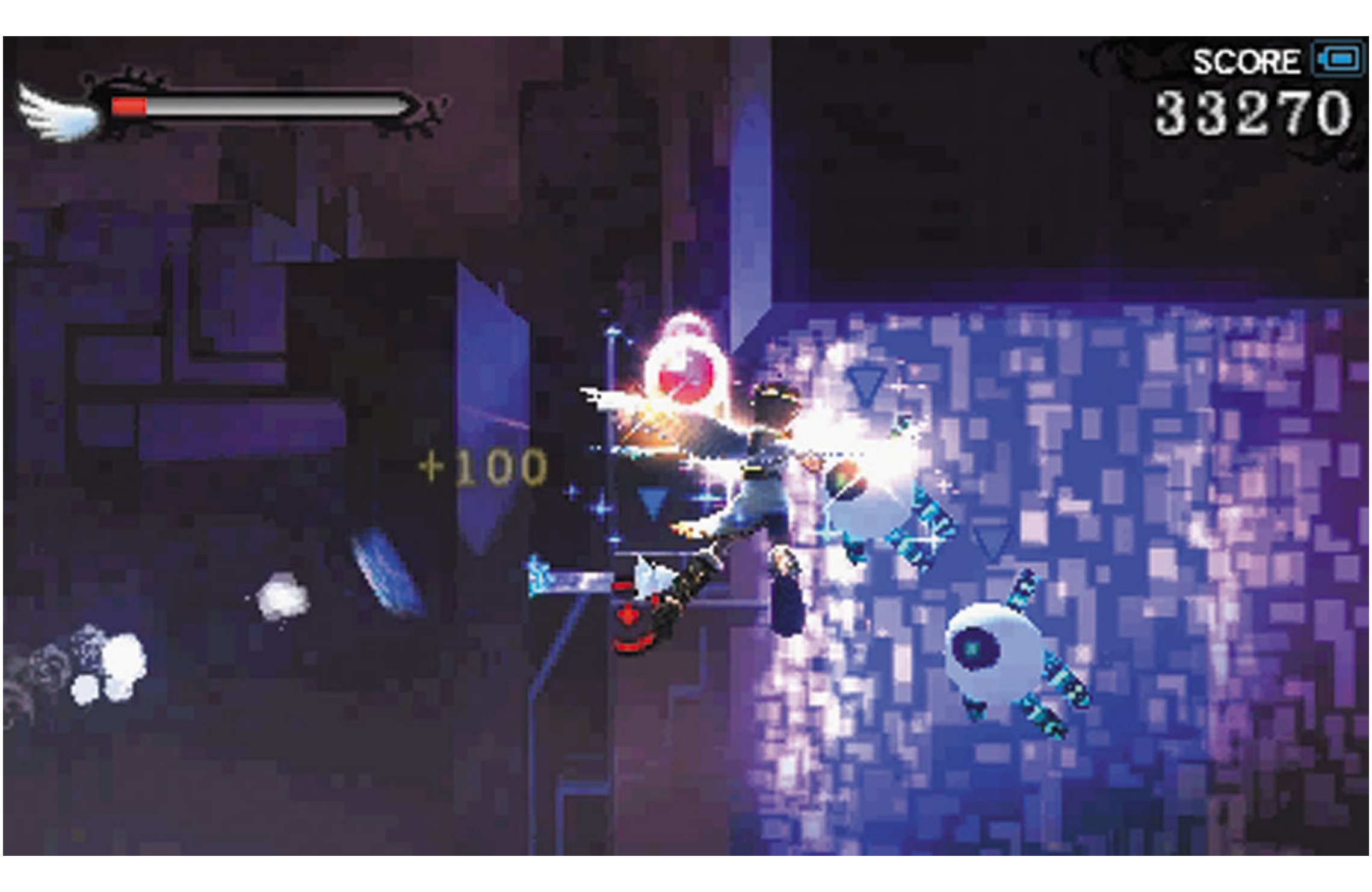

SCORE
19770
If we want to take down their fleet, we need to target the source of the problem.

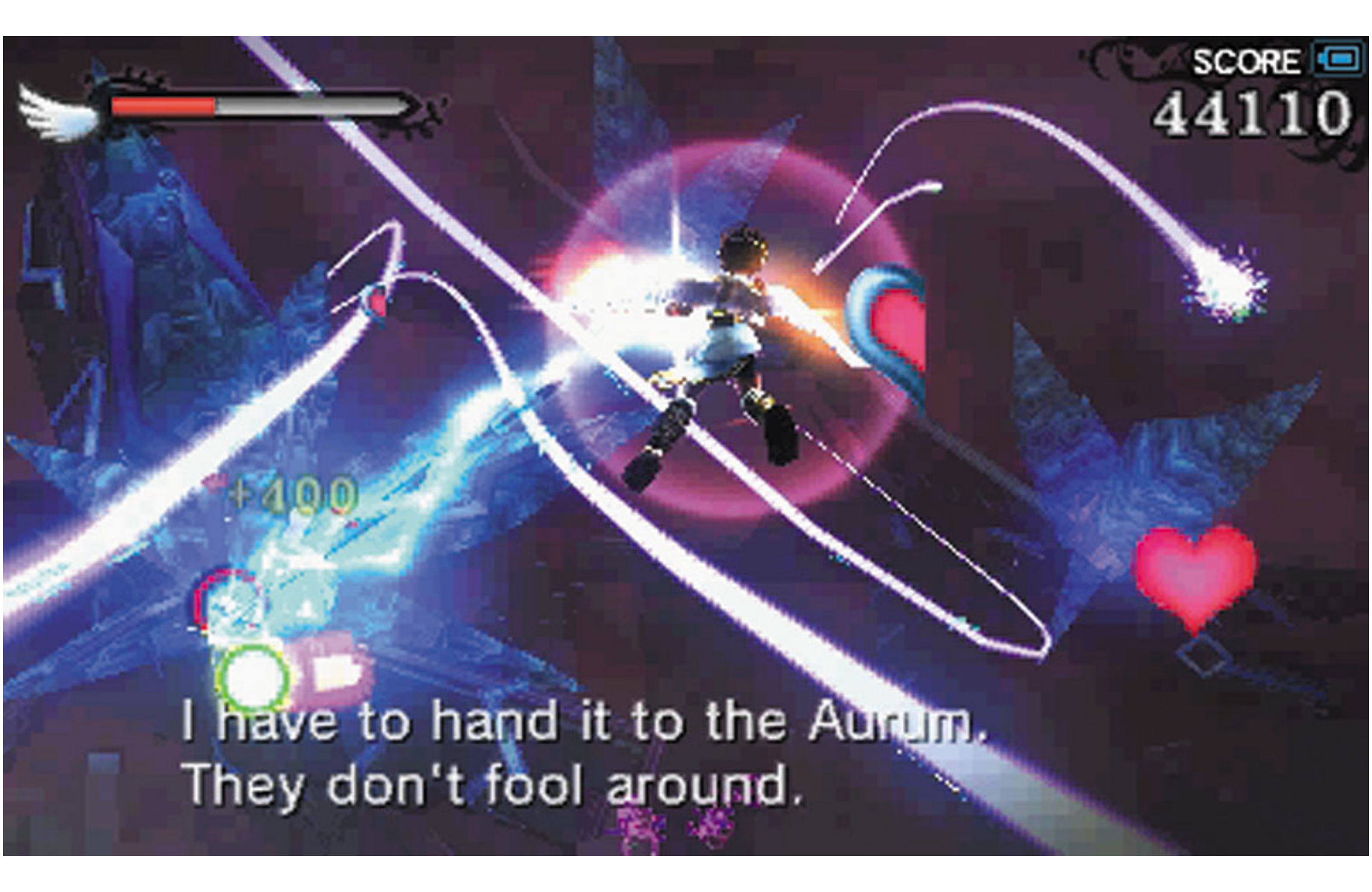
Hades's joins the fun, seeing the opportunity to steal a choice new ride for his Underworld Army. Palutena sets Pit's course for the central Aurum Hive, where their military strength is continuously produced.


SCORE
24390
Actually, those are also Aurum troops.

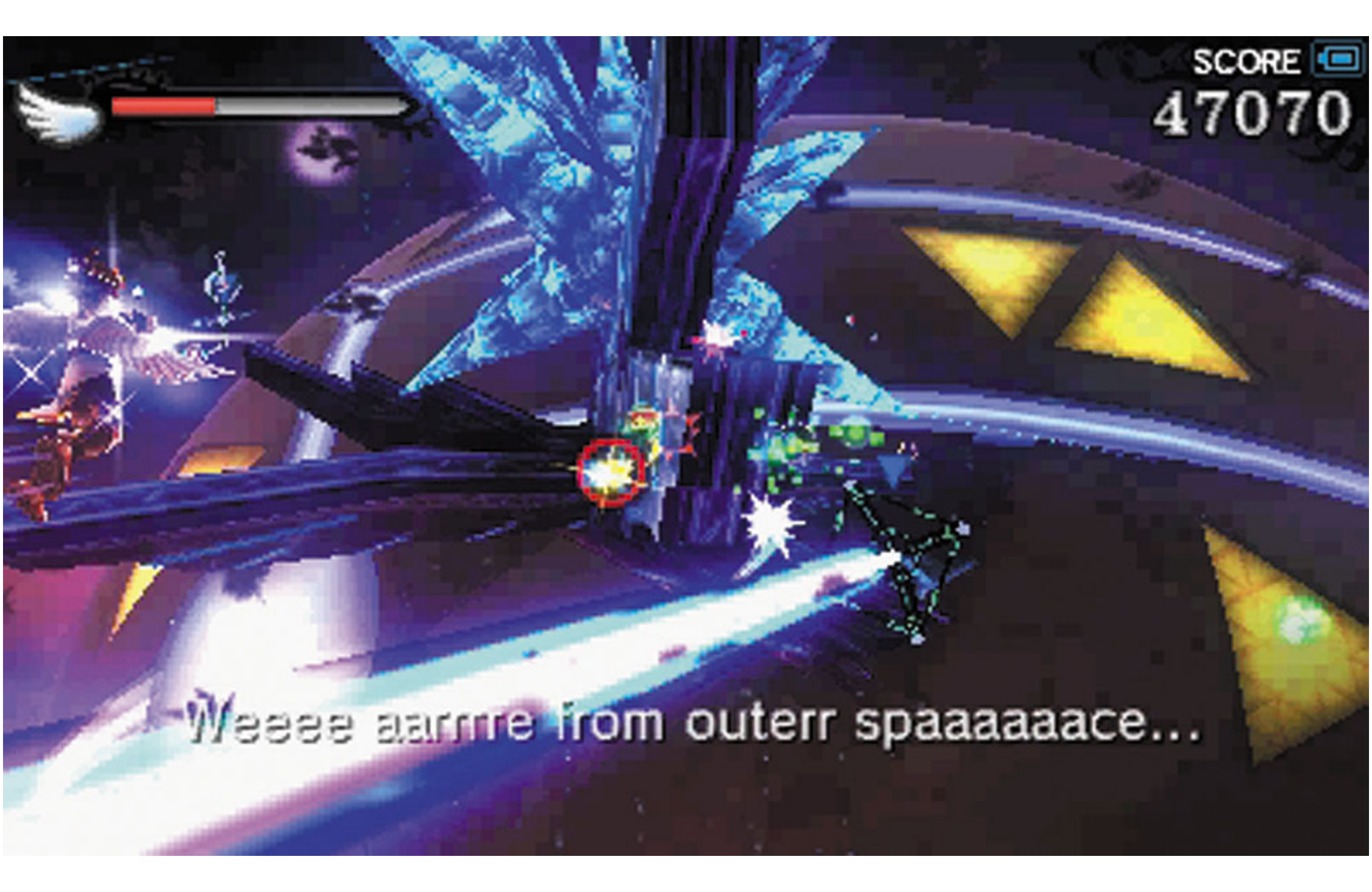

SCORE
29000
I gotta hand it to them. Those are some pretty decent knockoffs.

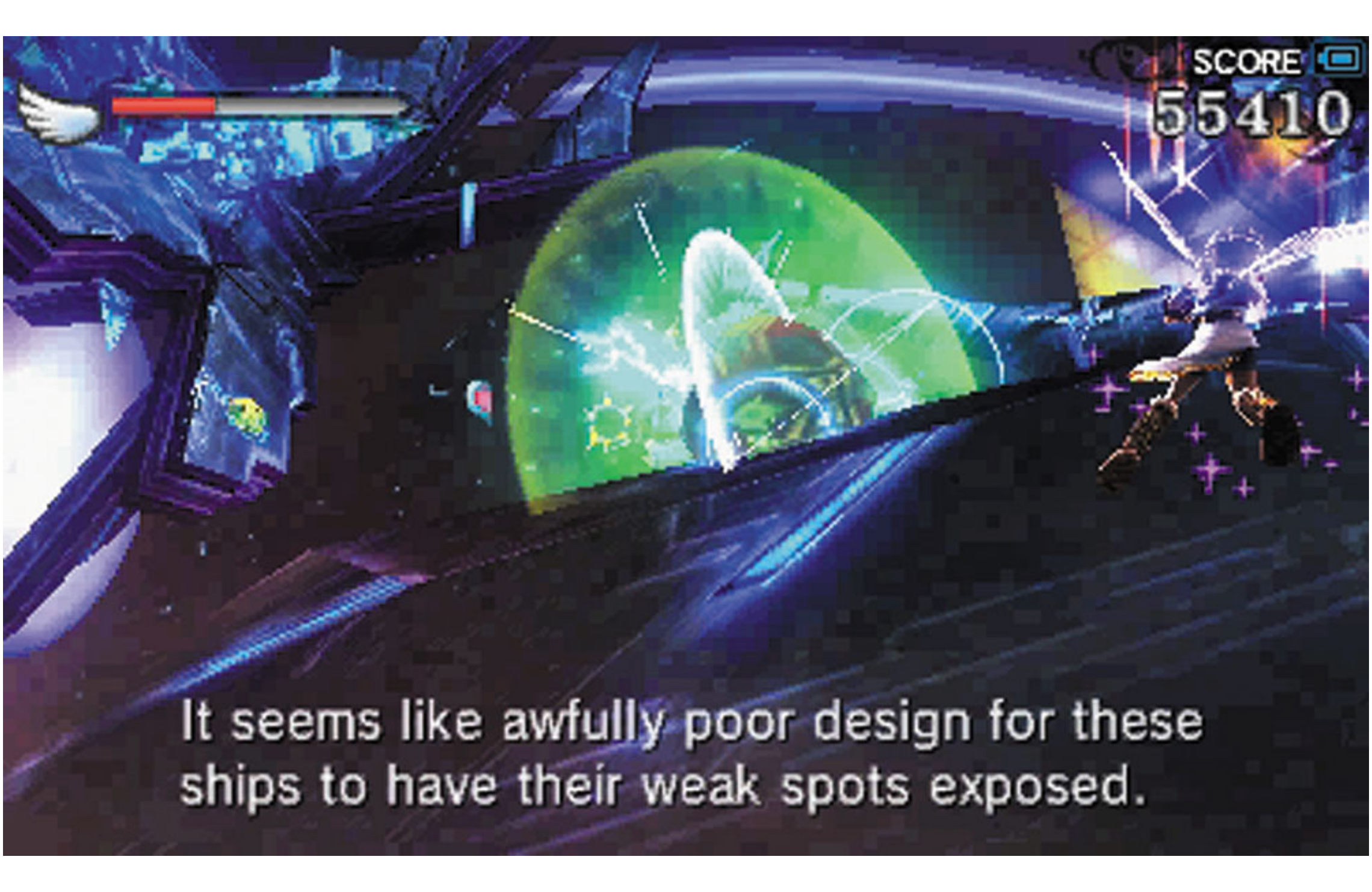
Rozzes, small green glowing spheres, try to crash into Pit, while the Aurum flood the skies with copies of familiar Underworld enemies.

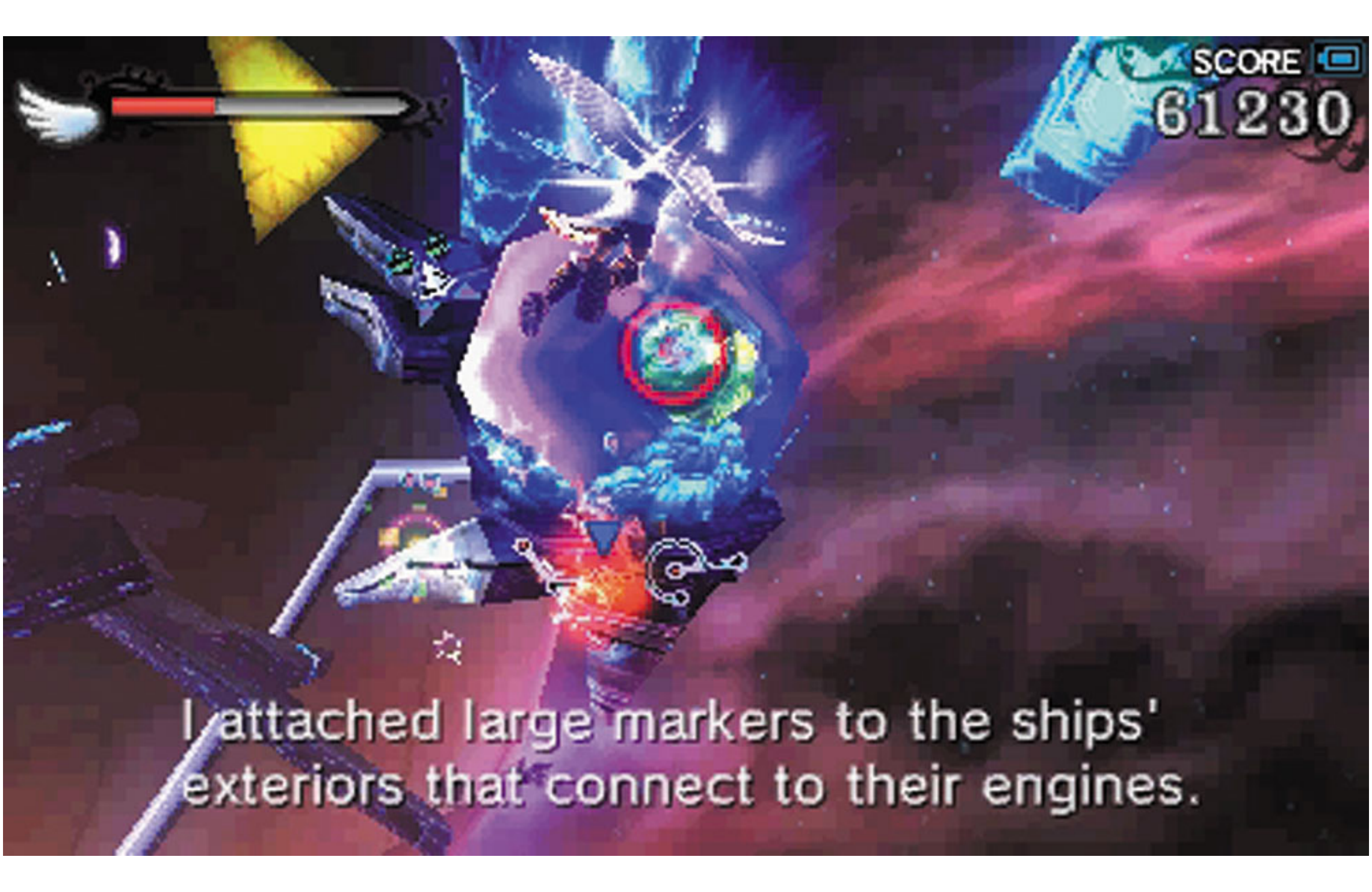

SCORE
33270
+100


SCORE
44110
+400
I have to hand it to the Aurum. They don't fool around.

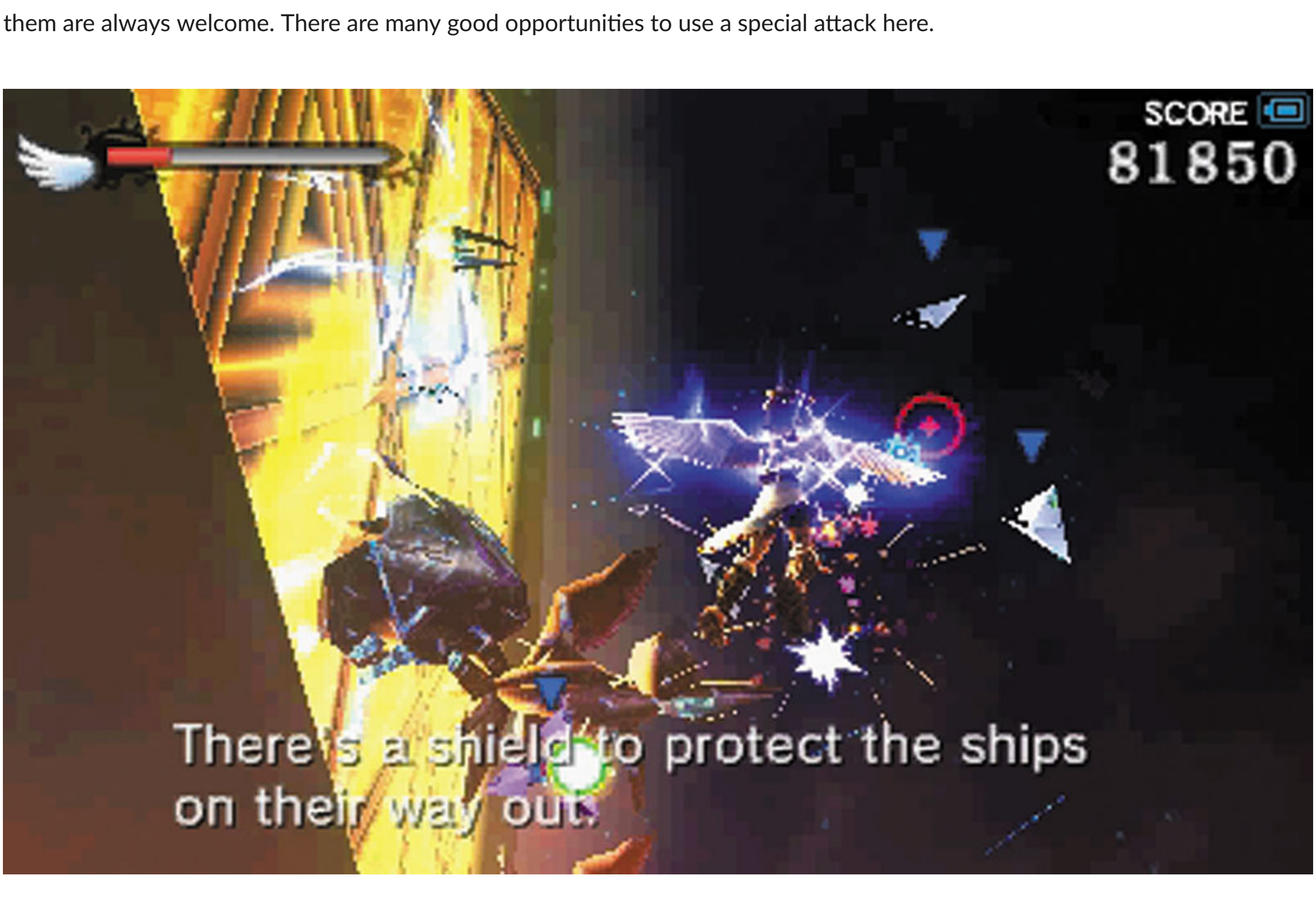
As you get closer to the Hive, Palutena advises Pit that it is possible to hide from the Aurum fleet through a lower route, and takes Pit inside an Aurum vessel. A destroyer rams its way through the hull, trying to shoot you down.

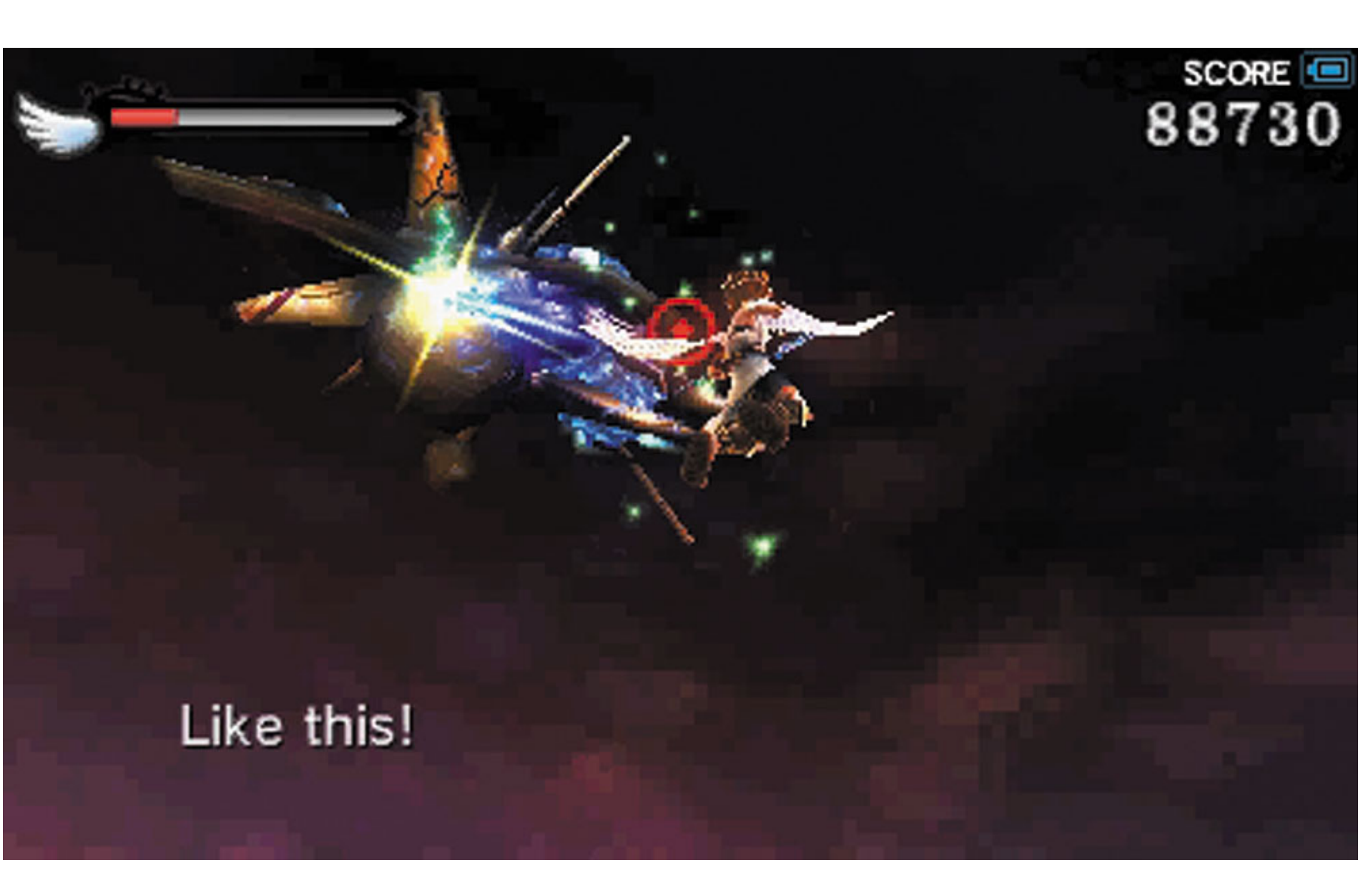

SCORE
47070
Weeee aarrrre from outerr spaaaaaace...

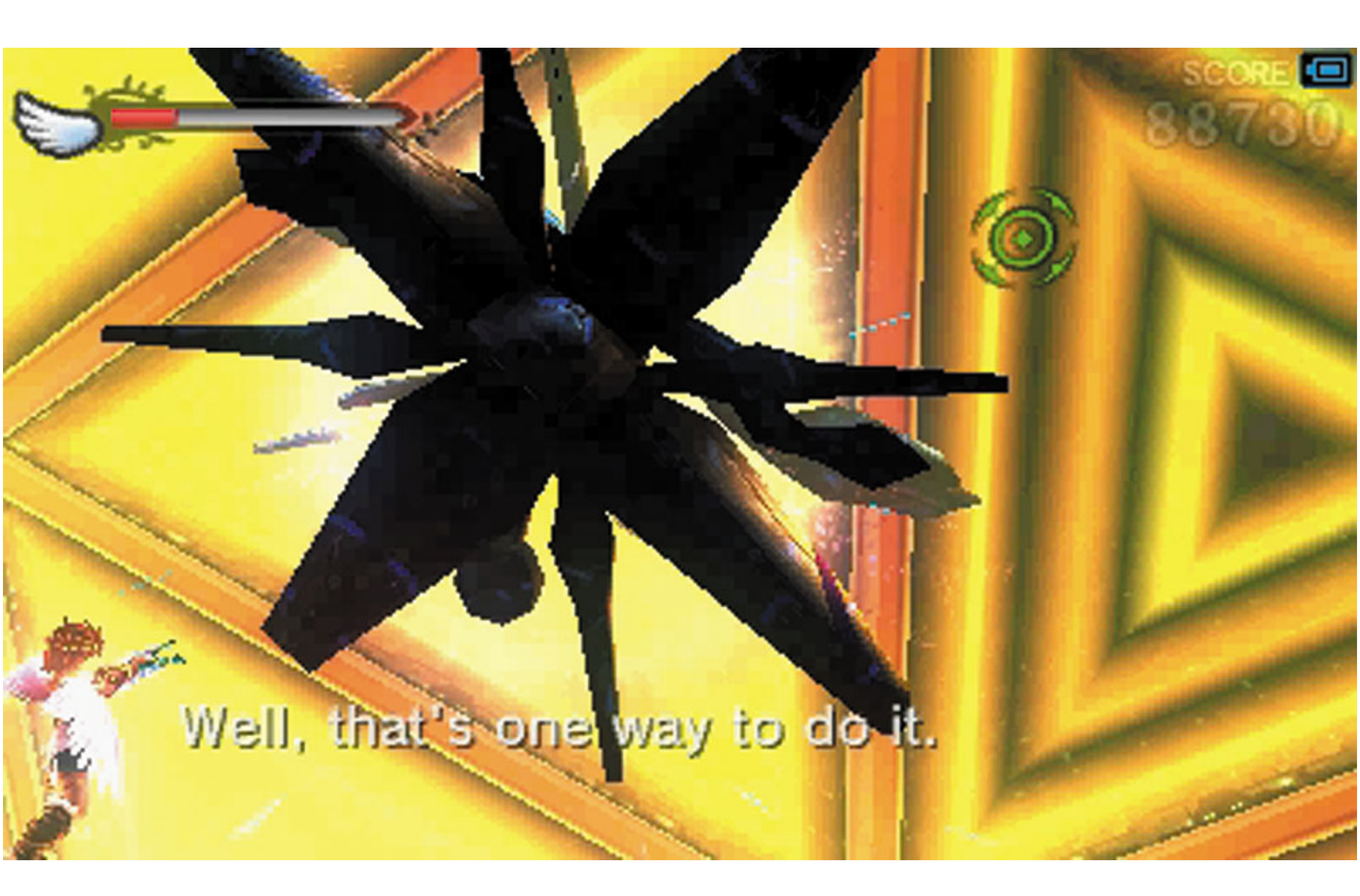

SCORE
55410
It seems like awfully poor design for these ships to have their weak spots exposed.

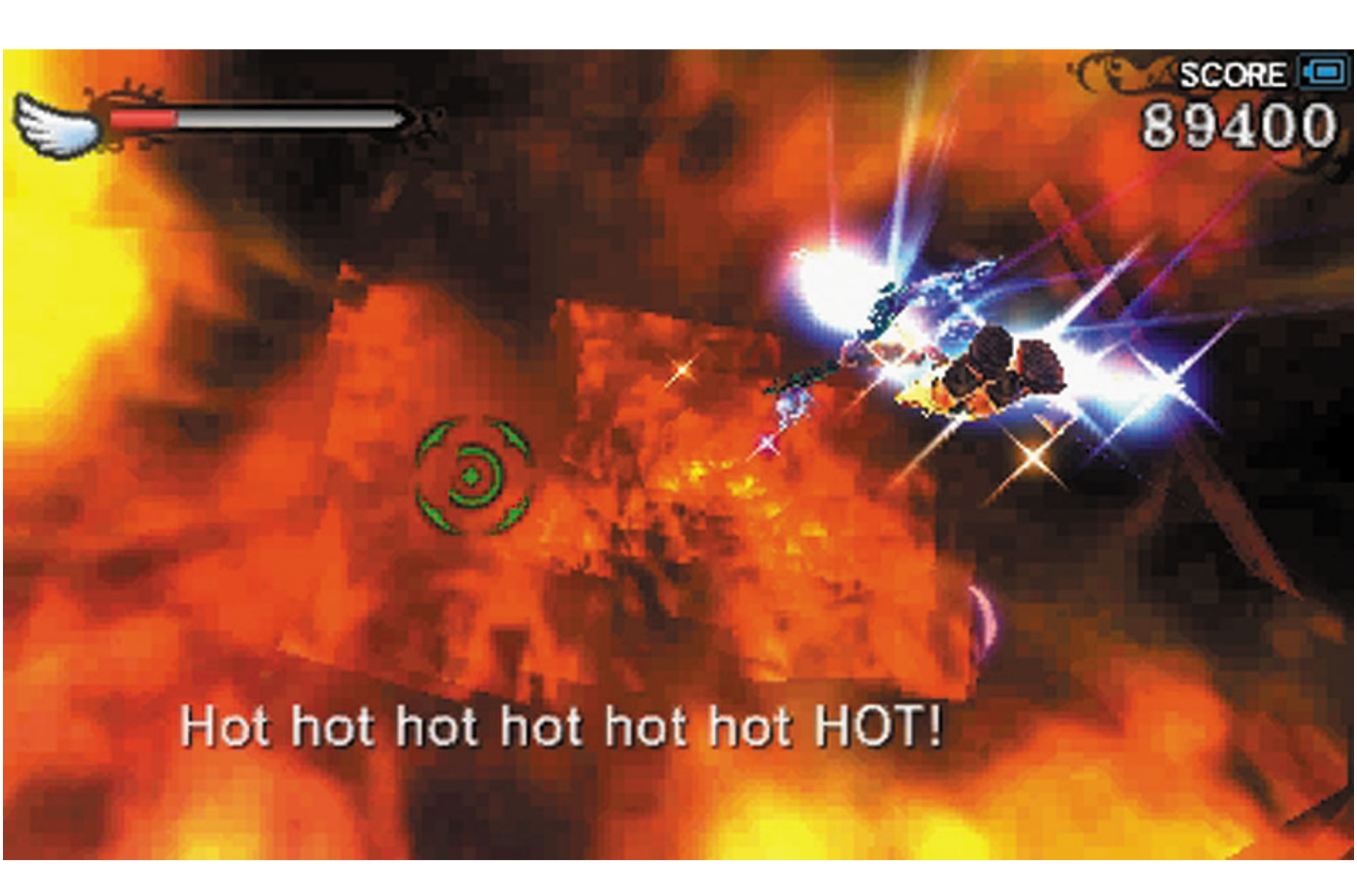

SCORE
61230
I attached large markers to the ships' exteriors that connect to their engines.

Having escaped the destroyer, Pit faces down another portion of the Aurum fleet. Palutena helpfully marks more weak points on their hulls. Do your best to destroy them while also dealing with the regular Aurum troops, as the extra hearts you get from them are always welcome. There are many good opportunities to use a special attack here.

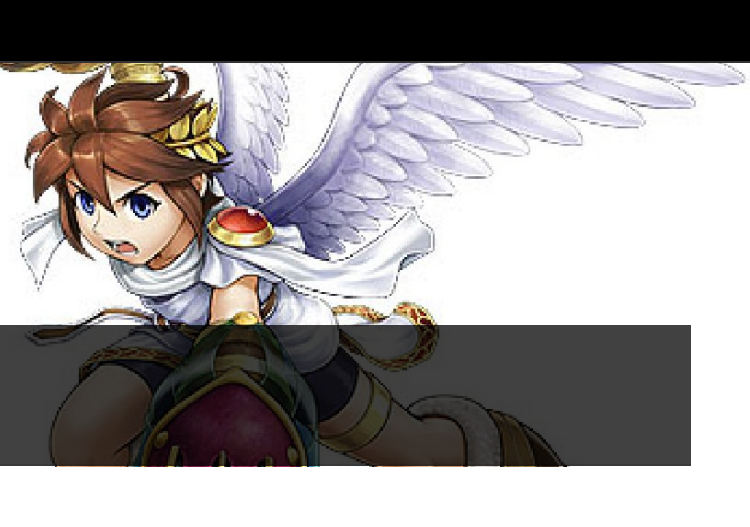

SCORE
81850
There's a shield to protect the ships on their way out.


SCORE
88730
Like this!


SCORE
88730
Well, that's one way to do it.

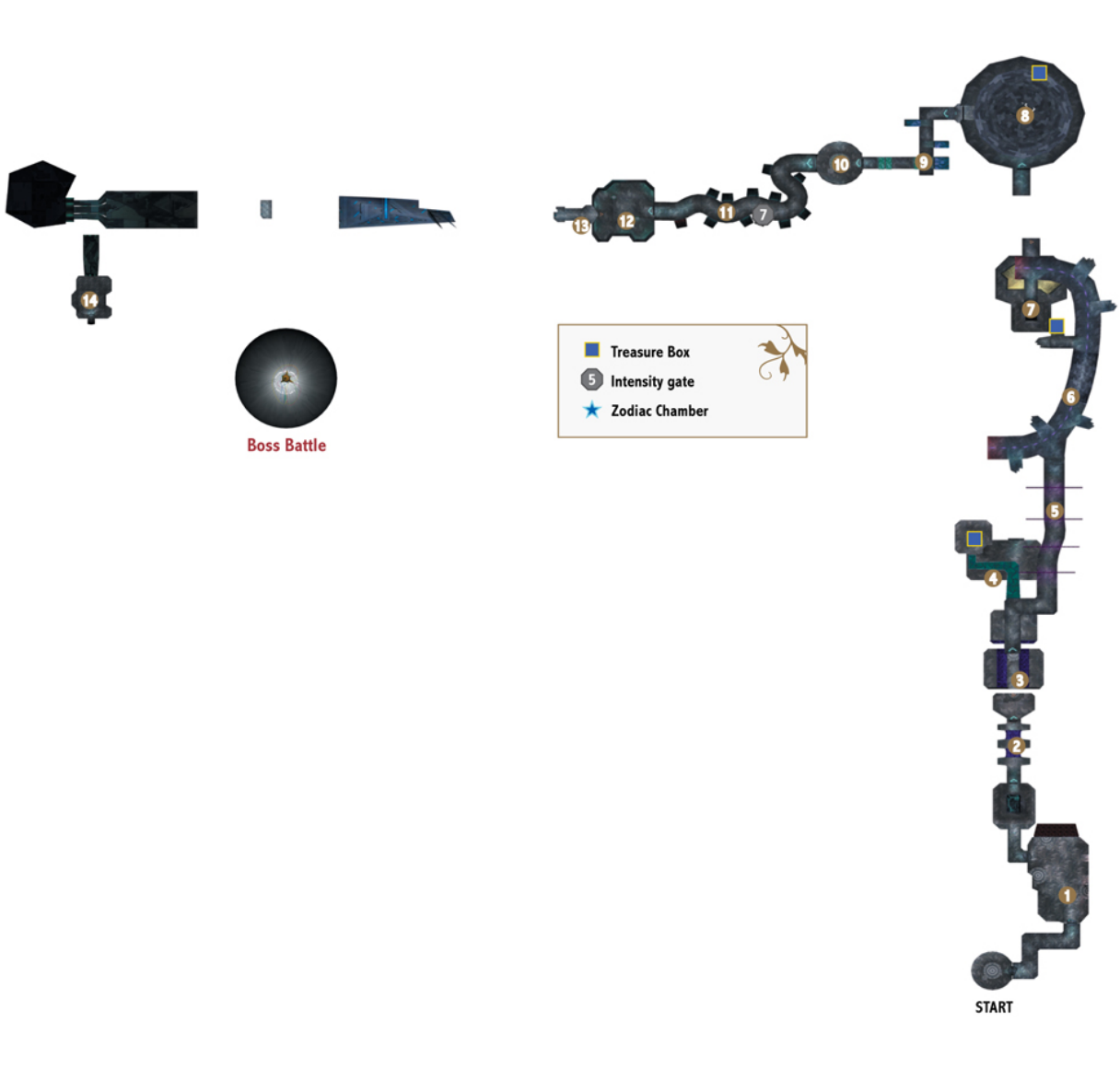

SCORE
89400
Hot hot hot hot hot hot HOT!

The attack on the hive is blocked by a massive energy shield, but Hades's shows no respect for such petty defenses and throws his newly acquired battleship into the shield. Your route into the hive is through the burning remains of Hades's' ship!

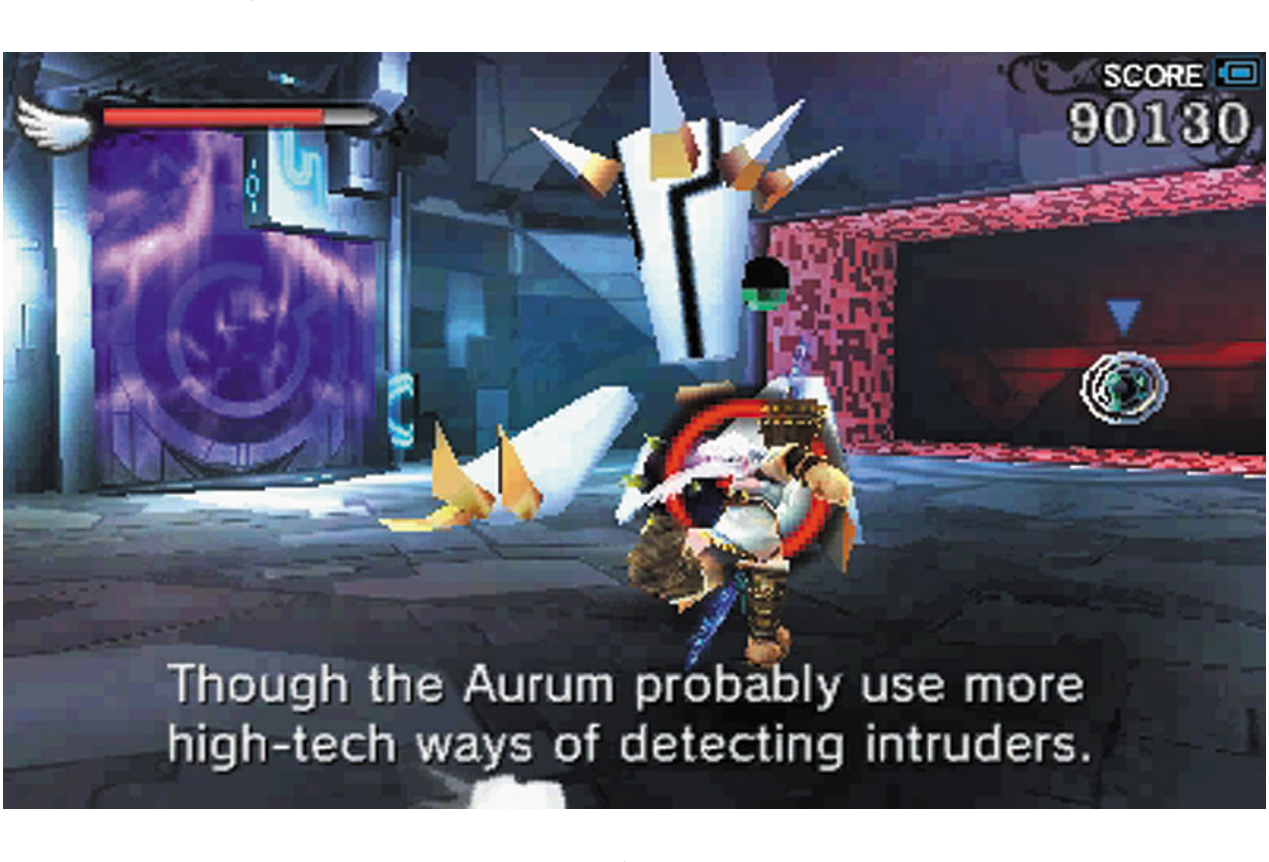


Chapter 16: The Aurum Hive

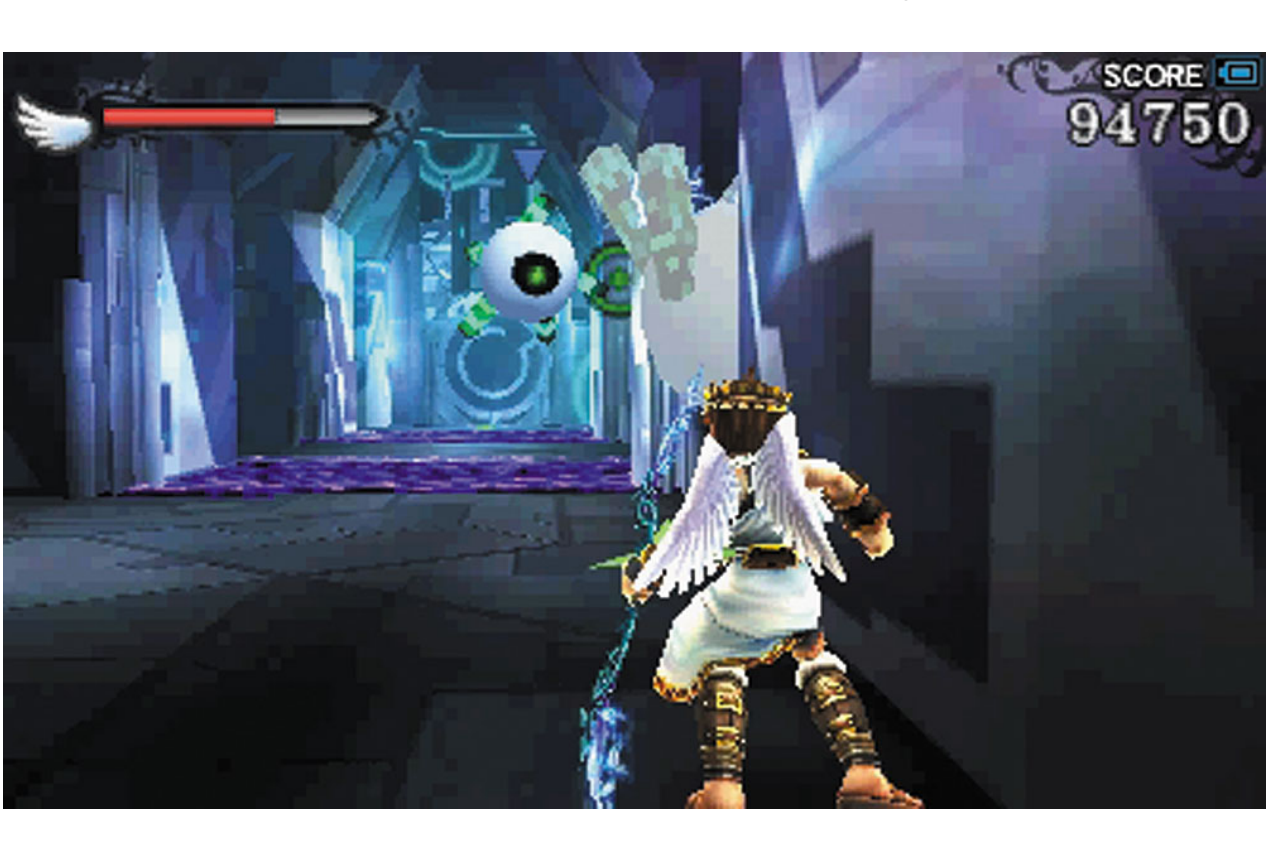
Land Battle

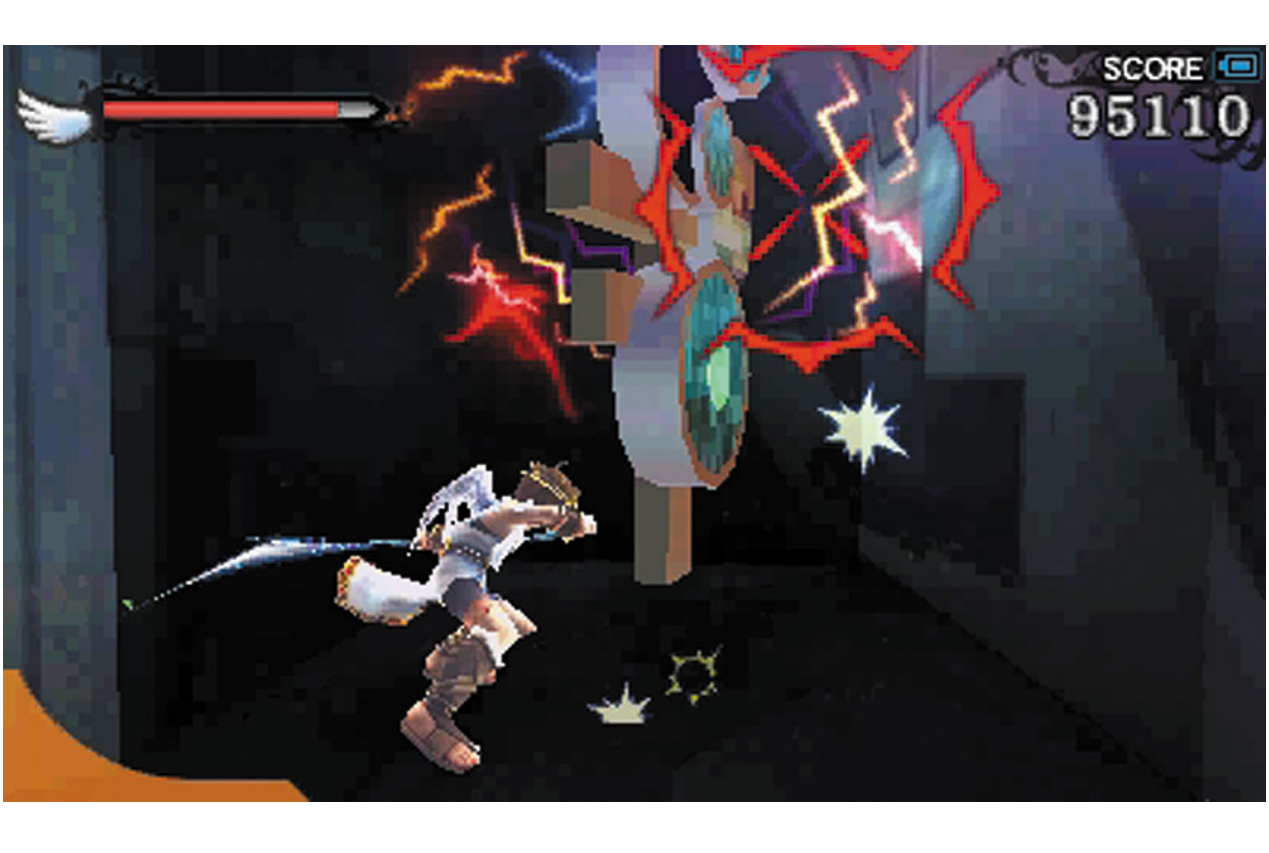

Treasure Box
Intensity gate
Zodiac Chamber
Boss Battle
START
1
2
3
4
5
6
7
8
9
10
11
12
13
14

The Aurum Hive's main generator is the primary target, and they know Pit is coming. You'll see more Aurum versions of familiar Underworld and Nature goons mixed in with the usual Aurum assortment.

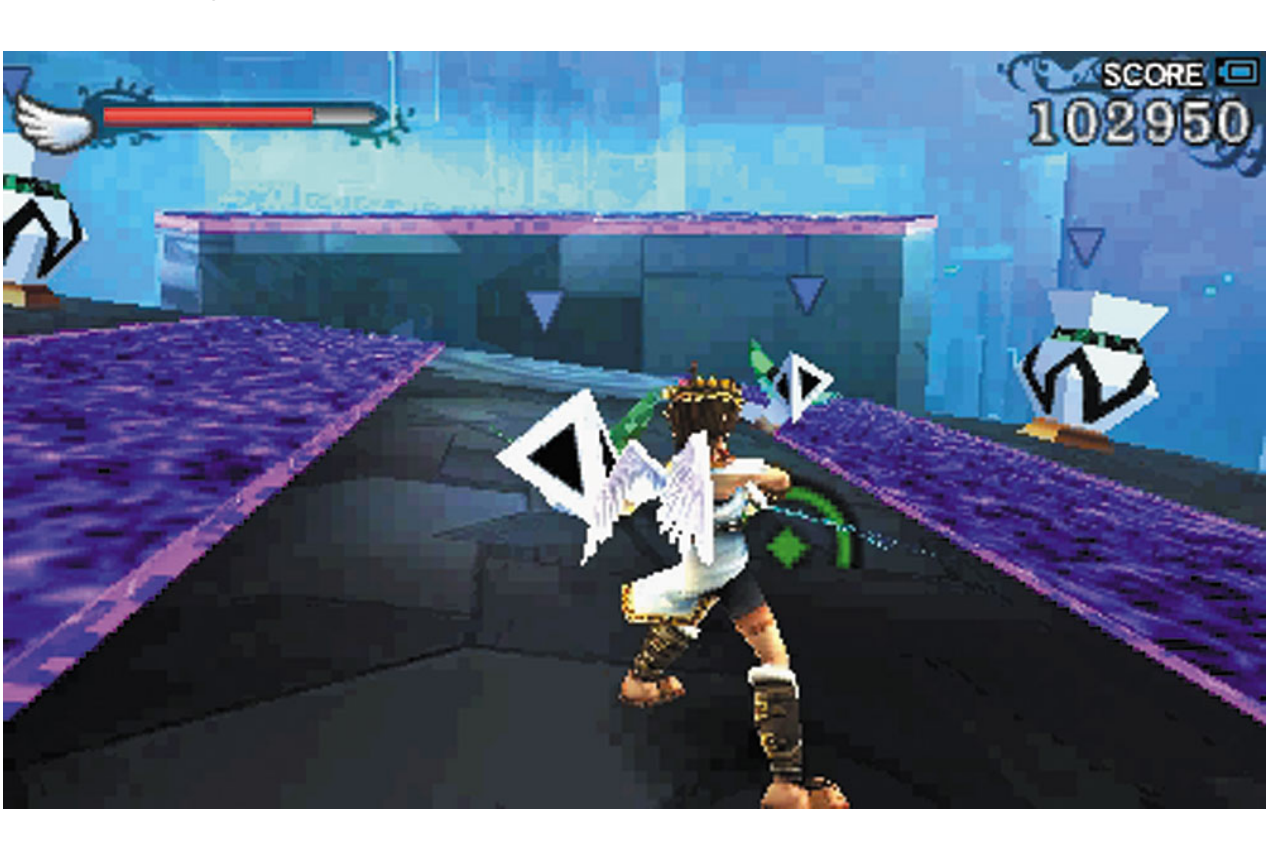

SCORE
90130
Though the Aurum probably use more high-tech ways of detecting intruders.

1. An alarm sounds as soon as you step into this room and you're attacked by an Aurum Urgle.

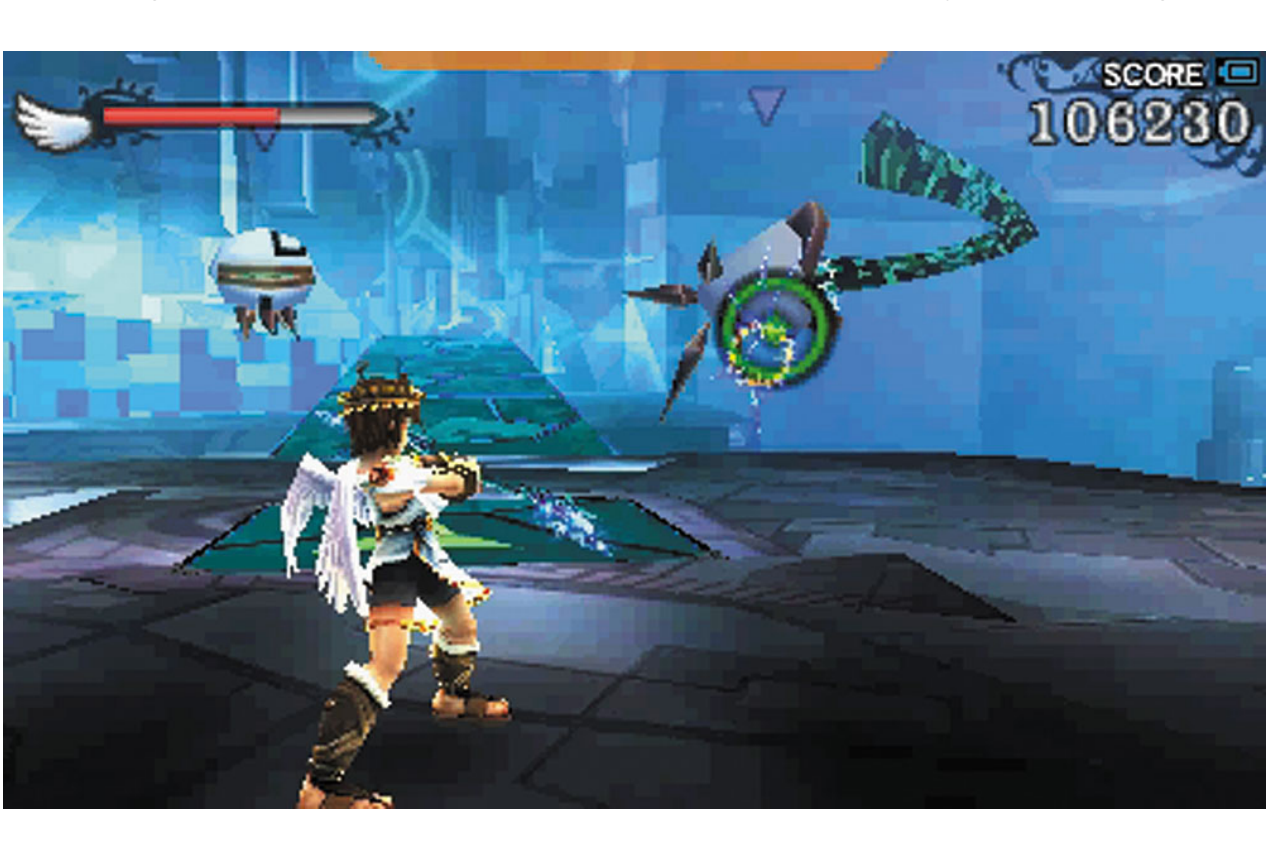

SCORE
94750


SCORE
95110

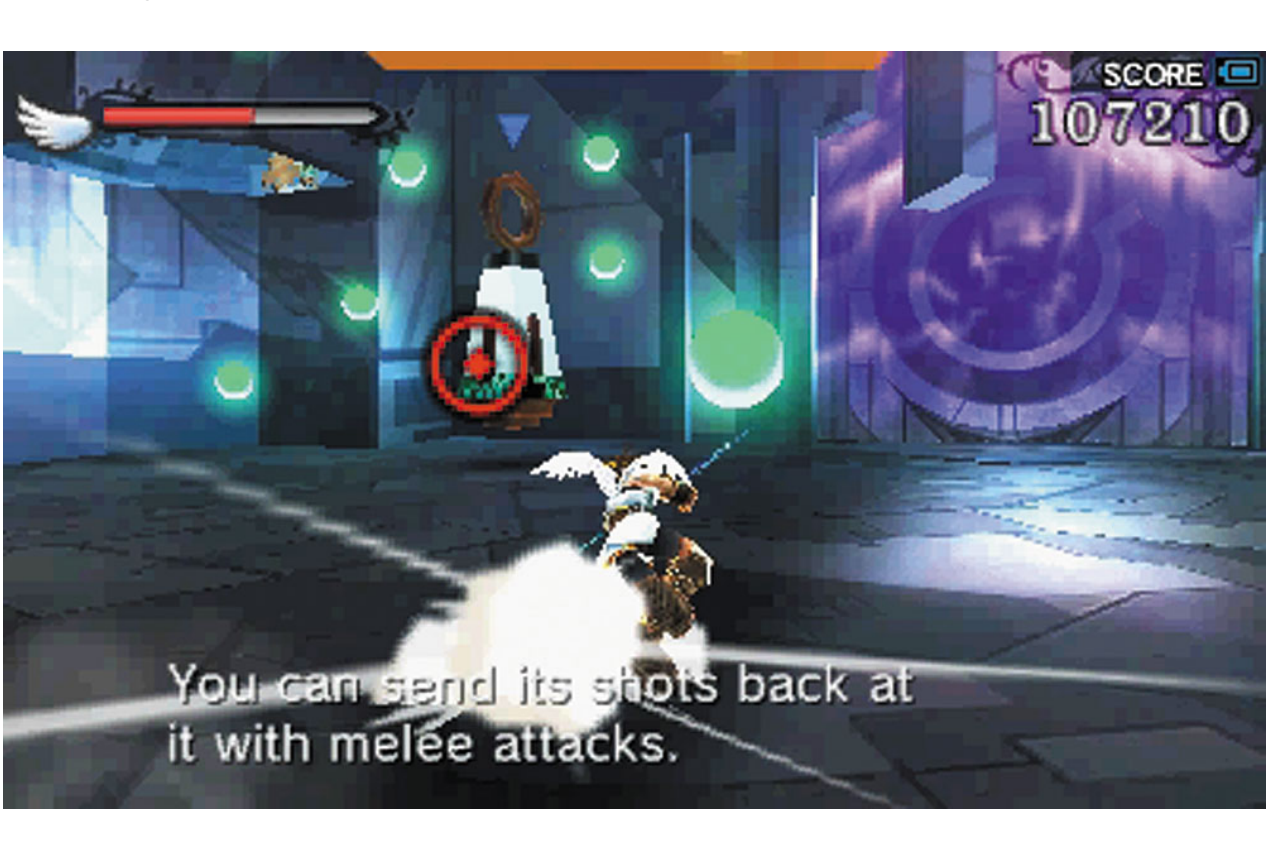
2. Aurum Monoeyes patrol this room, while portions of the floor become electrified. At the end of the corridor, a Baglo lies in a small alcove to the right of the exit.


SCORE
102950

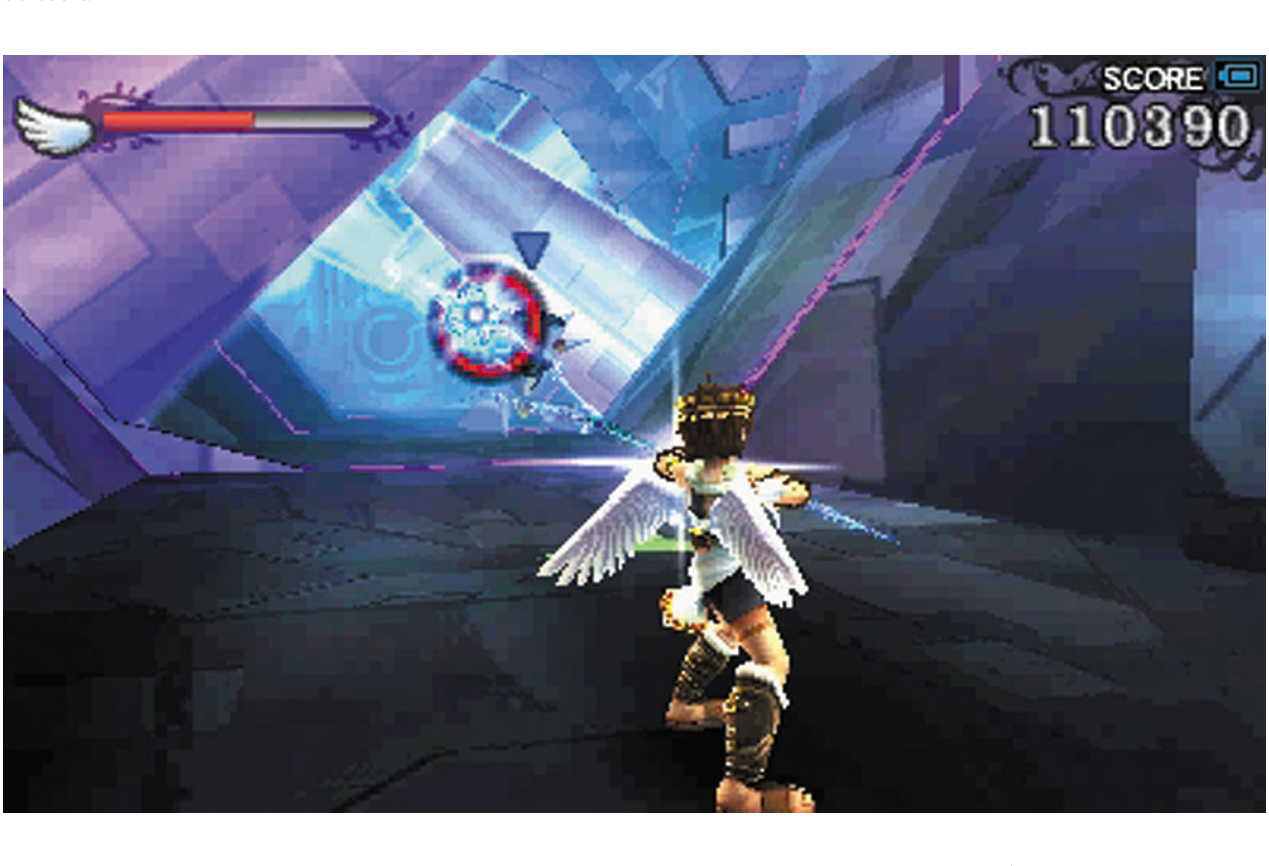
3. The electrified floor on this platform makes combat more difficult, as it restricts your movement options. You may find yourself dealing with Aurum Shemum until the floors deactivate and you're able to destroy the jars they are spawning from.


SCORE
106230

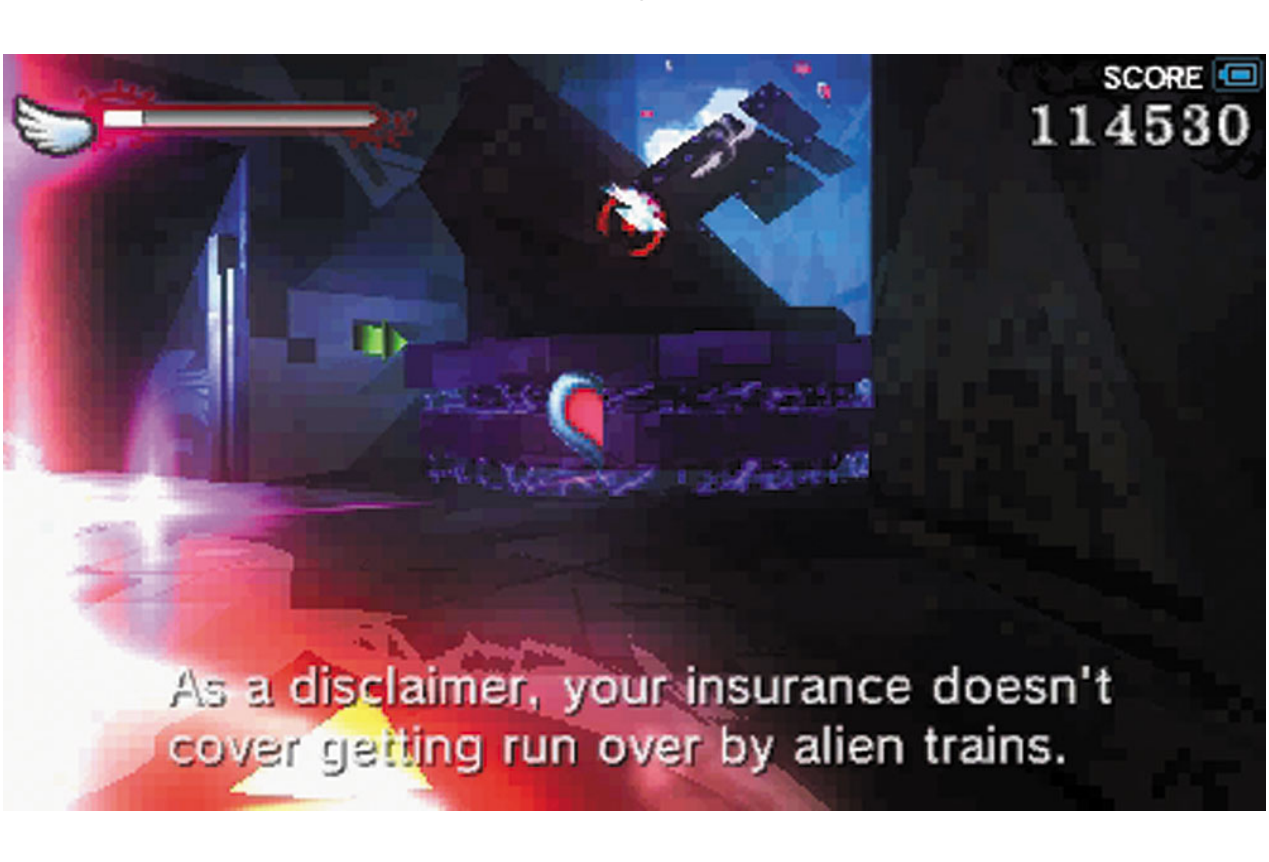
4. Aurum Miks will try to knock you off this collapsing narrow path. A good tactic is to snipe as many enemies as possible before you begin the run on the walkway. If you fall off, you'll miss out on some treasure.


SCORE
107210
You can send its shots back at it with melee attacks.

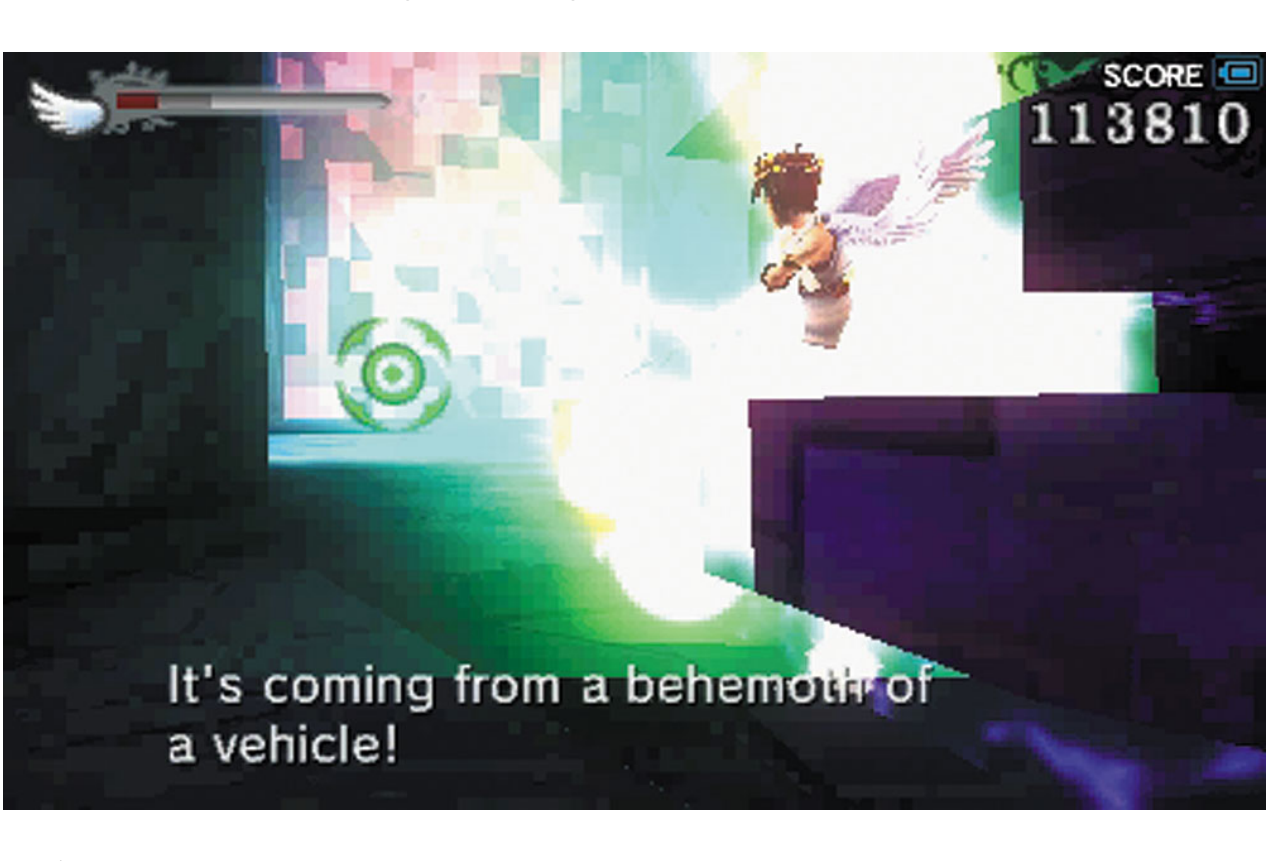
A new Aurum type, the Biota, appears in the area the walkway once occupied. Knock its shots back at it with melee attacks to defeat it.


SCORE
110390

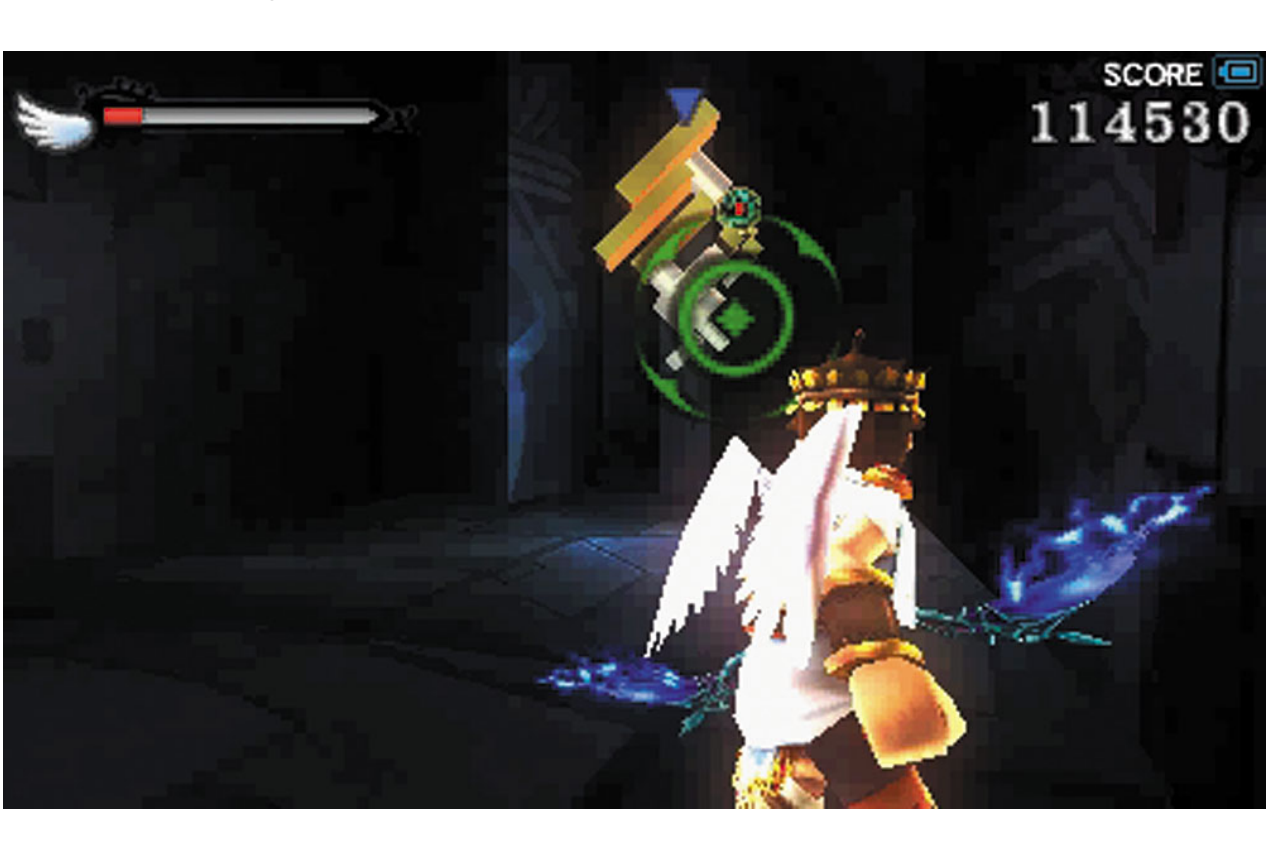
5. This hall has numerous rotating electric barriers. A pair of Urgles will try to ambush you here, and it's best to draw them away from the laser traps so that there is less of a chance you'll get knocked into one.


SCORE
114530
As a disclaimer, your insurance doesn't cover getting run over by alien trains.

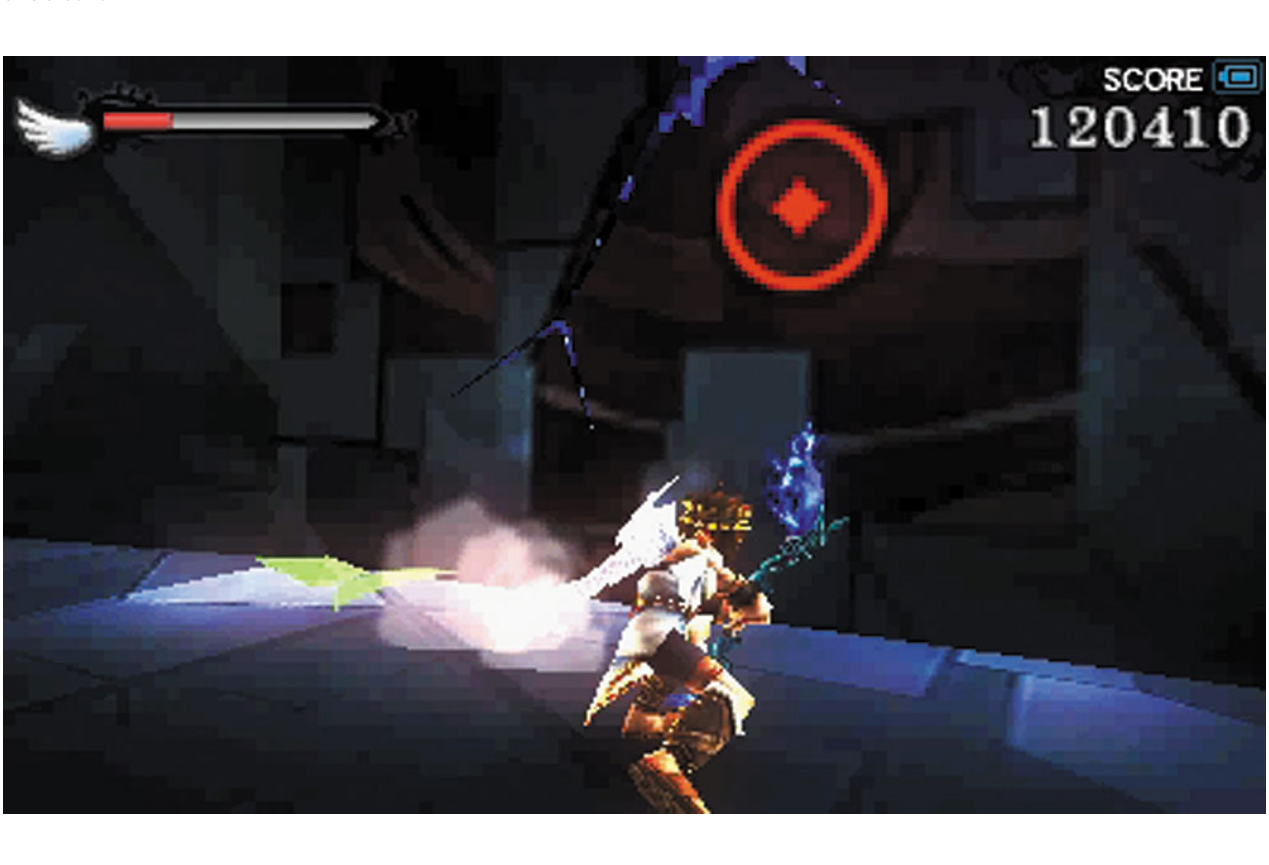
6. A massive Aurum vehicle drives through this area at regular intervals.


SCORE
113810
It's coming from a behemoth of a vehicle!

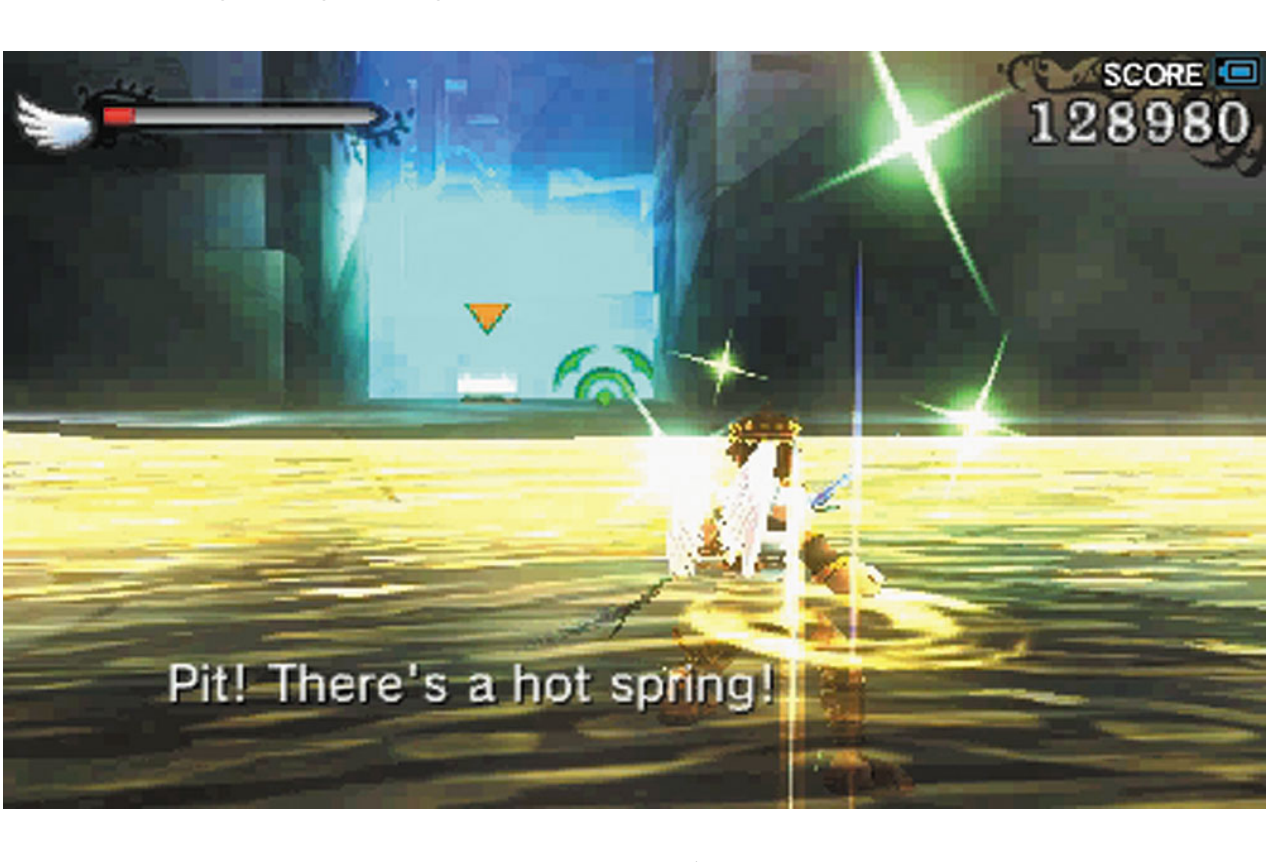
It can't be slowed or stopped and, as one might expect, it hurts to get hit by it. You need to wait for an opening and sprint down the tunnel until you get to one of the safe zones, wait for the vehicle to pass, and then continue your advance.


SCORE
114530

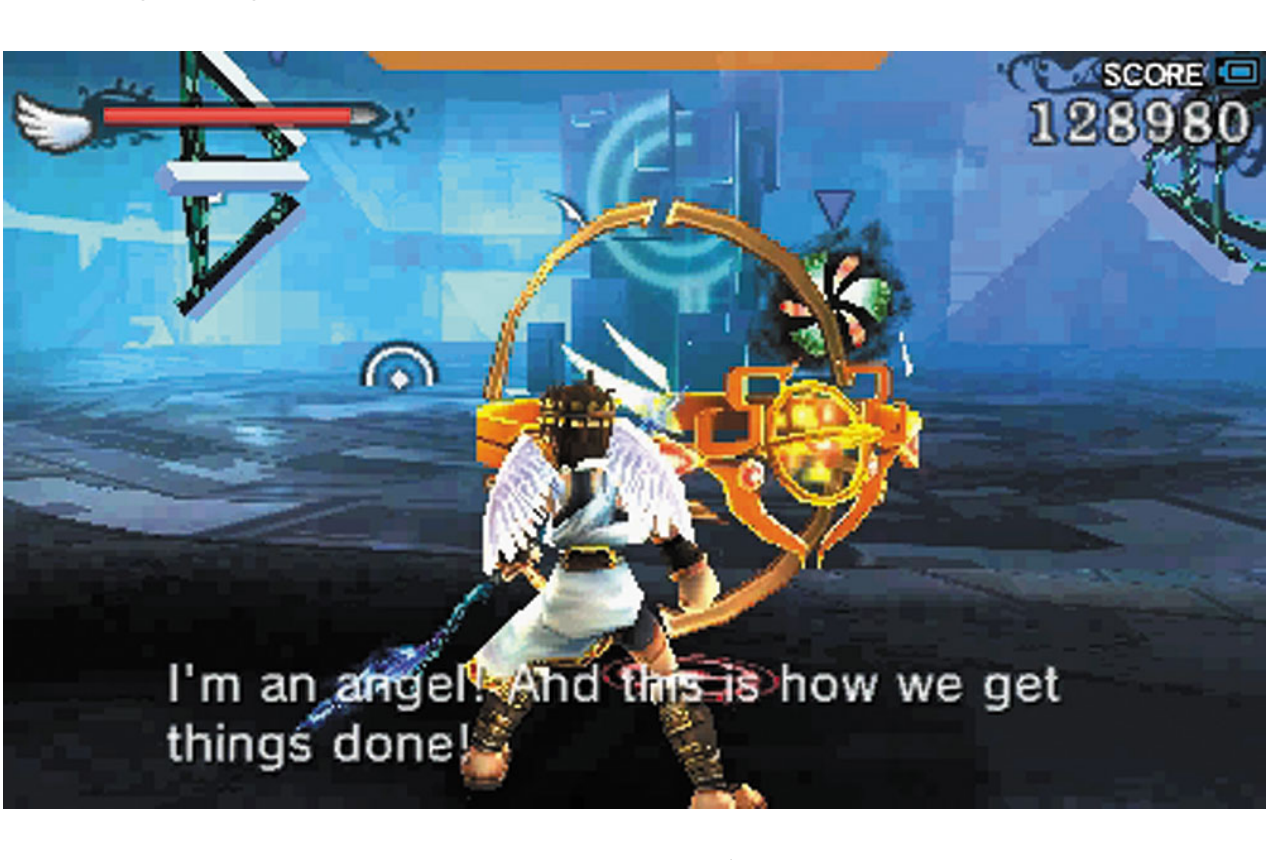
Not all of the side areas are perfectly safe. This one contains a Baglo. There is also a Treasure Box behind the breakable wall in this alcove


SCORE
120410

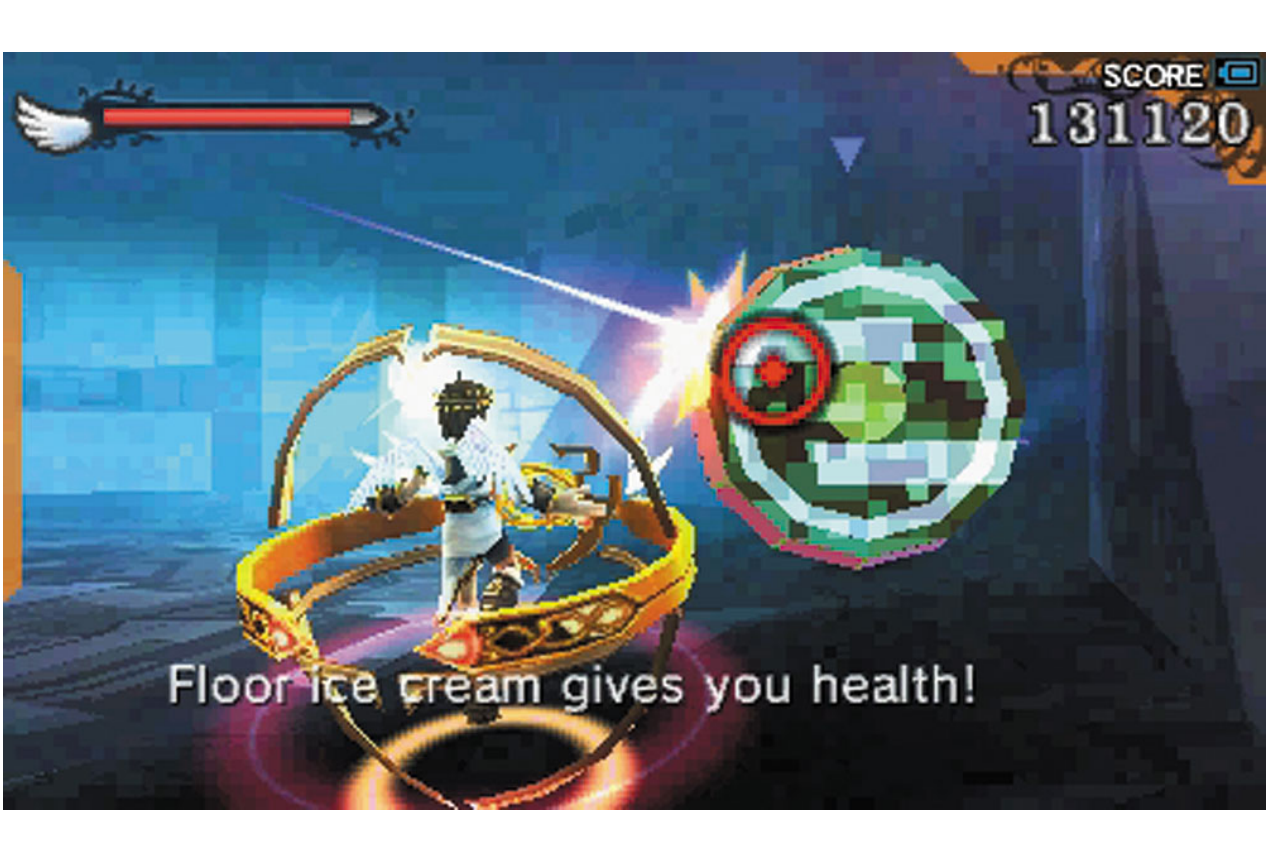
You must break through a damaged wall to get to one of the safe spots.

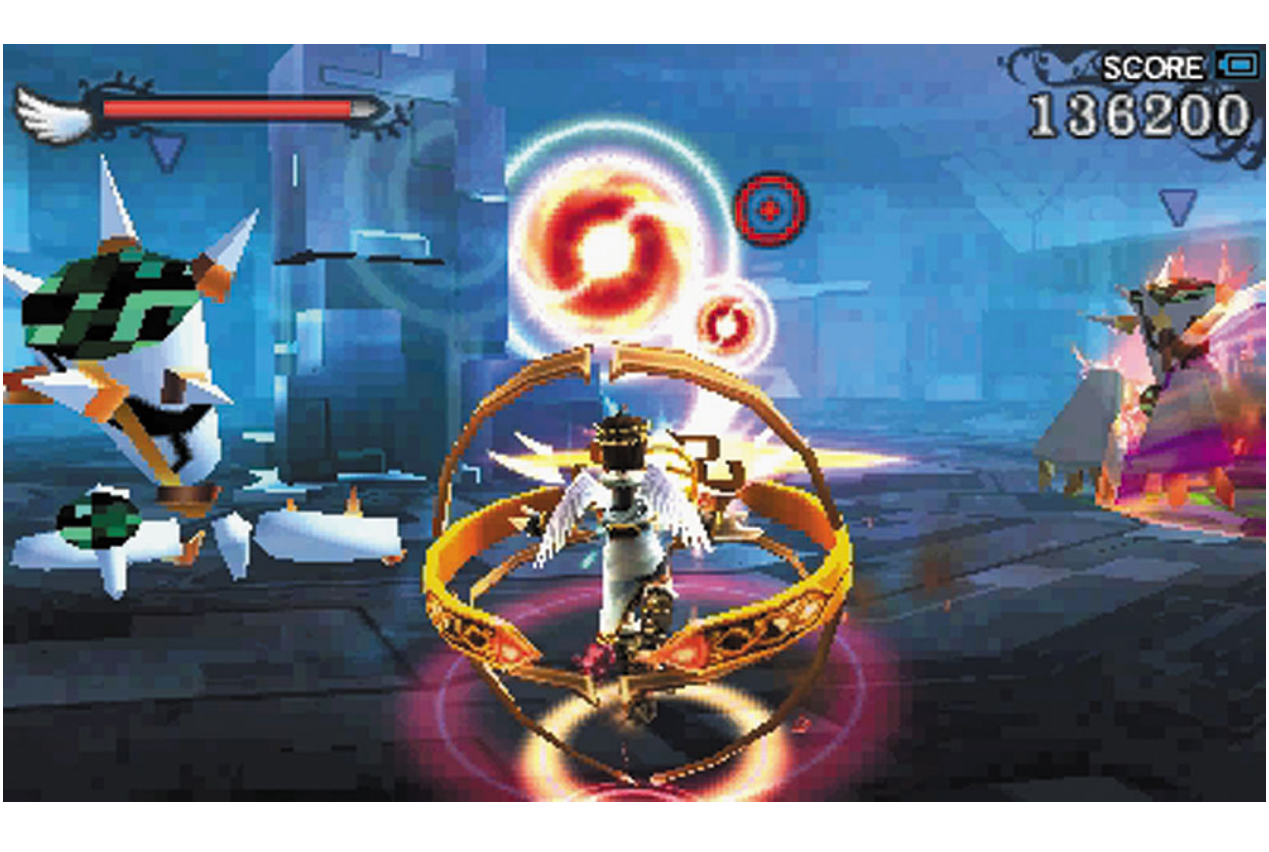

SCORE
128980
Pit! There's a hot spring!

7. A hot spring has managed to find its way into the Aurum Hive. Don't ask too many questions about it.

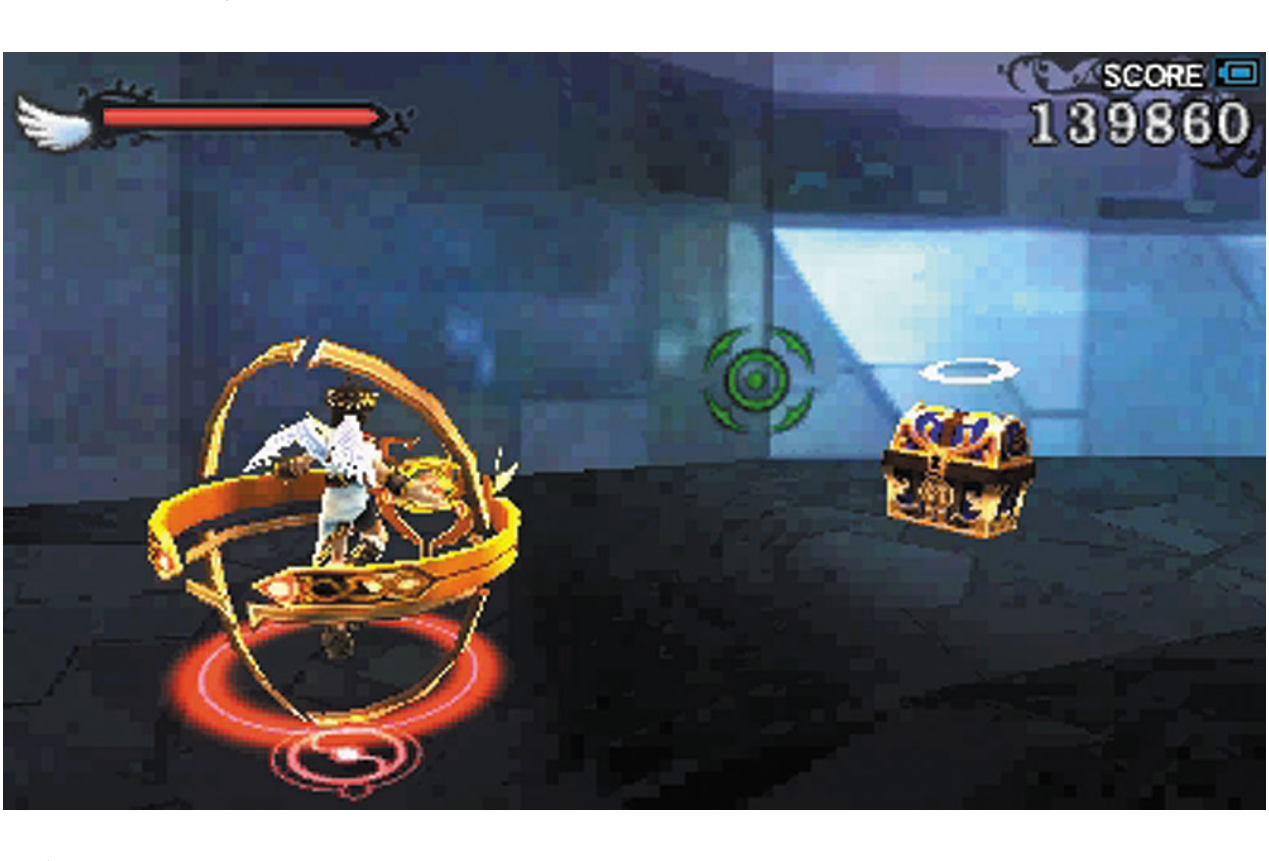

SCORE
128980
I'm an angel! And this is how we get things done!

8. Hop into the Aether Ring found here, and keep it in one piece! You can't access the Zodiac Weapon in this level without it. There are a lot of Jyoks in this room and they can do a lot of damage to the vehicle, so don't forget to use the shield ability when necessary.

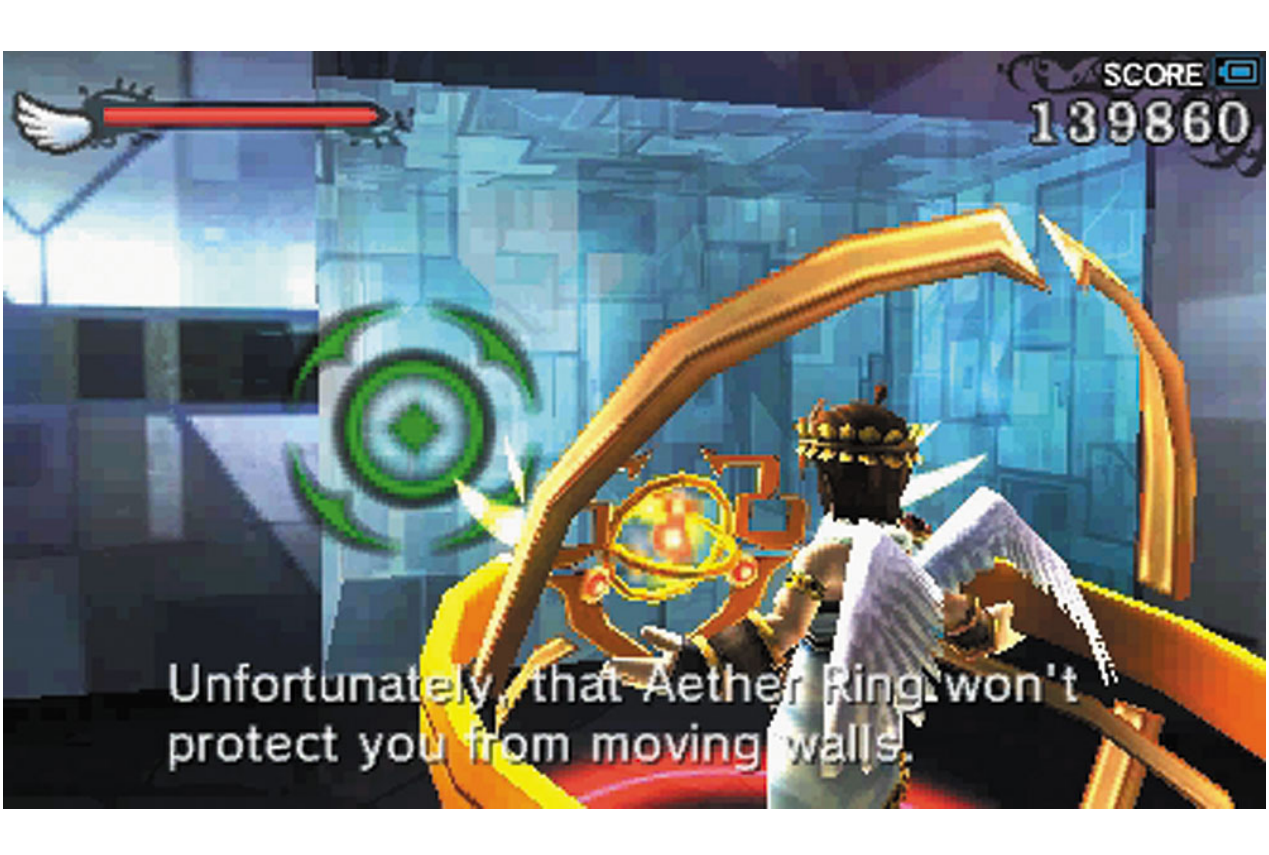

SCORE
131120
Floor ice cream gives you health!

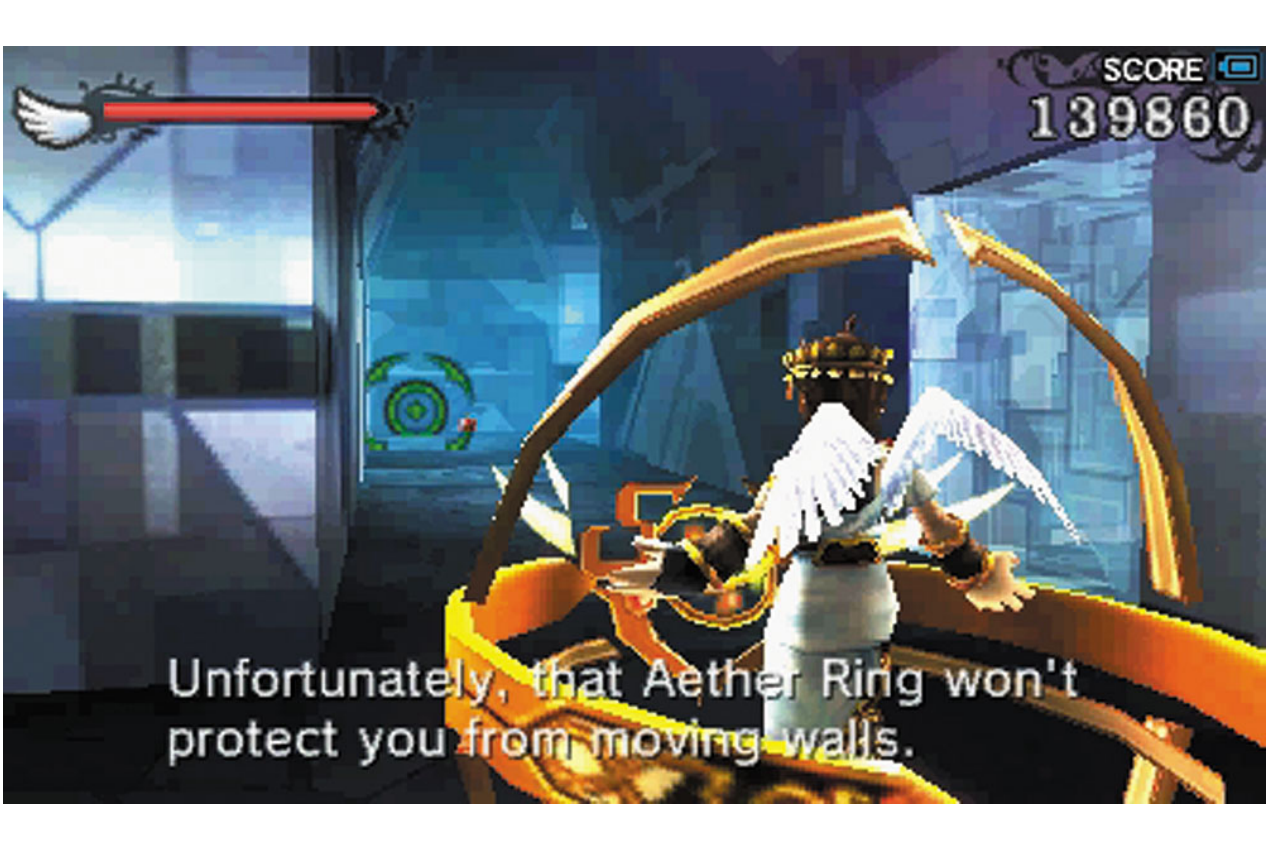

SCORE
136200

Kolmas and Aurum Urgles attack after you destroy the Jyoks.

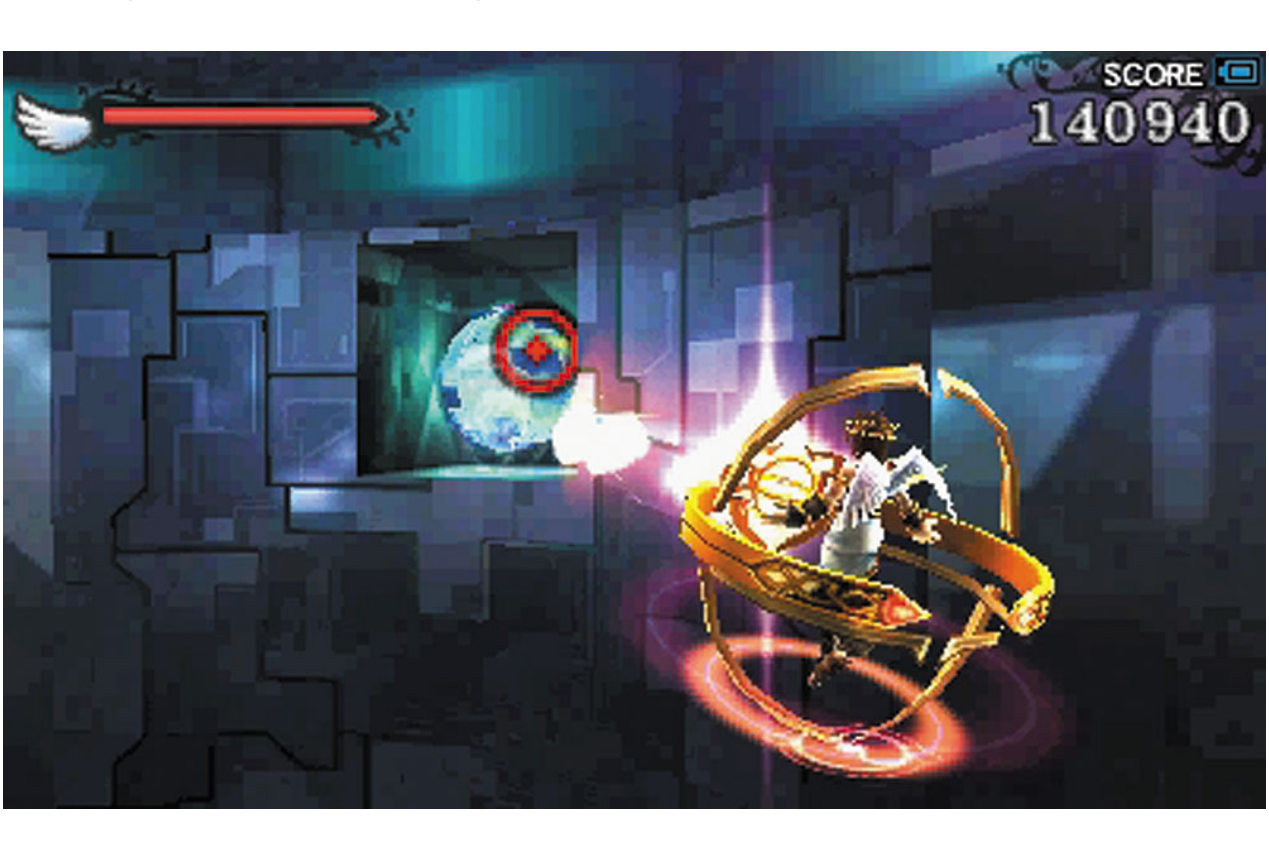

SCORE
139860

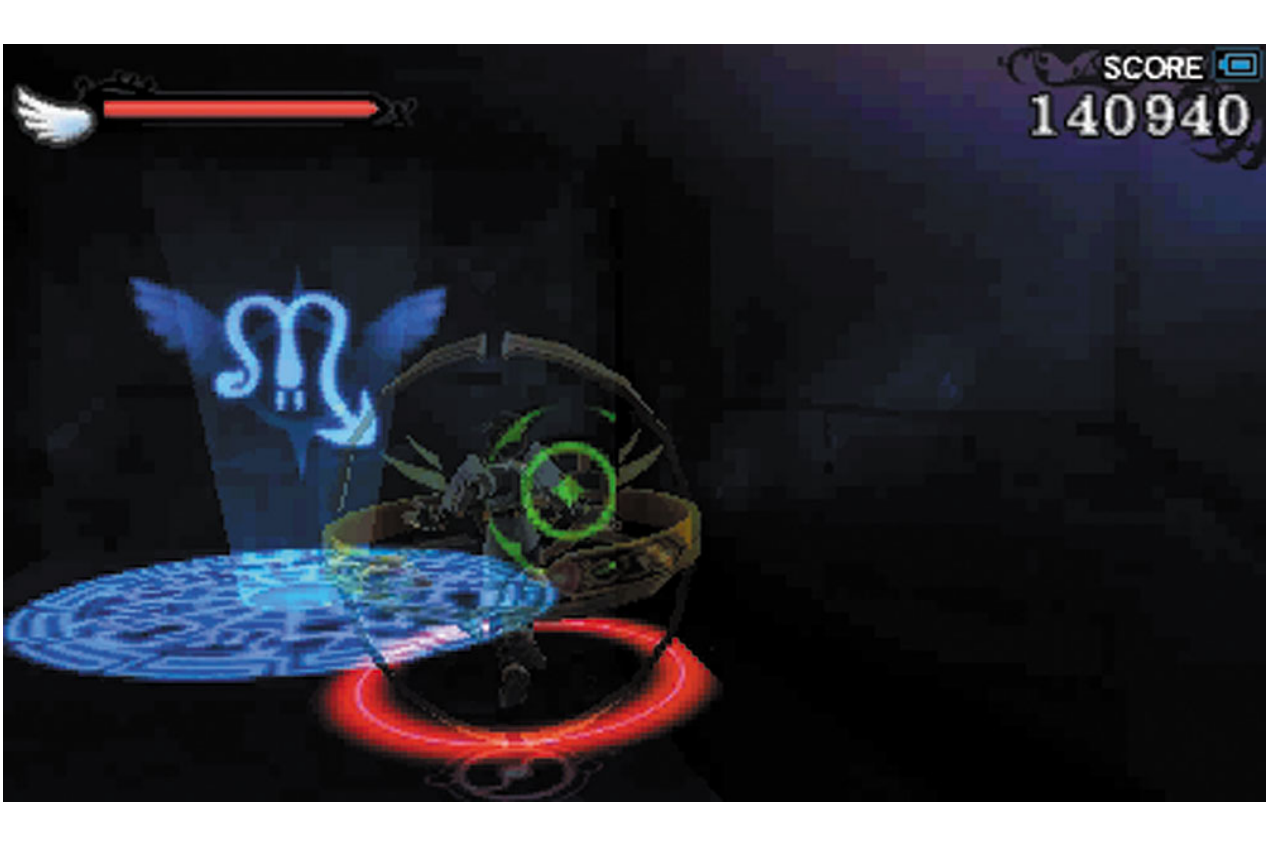
Don't miss the treasure box that appears in this room after the enemy has been wiped out.


SCORE
139860
Unfortunately, that Aether Ring won't protect you from moving walls.

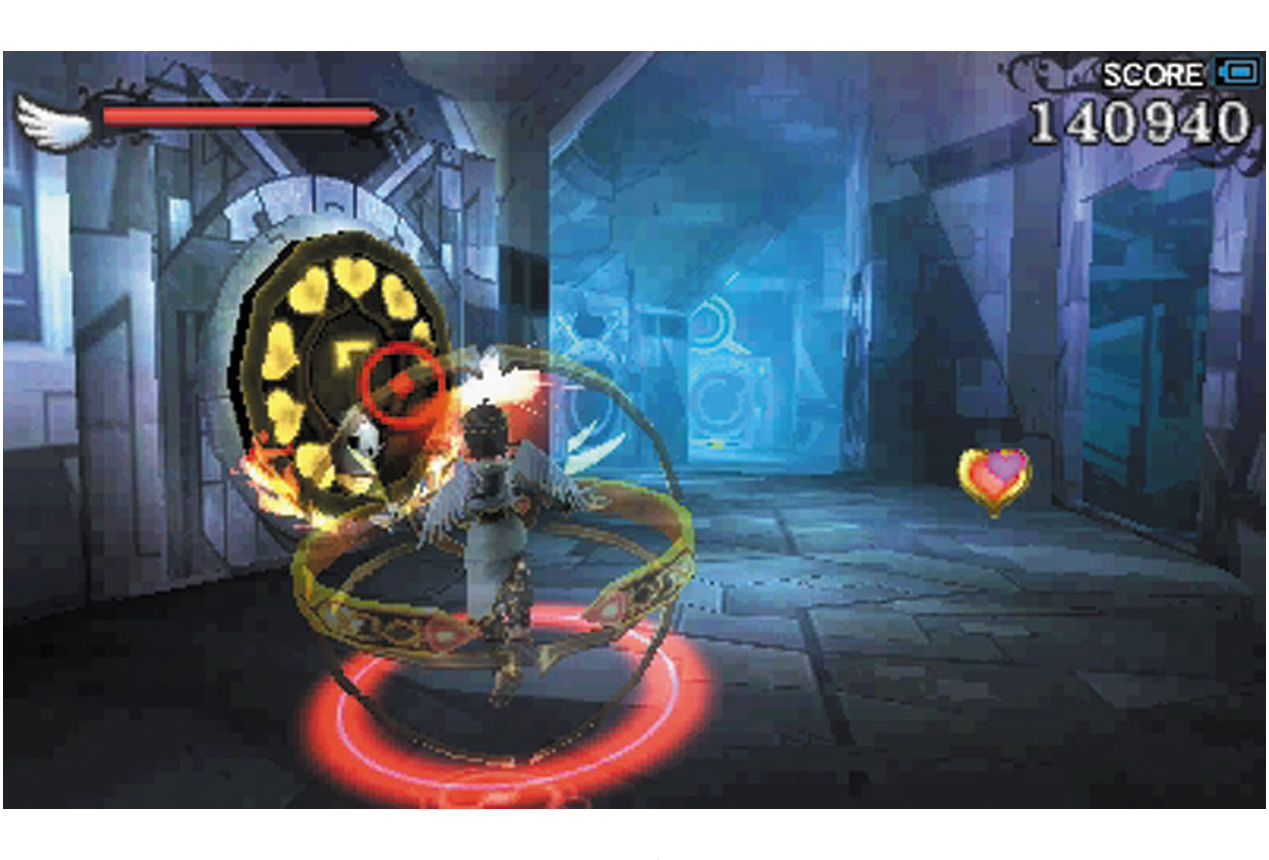

SCORE
139860
Unfortunately, that Aether Ring won't protect you from moving walls.

9. The moving walls in this area provide a different challenge. The Aether Ring is not exactly a precision craft. One bounce off an object can affect where it's going immensely, and it's not known for its ability to stop on a dime. Too many impacts with these moving walls will cost you the Aether Ring.

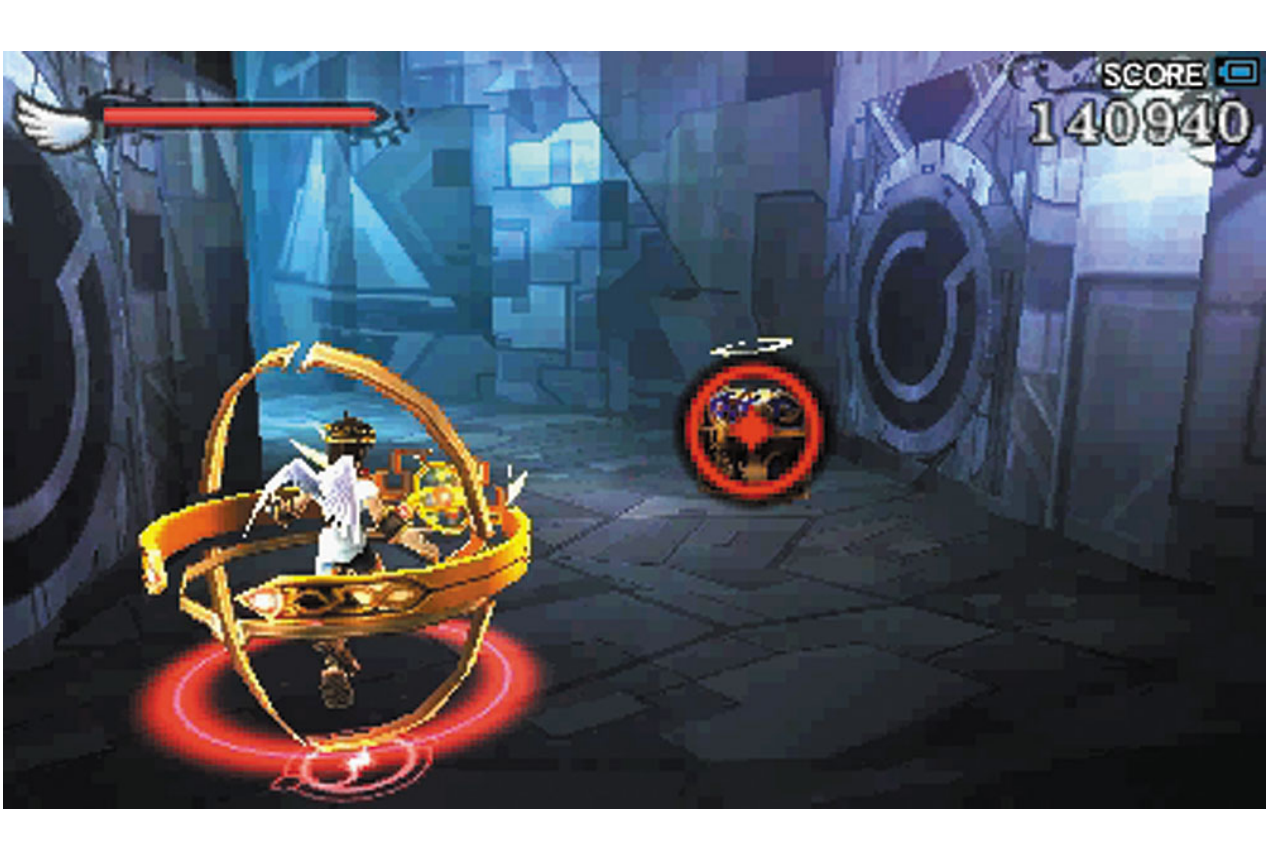

SCORE
140940


SCORE
140940

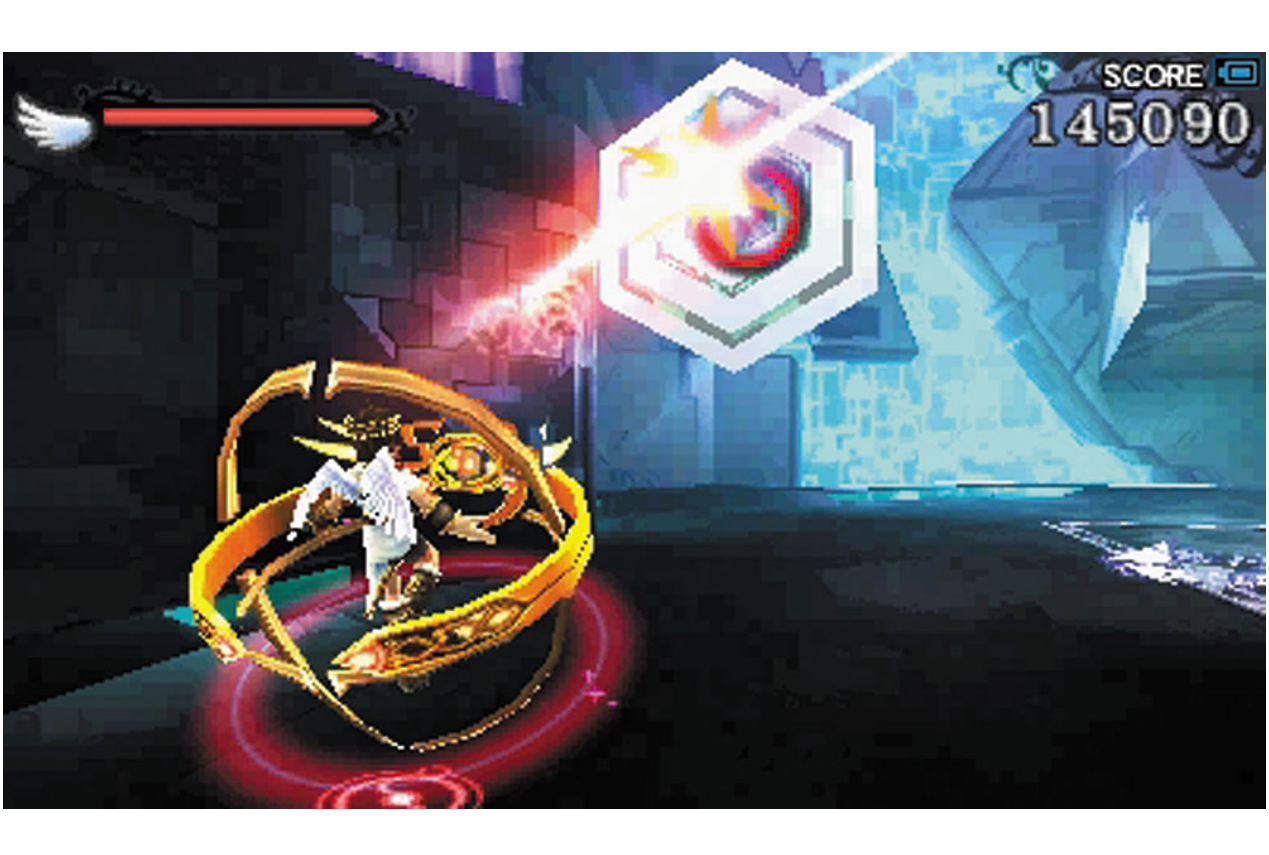
10. Take the Aether Ring and drop down the hole in the center of this room. Spin around in midair until you find a switch to shoot. This will open the way to the Zodiac Weapon chamber.

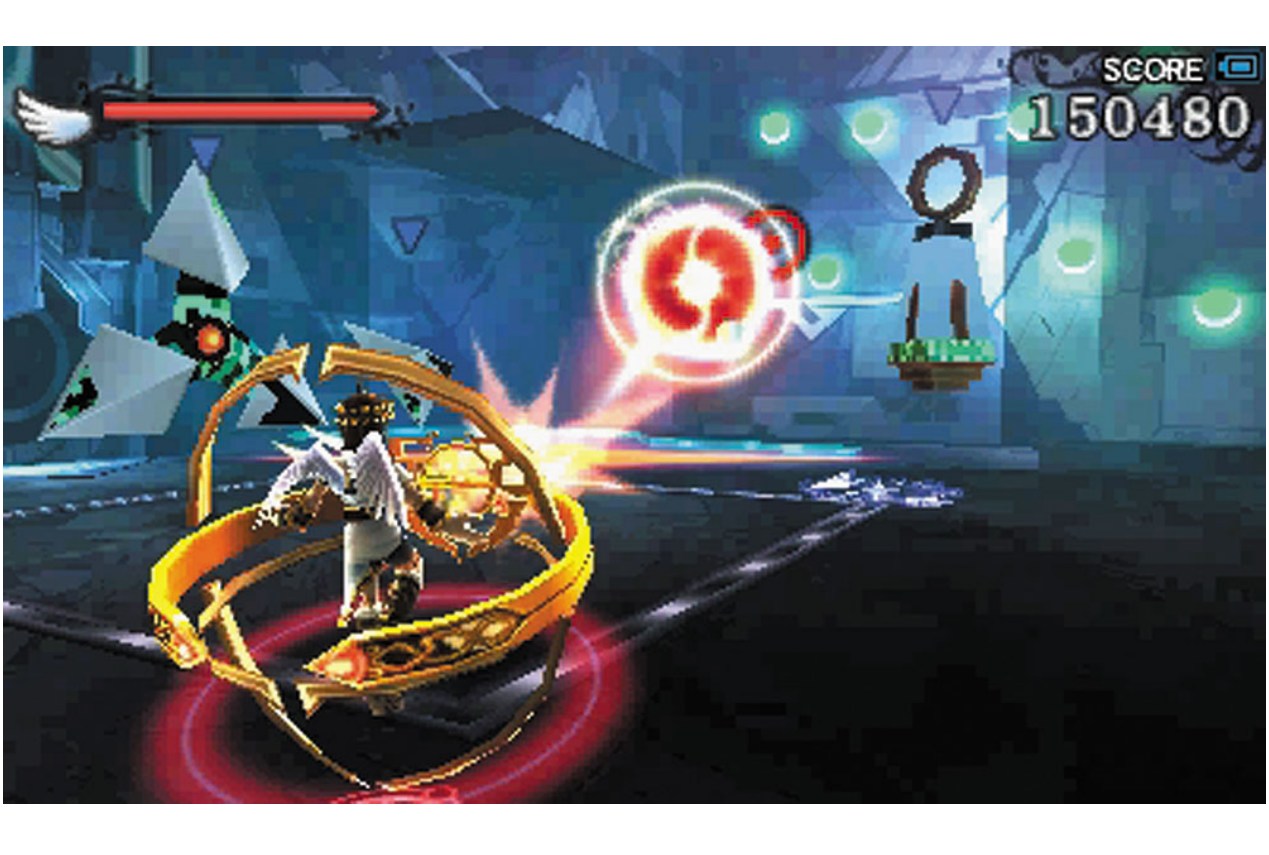

SCORE
140940

11. The winding wall here contains a Level 7 Intensity Gate. If you're playing at that level, the gate opens and dispenses a weapon.

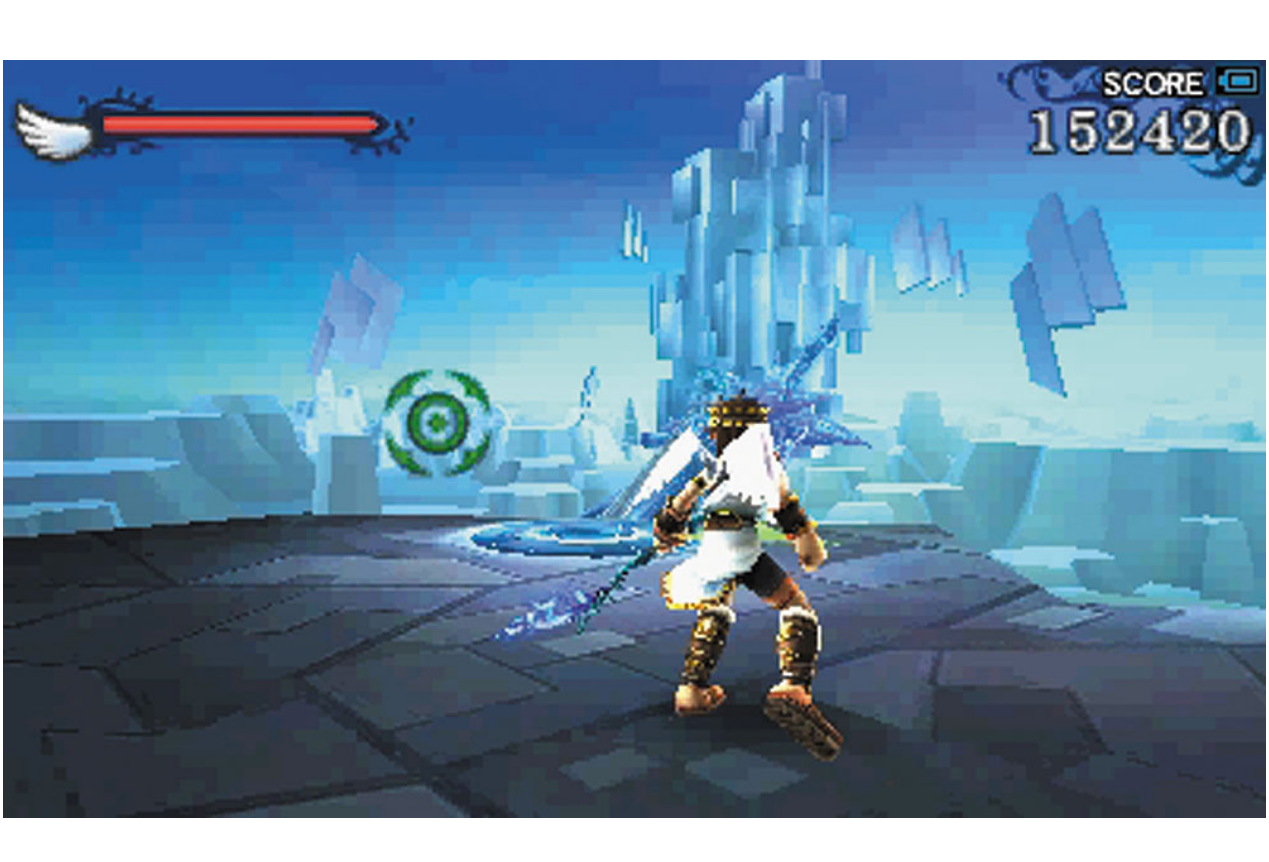

SCORE
140940

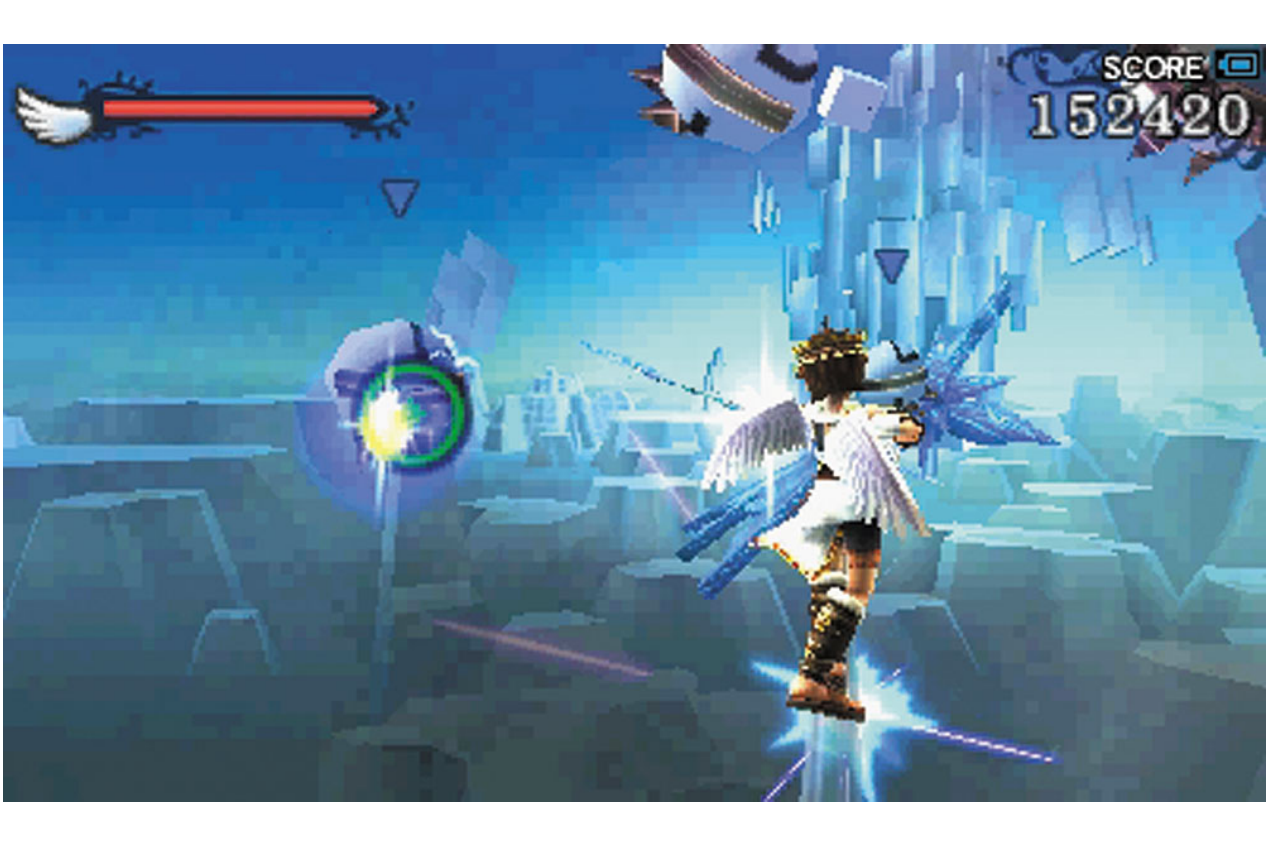
One of the doors in this hall will dispense a treasure box.

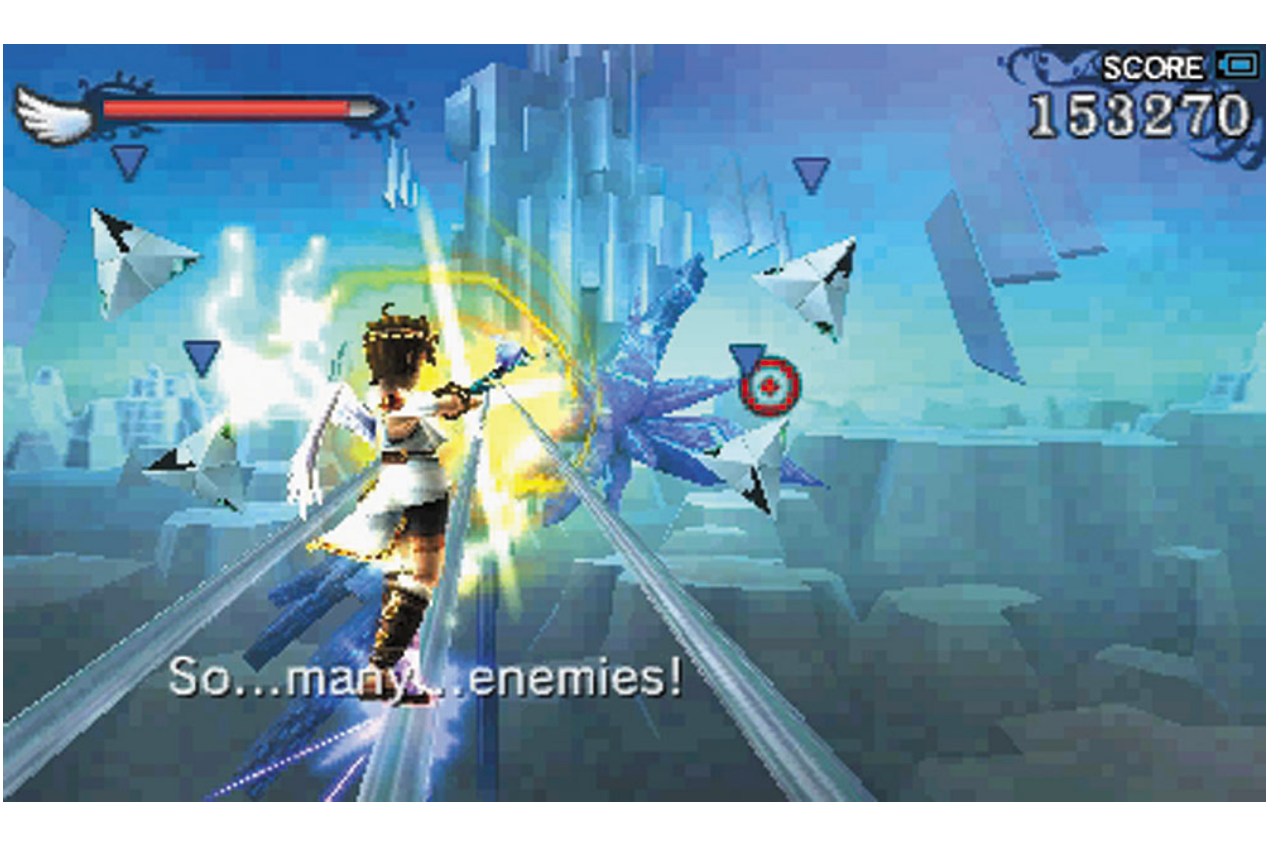

SCORE
145090


SCORE
150480

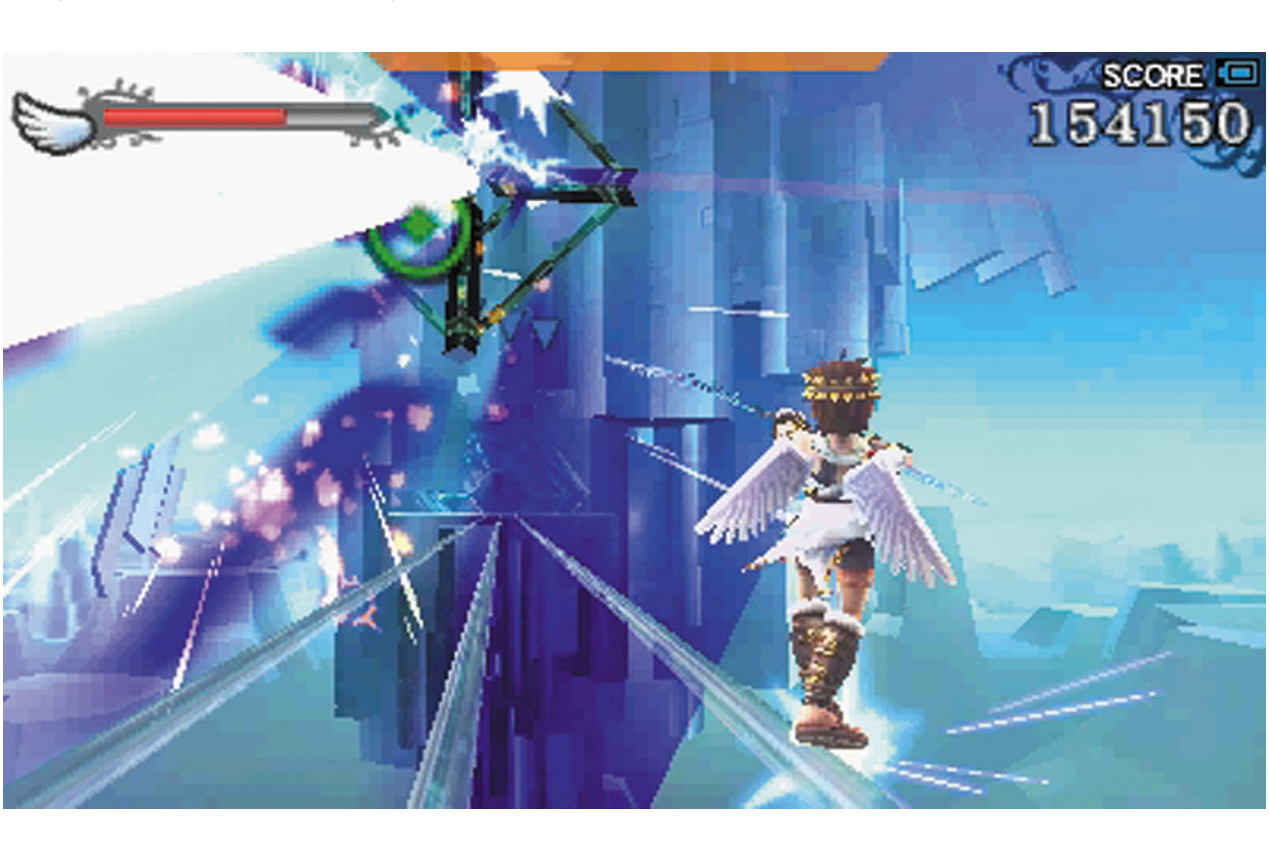
12. As soon as you enter this room, the Aurum attack in force. Quoils, Sios, and a Zrink are among the attackers. Be careful about the electric spark traveling in a square shape on the floor of this room. If you're still driving the Aether Ring, the ambush may not seem too difficult. Just don't forget your shield! Once the room is clear, a jump pad will take you to the next section.

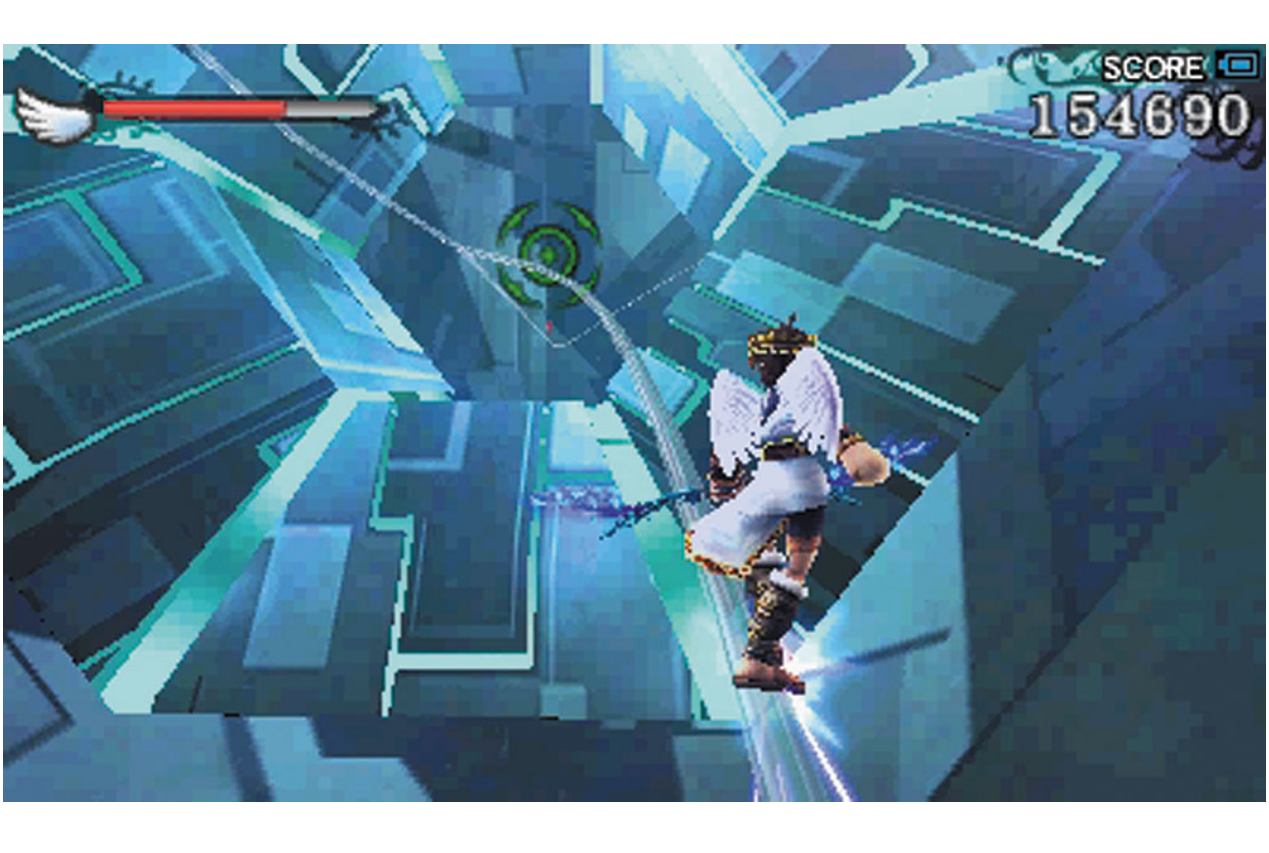

SCORE
152420


SCORE
152420

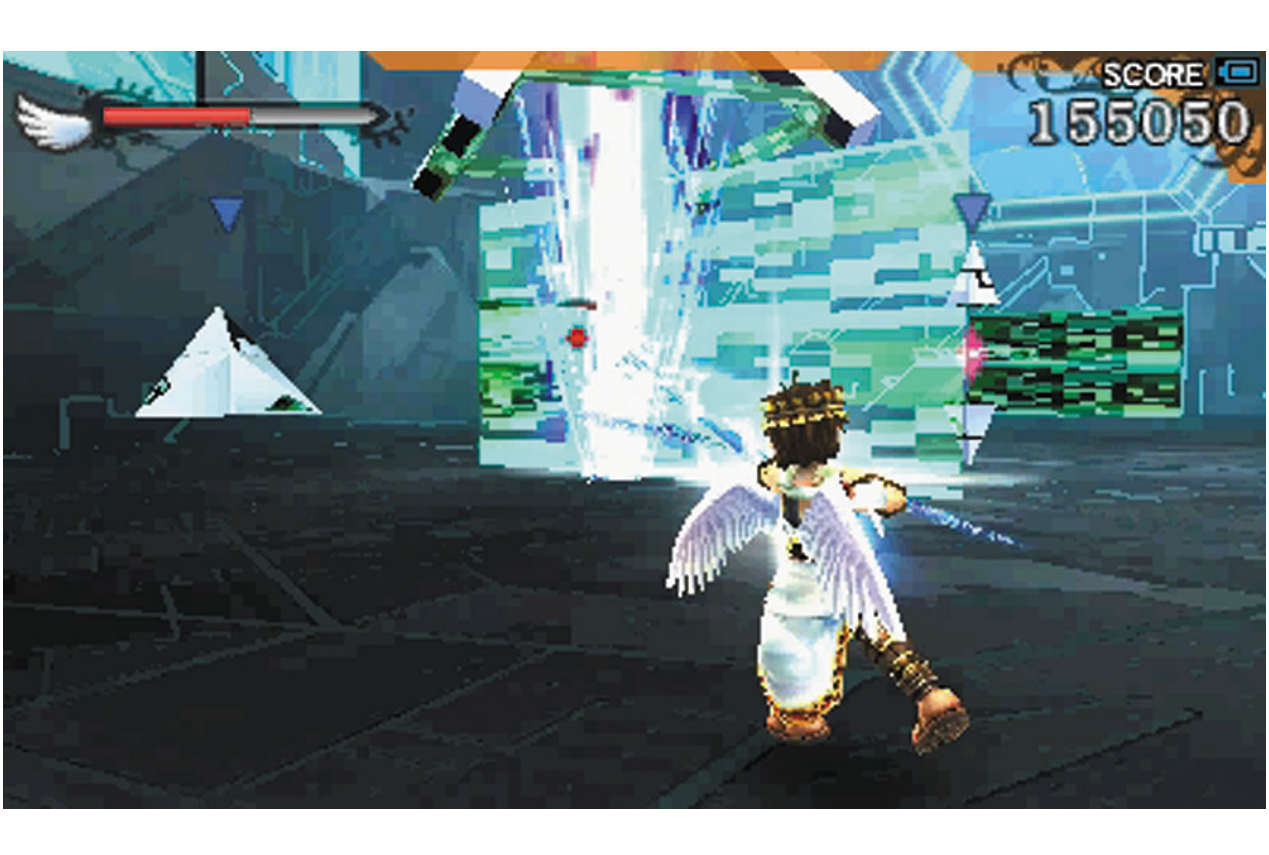

SCORE
153270
So...many...enemies!

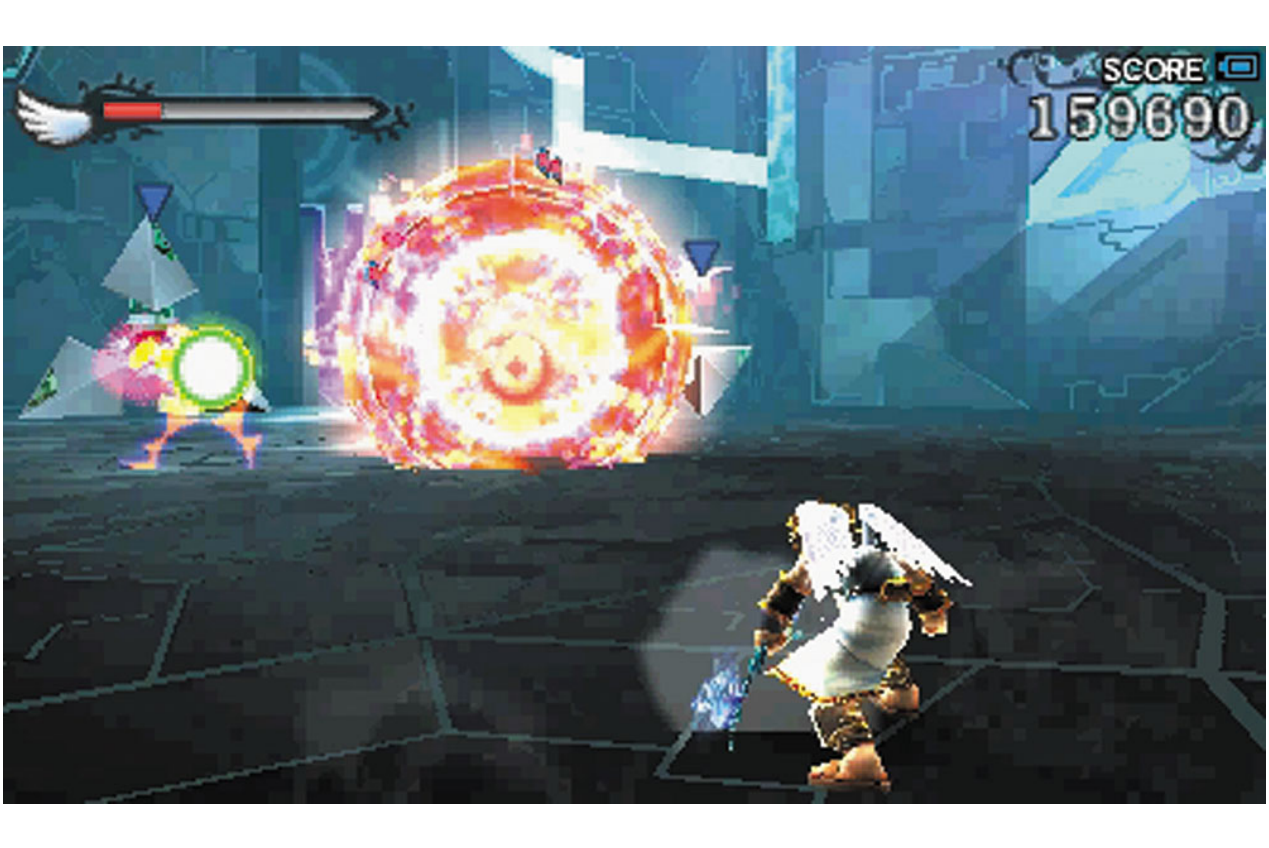
13. A long grind rail stands between you and the heart of this fortress. You get some assistance from the Forces of Nature during this trek. They are marked with green arrows, so if you don't mind the extra help, don't shoot them down.

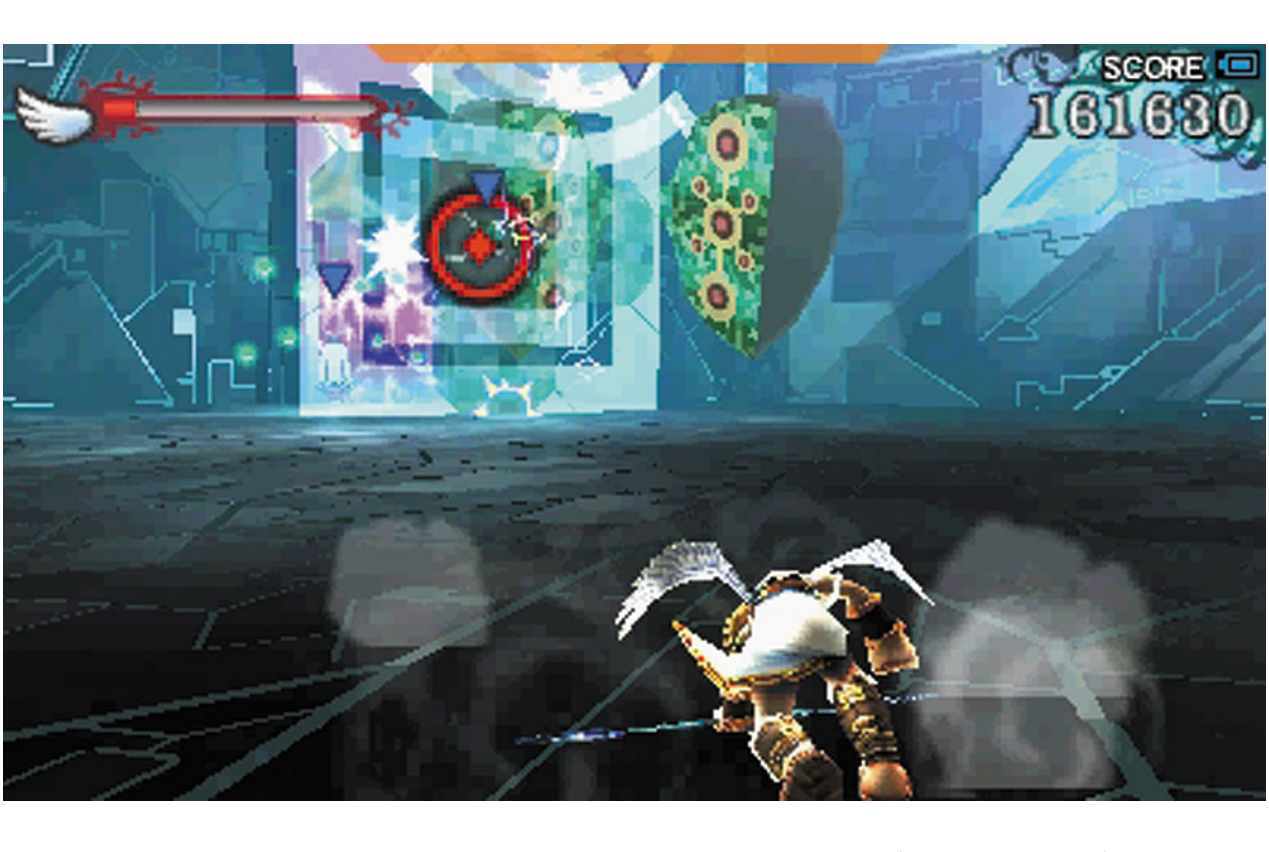

SCORE
154150


SCORE
154690

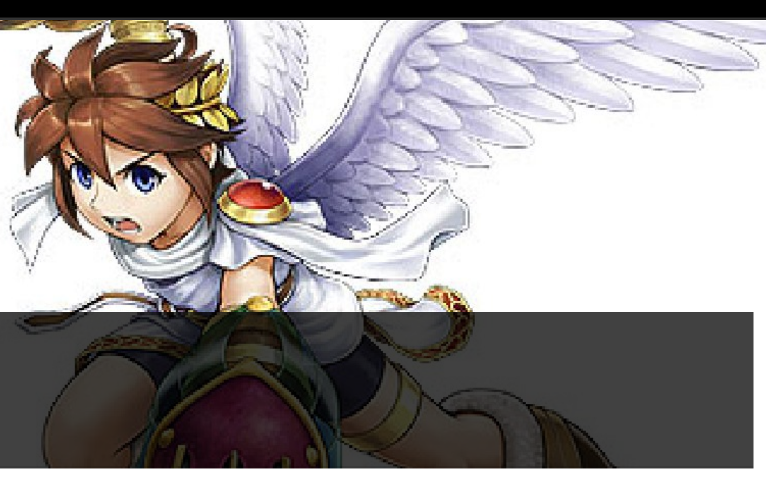
You can hop between different grind rails on the way to the generator, which will come in handy when avoiding attacks from Jyoks.


SCORE
155050


SCORE
159690

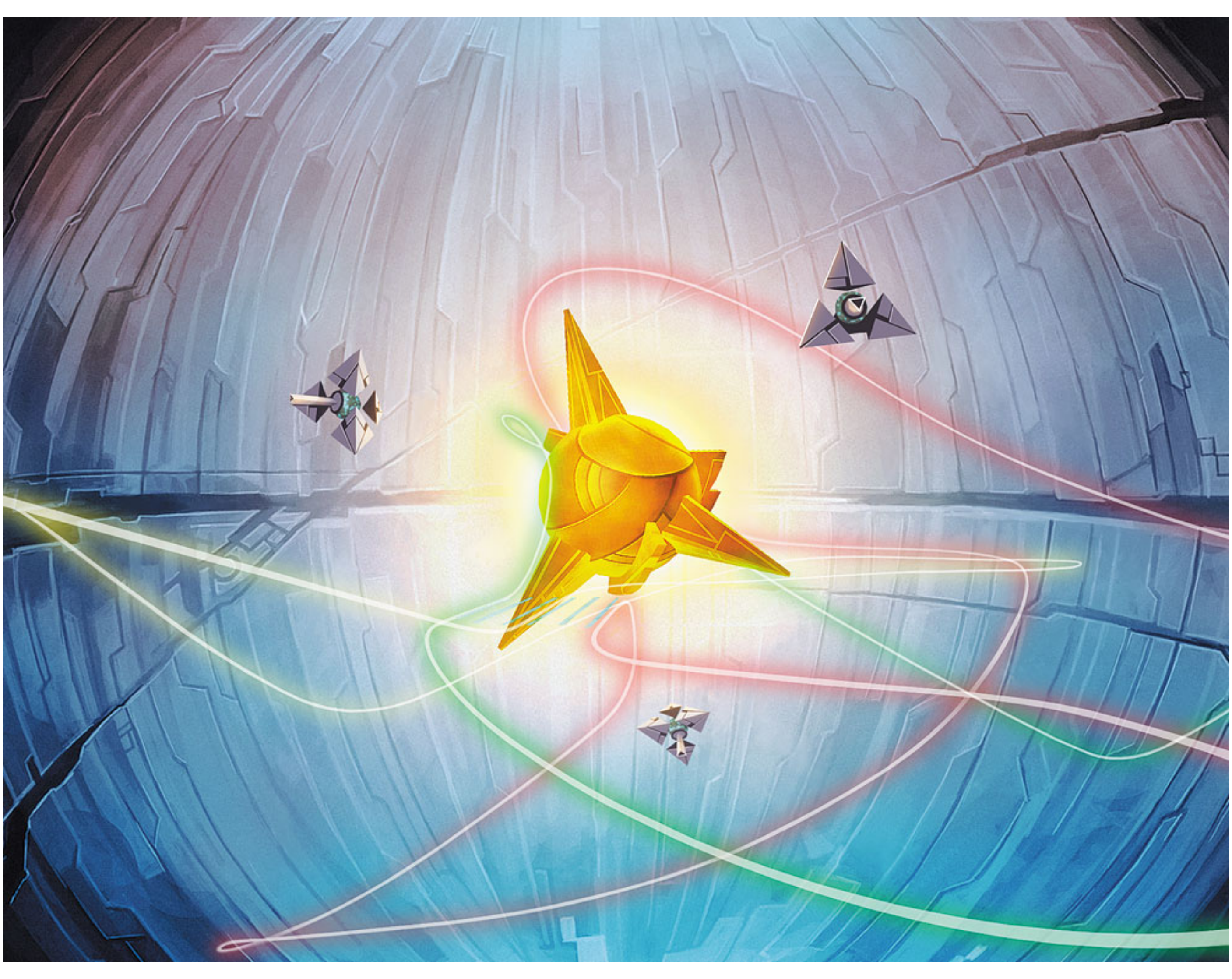

SCORE
161630

14. The last line of defense before the generator room throws a small Aurum zoo at you. It's nothing you haven't seen before, but this can be a taxing battle, particularly if you're low on health. Once you overcome the three waves here, a Drink of the Gods appears. The way to the generator is open.



Chapter 16: The Aurum Hive

Boss Battle: Aurum Generator



Health Range	
Min Health	Max Health
473	1785

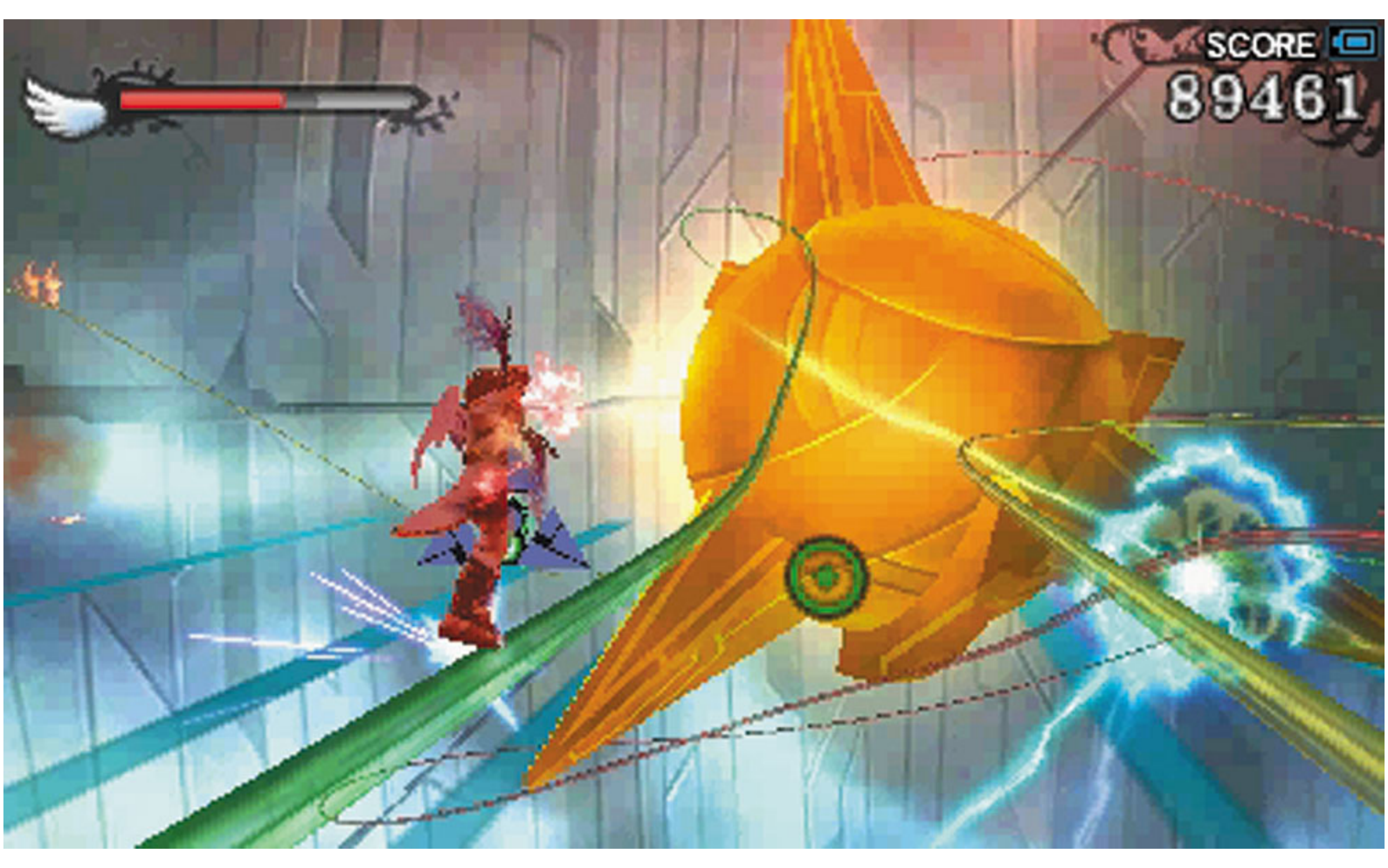
SCORE
89461

So I should attack the center?

SCORE
89461

Weapons have different ranges, so feel out how far the rails are from the generator.

The central Aurum Generator is an interesting boss battle. A series of grind rails take Pit around the sun-like device. Your job is simply to pour shots into it until it explodes. Tribytes patrol around the generator, acting as a primary defense.

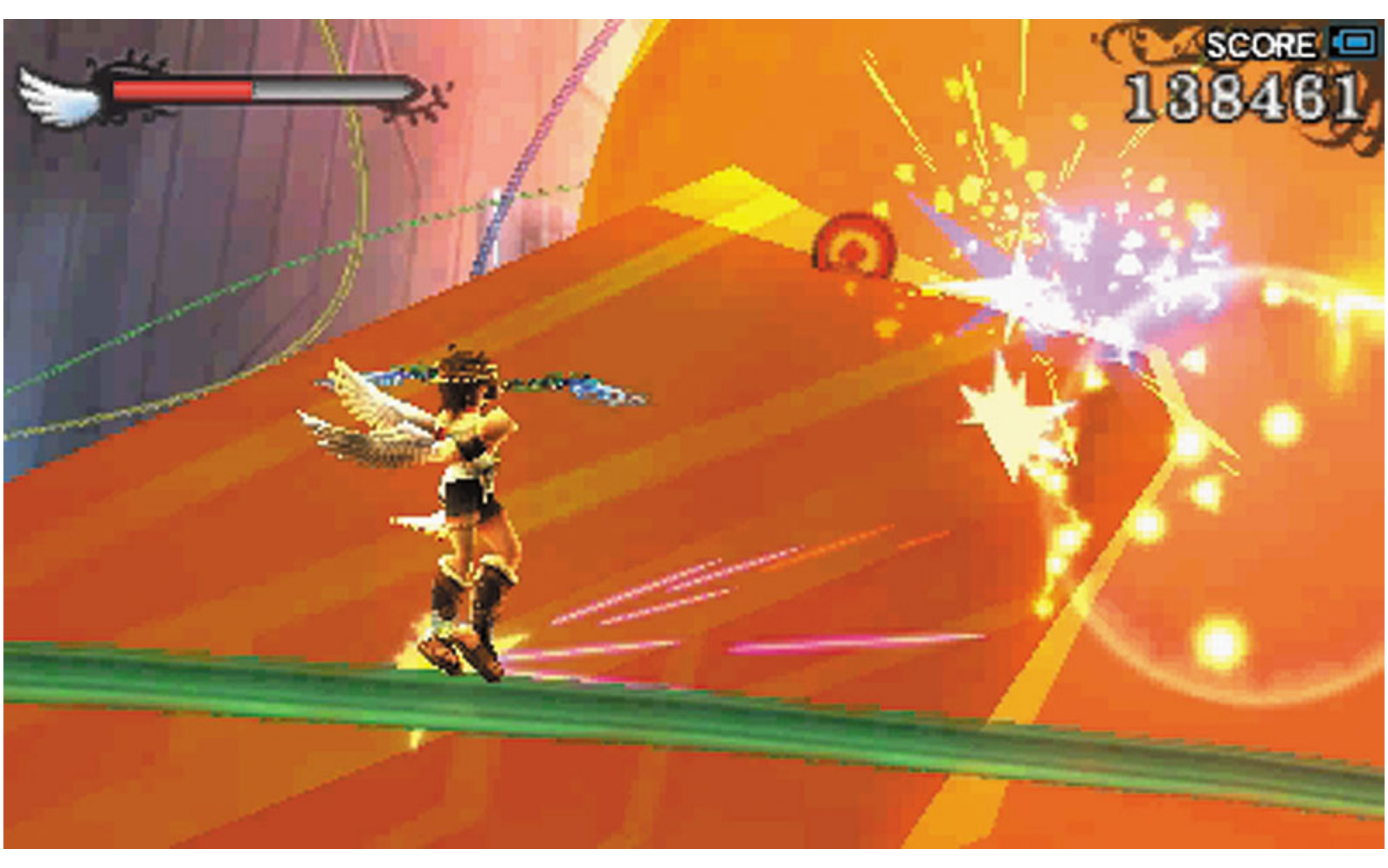


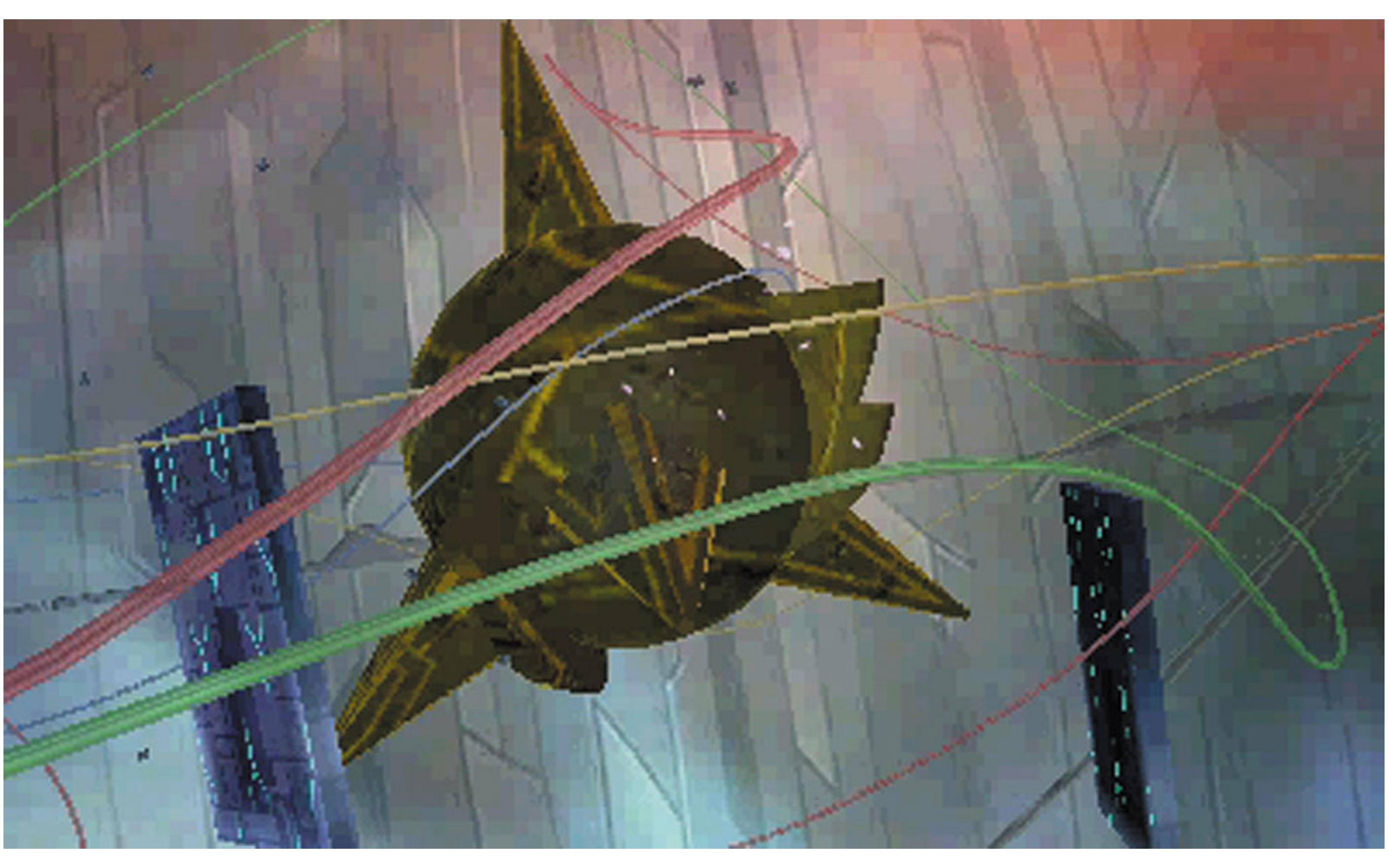
The generator occasionally sends out bolts of energy that ride along the rails toward Pit, usually when you have an opportunity to switch rails.

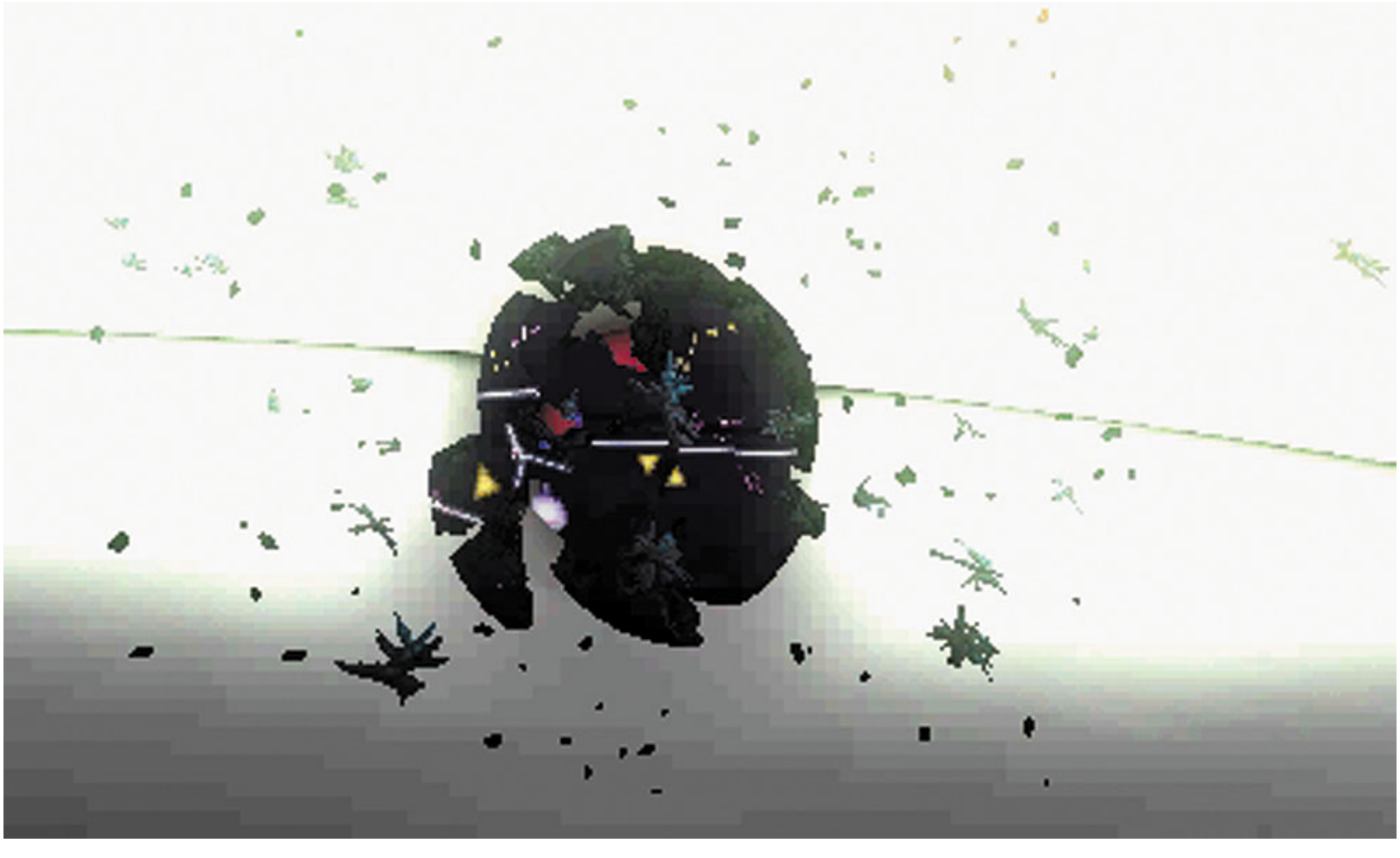
SCORE
89461

No. I have one more message to impart to you.

As you continue to do damage to the generator, it will erect impenetrable barriers to try to block your attacks, and will send out the energy bolts with greater frequency. Don't shoot the shields if you can help it. They absorb your attacks and turn them against you. The biggest danger of this battle is simple running out of health through carelessness, as you may not always be in range of your weapon to hit the generator, so the fight can take longer than you might expect.

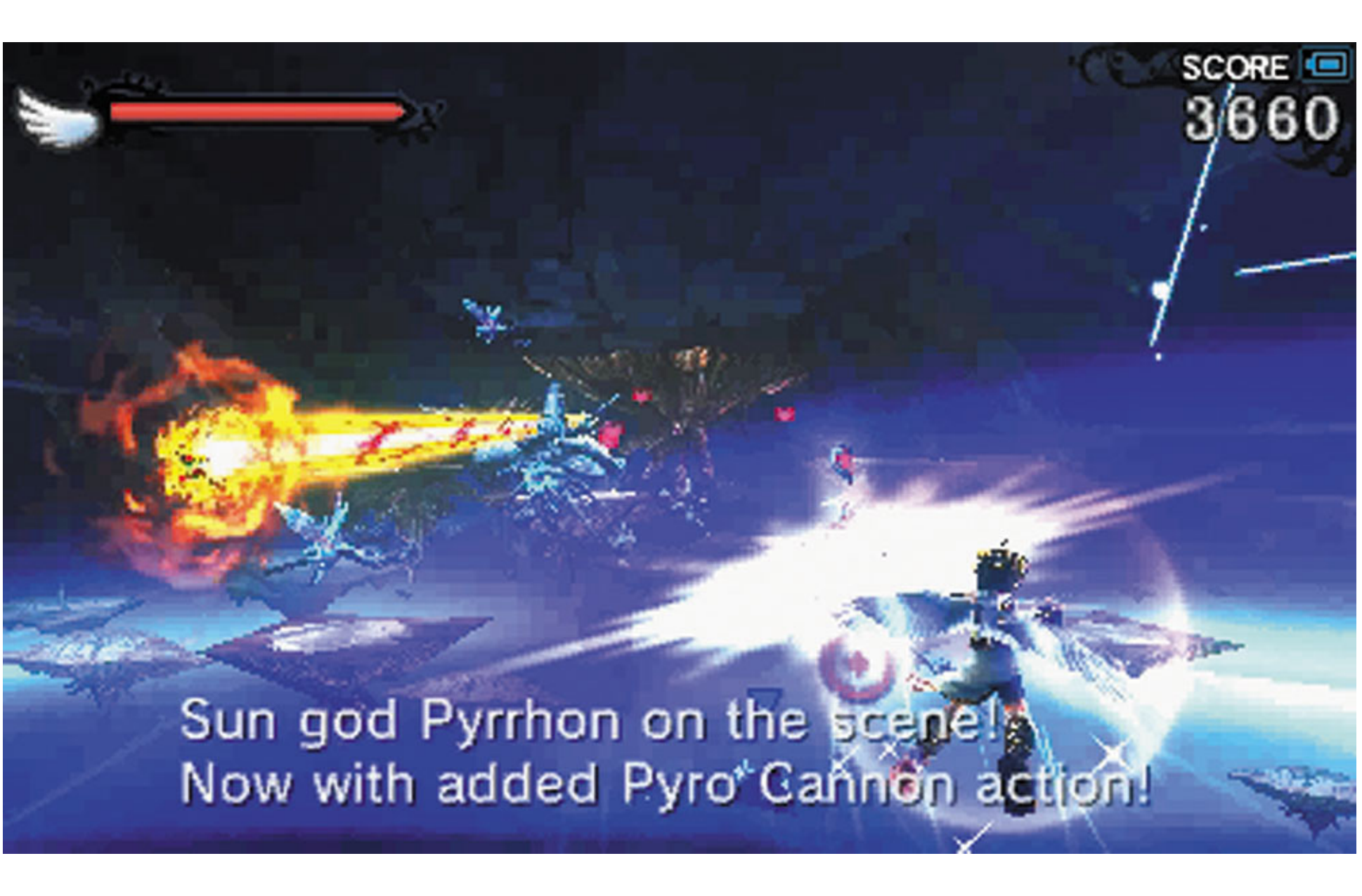


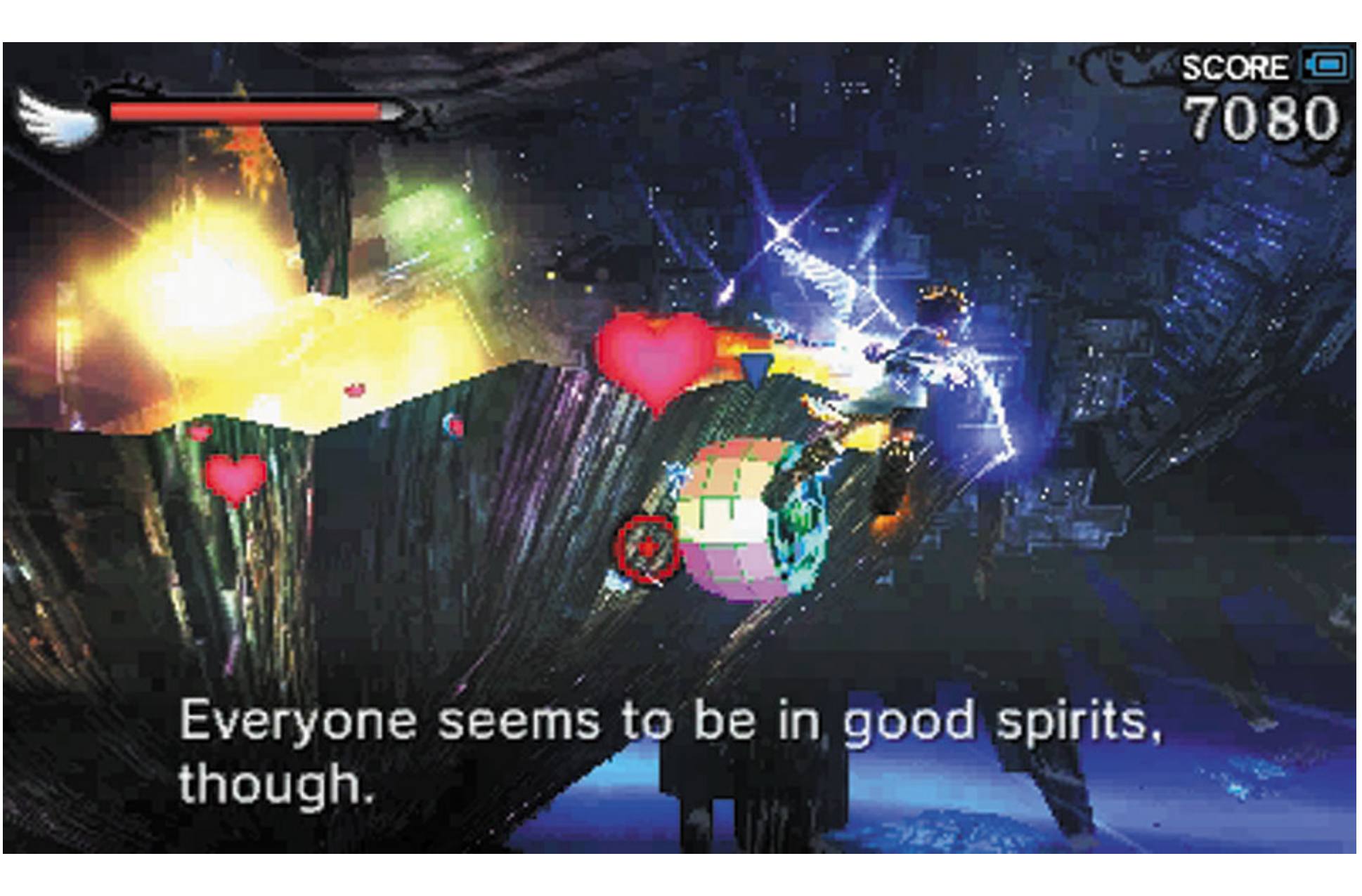


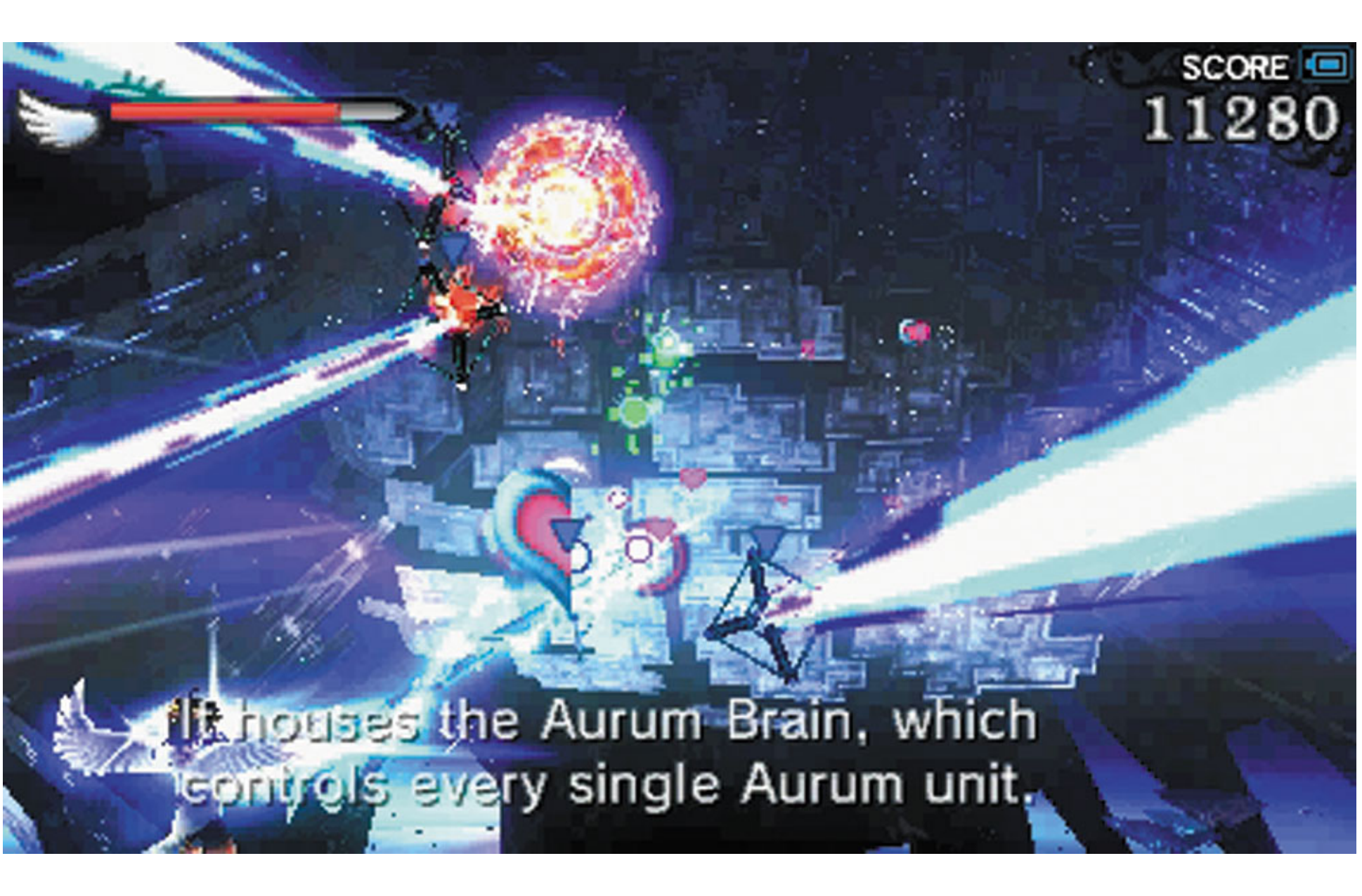


Once the Aurum Generator is destroyed, the Aurum Hive ship joins it with a spectacular explosion. There is another major target: the Aurum Brain.

Air Battle


SCORE
3660
Sun god Pyrrhon on the scene!
Now with added Pyro Cannon action!

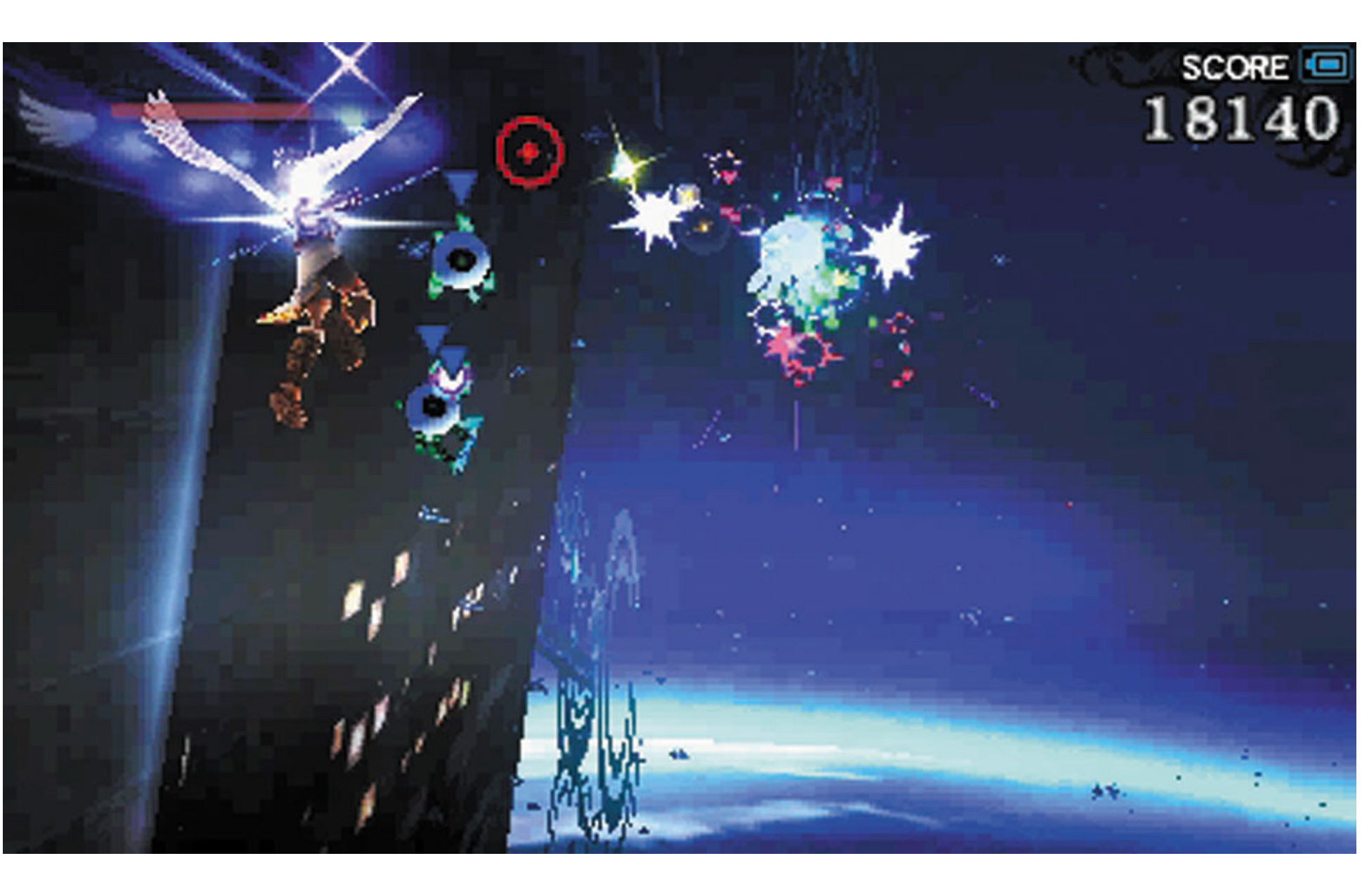

SCORE
7080
Everyone seems to be in good spirits, though.

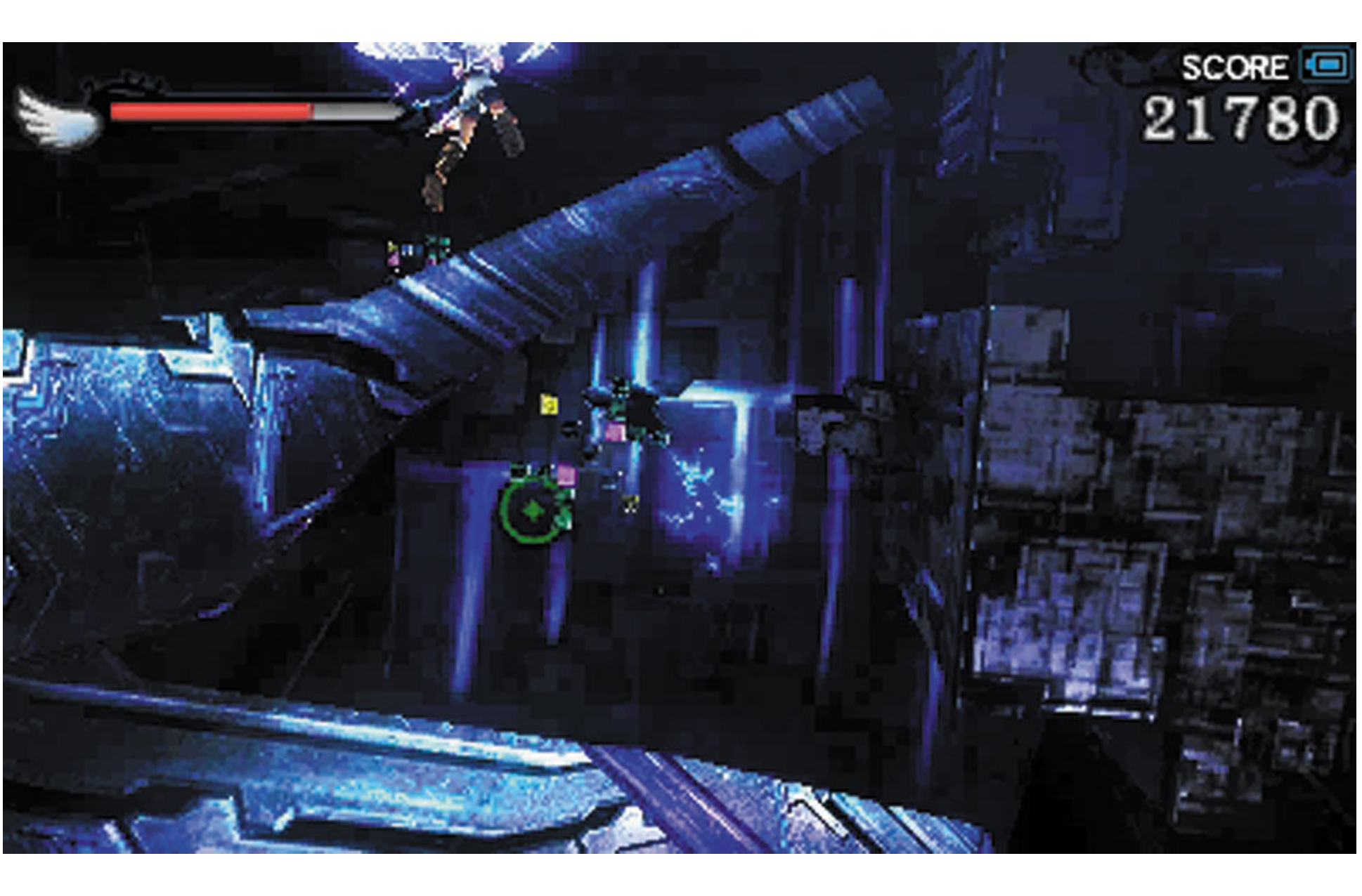

SCORE
11280
It houses the Aurum Brain, which controls every single Aurum unit.

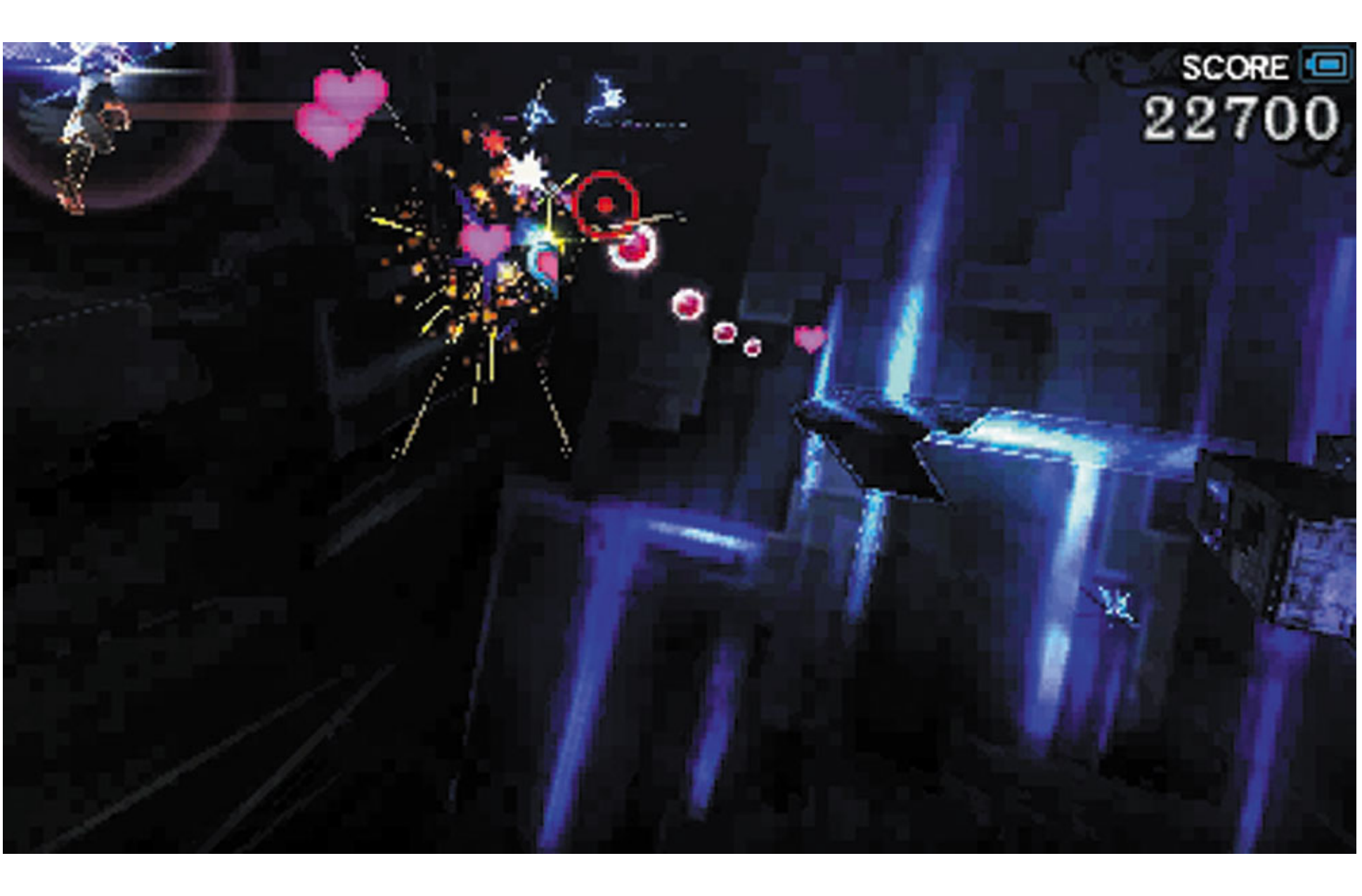
The Aurum are nearly on the ropes. The combined forces of the Underworld and Nature, Palutena, Pit, and Pyrrhon launch a massive counterattack on the Aurum Brain itself. Undeterred by this combined force, the Aurum resistance has only grown stronger and more fanatical.

Tip

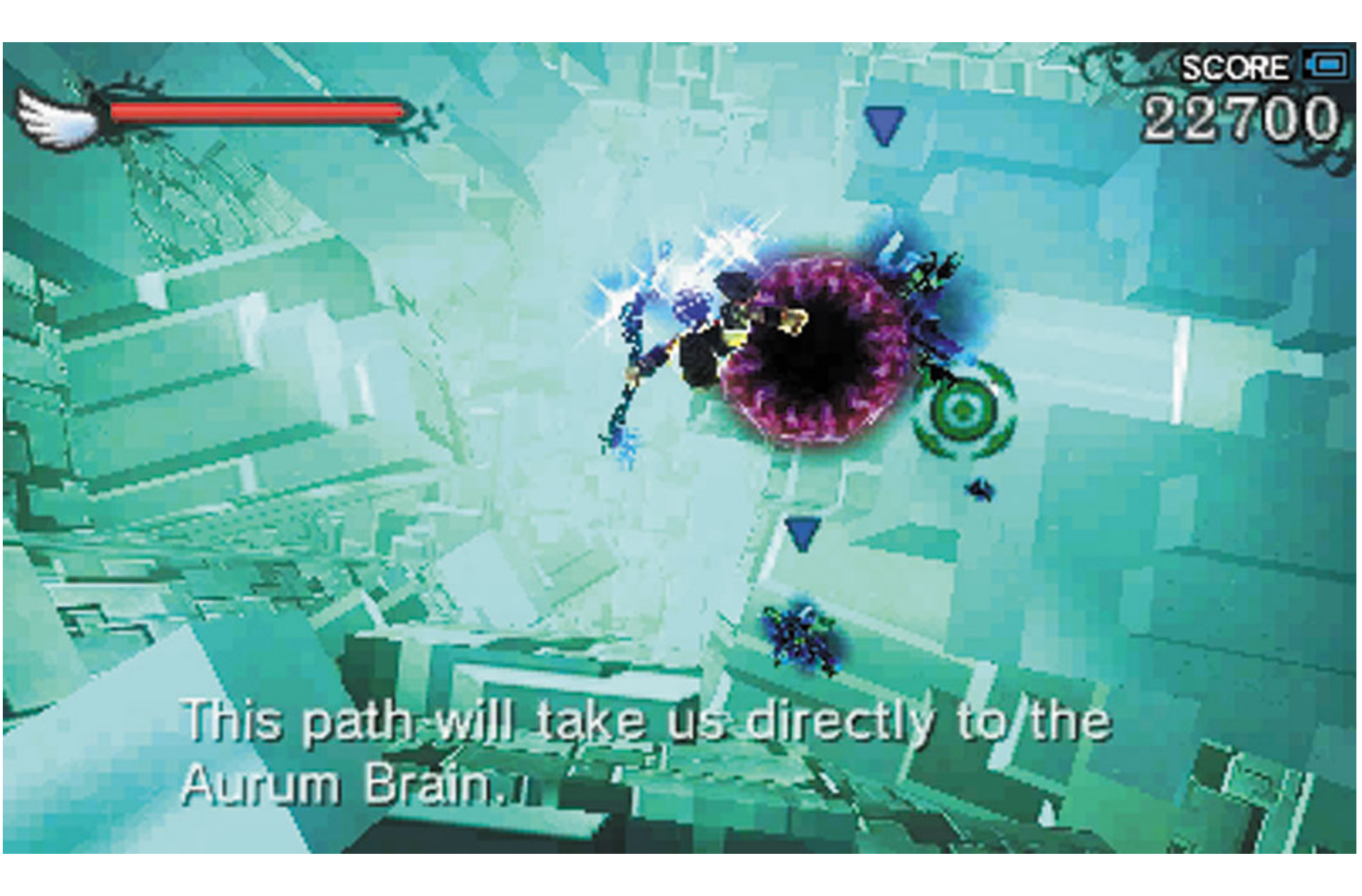
Don't feel bad if you're finished off quickly by the Aurum during this Air Battle. There are certain parts of the stage that are punishing to go through without a powerful weapon.

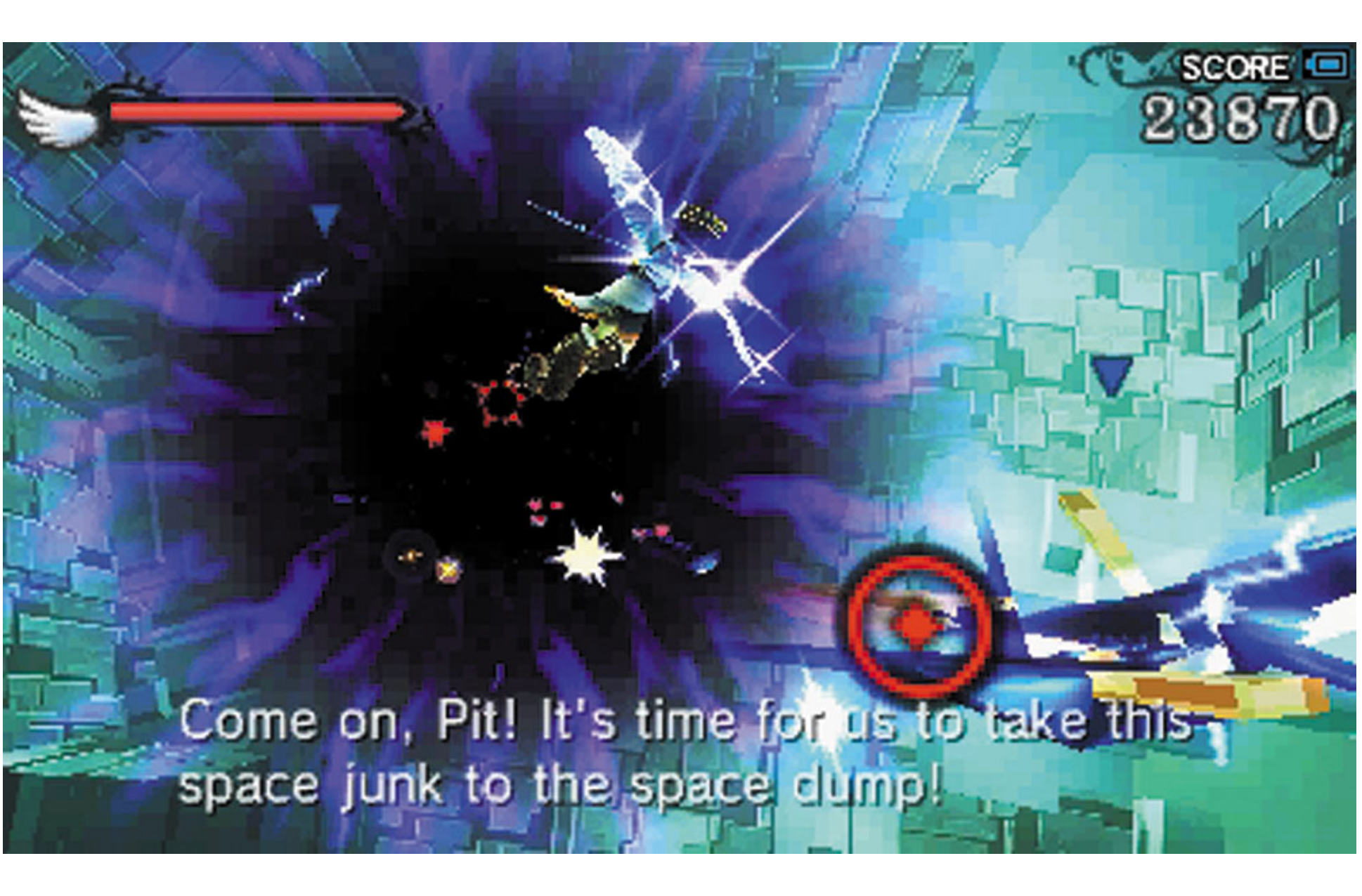

SCORE
18140


SCORE
21780

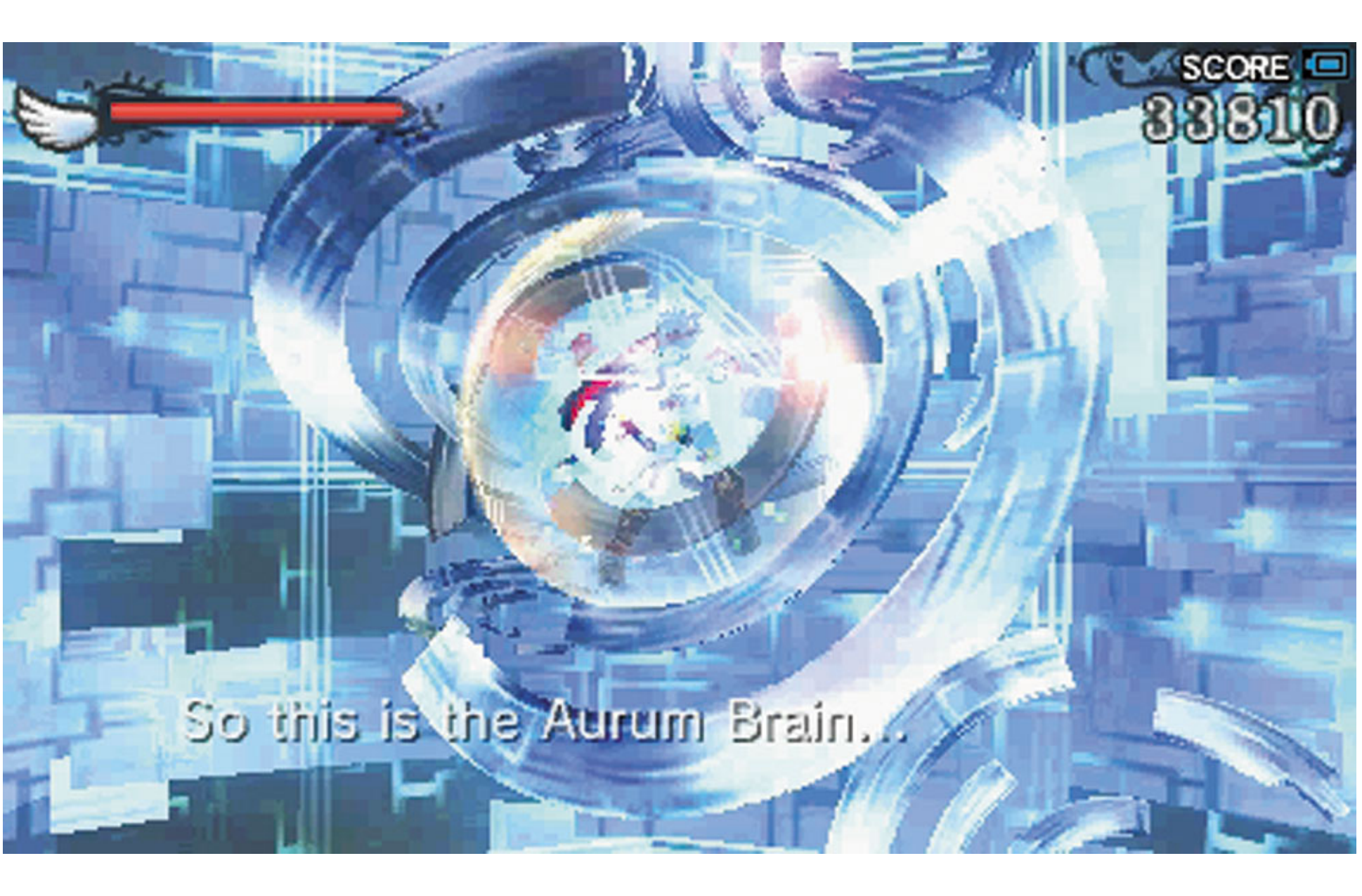

SCORE
22700

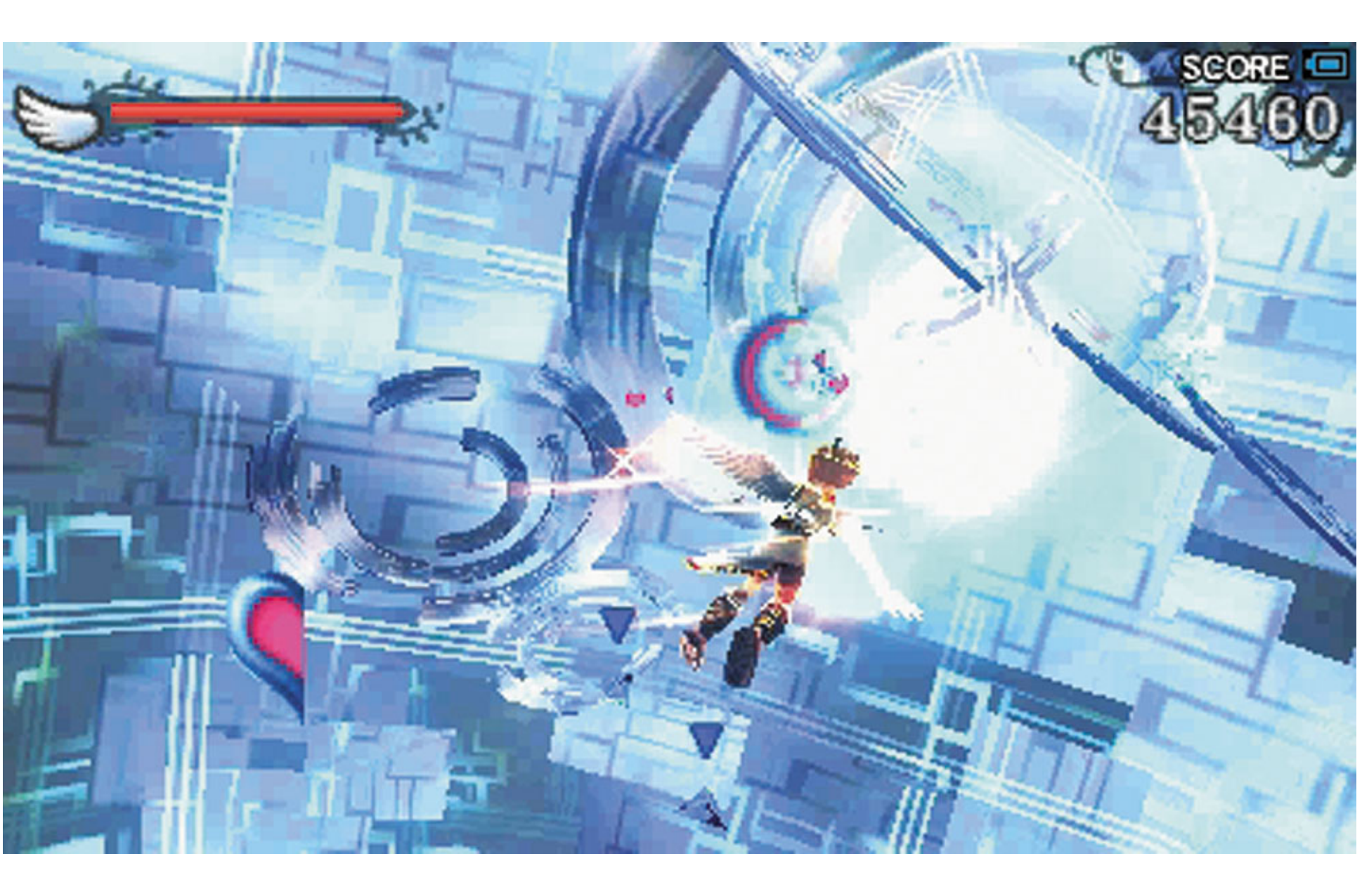
The hull of the mother ship can be especially hectic as you fly past Aurum Cruisers. When you arrive at a breach in the hull, Recovery Orbs wait to be collected. It's possible Pit could use some healing by now.


SCORE
22700
This path will take us directly to the Aurum Brain.

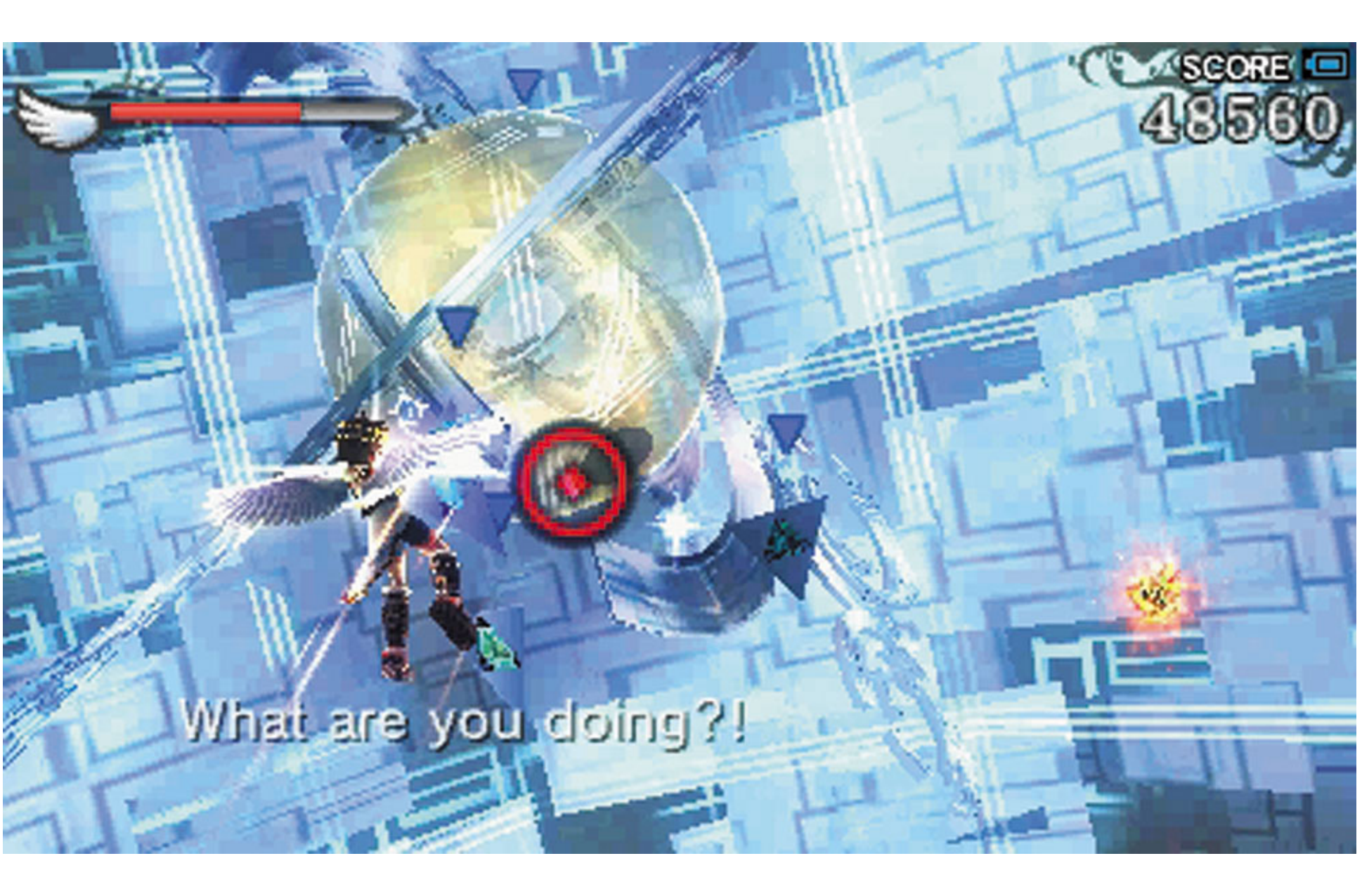

SCORE
23870
Come on, Pit! It's time for us to take this space junk to the space dump!

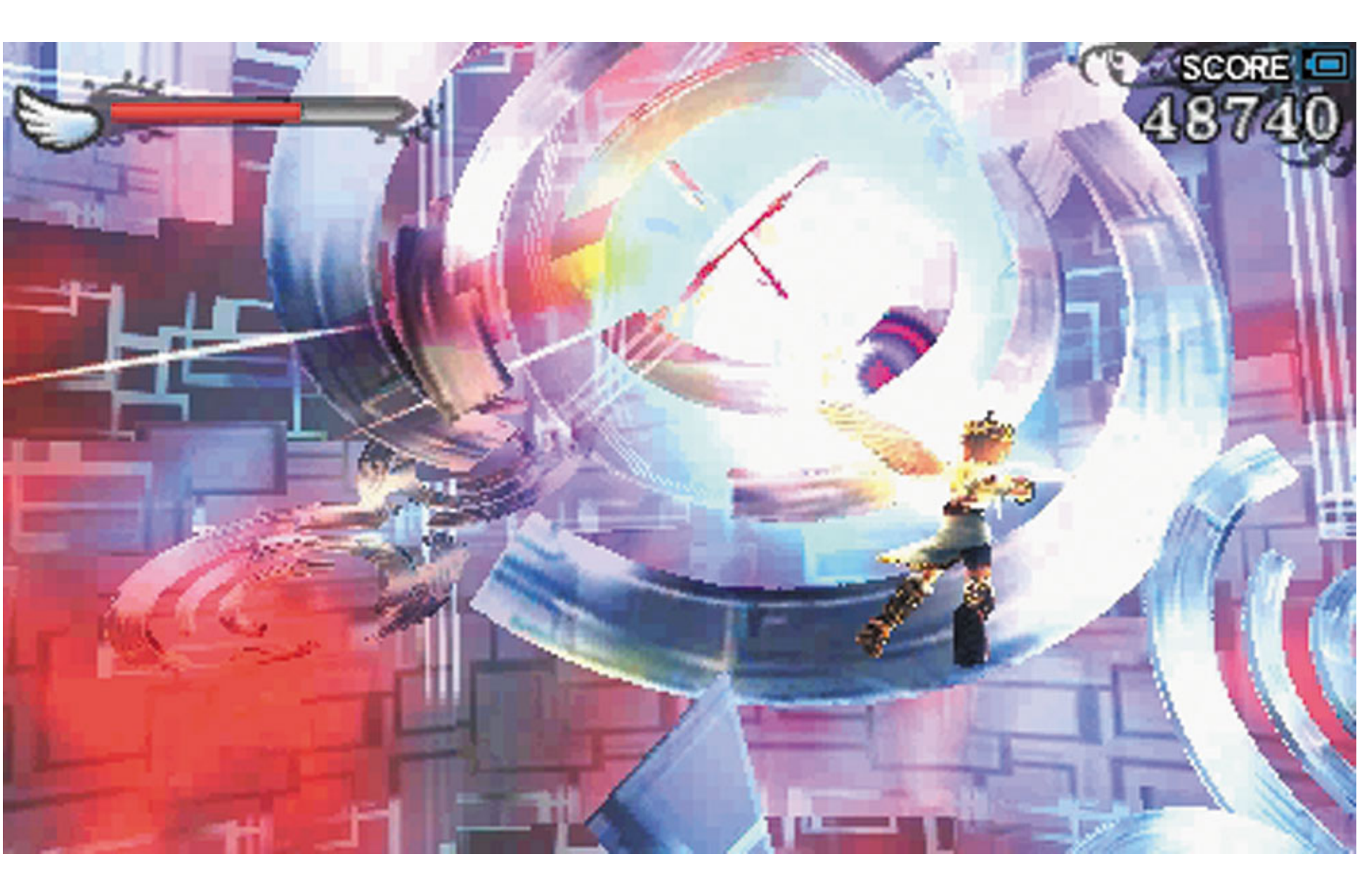
Sios infest the main route to the Aurum Brain. The gravity fields they fire can hold Pit in place while other Aurum try to finish him off. Compared to what happened outside of the ship, the defenses here seem rather thin.


SCORE
33810
So this is the Aurum Brain...

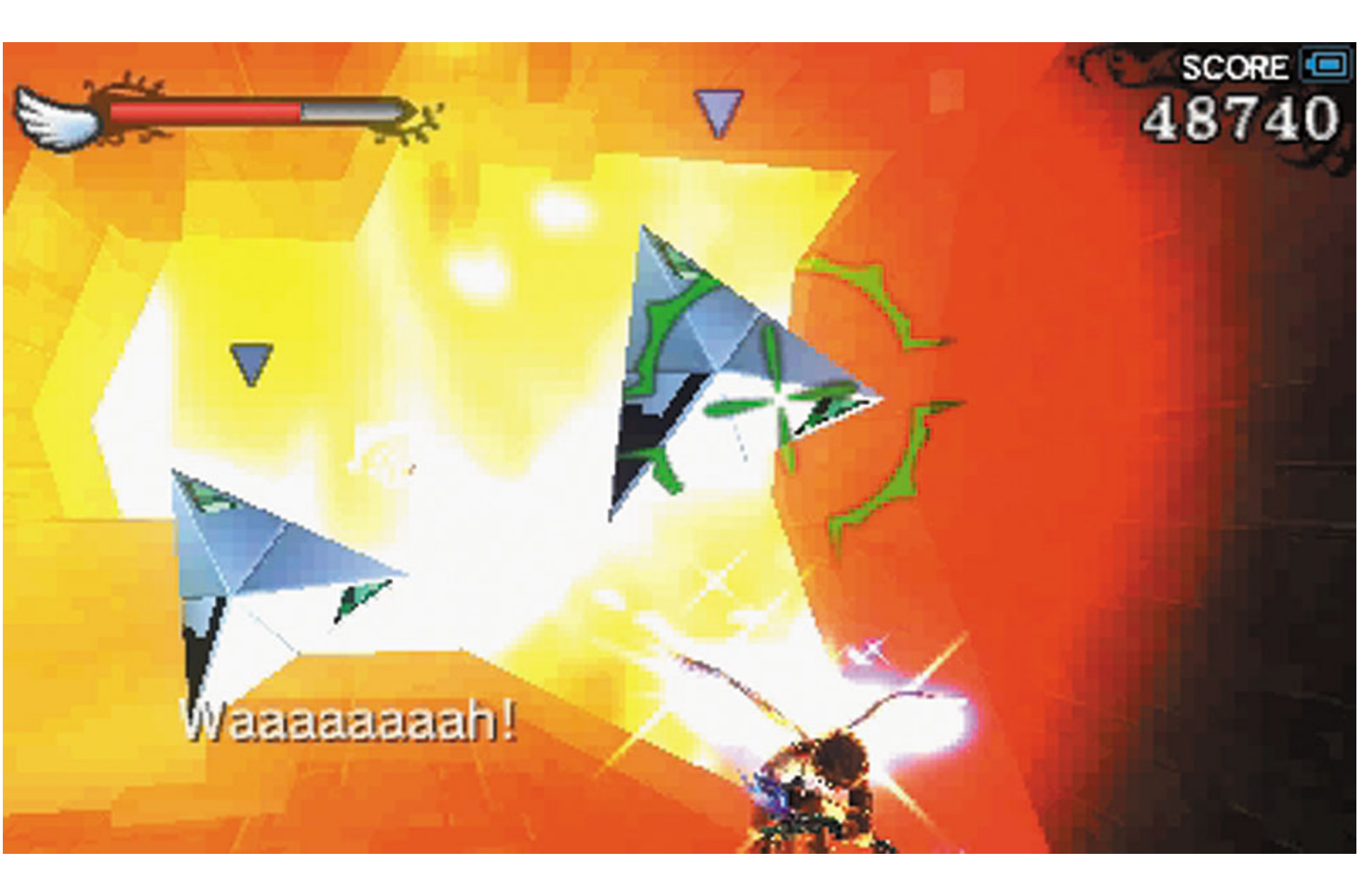

SCORE
45460

The Aurum Brain itself summons the full array of its forces to defend itself, and things seem to go well, until Pyrrhon gets involved, flying face-first into the brain.

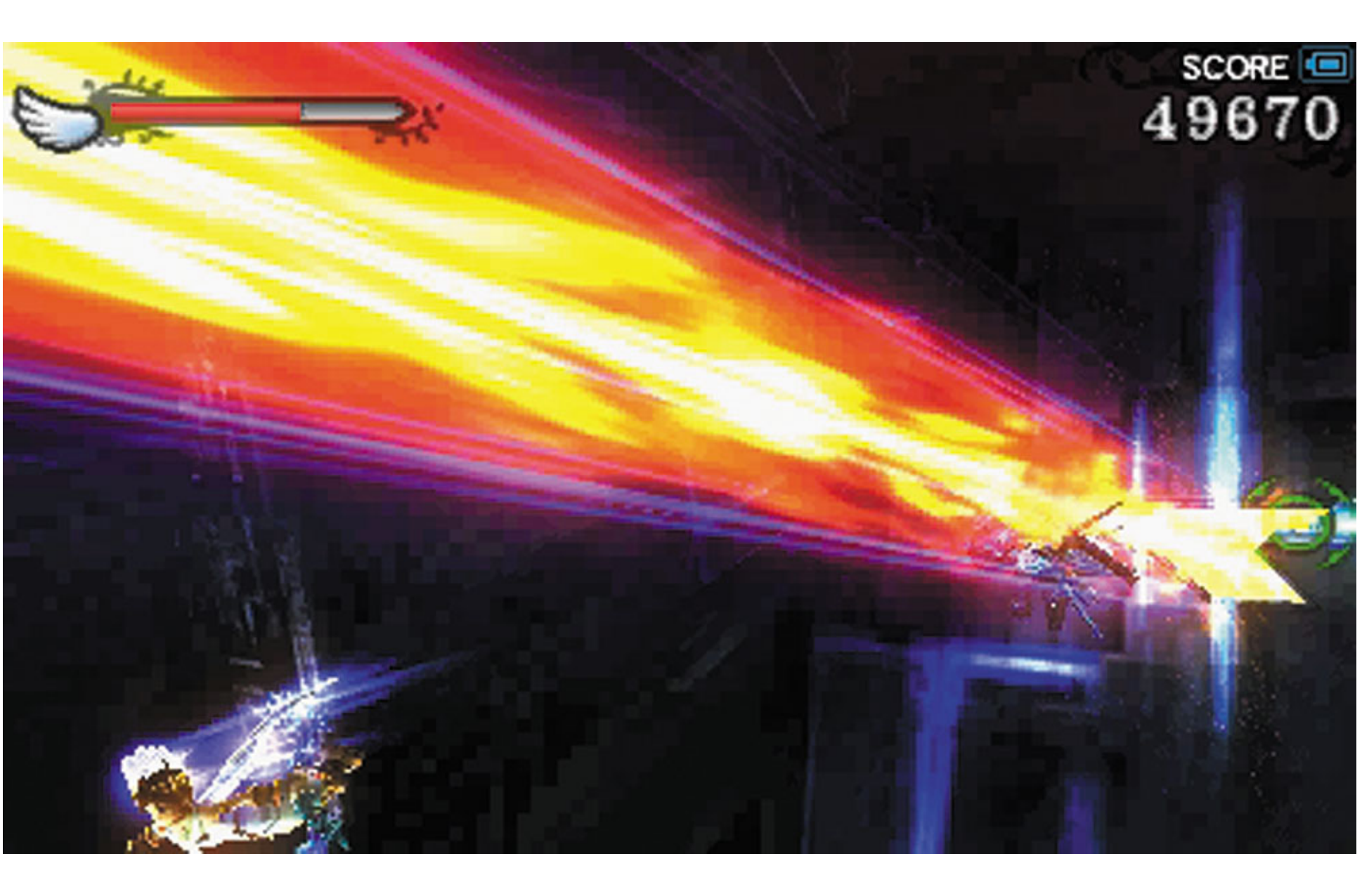

SCORE
48560
What are you doing?!

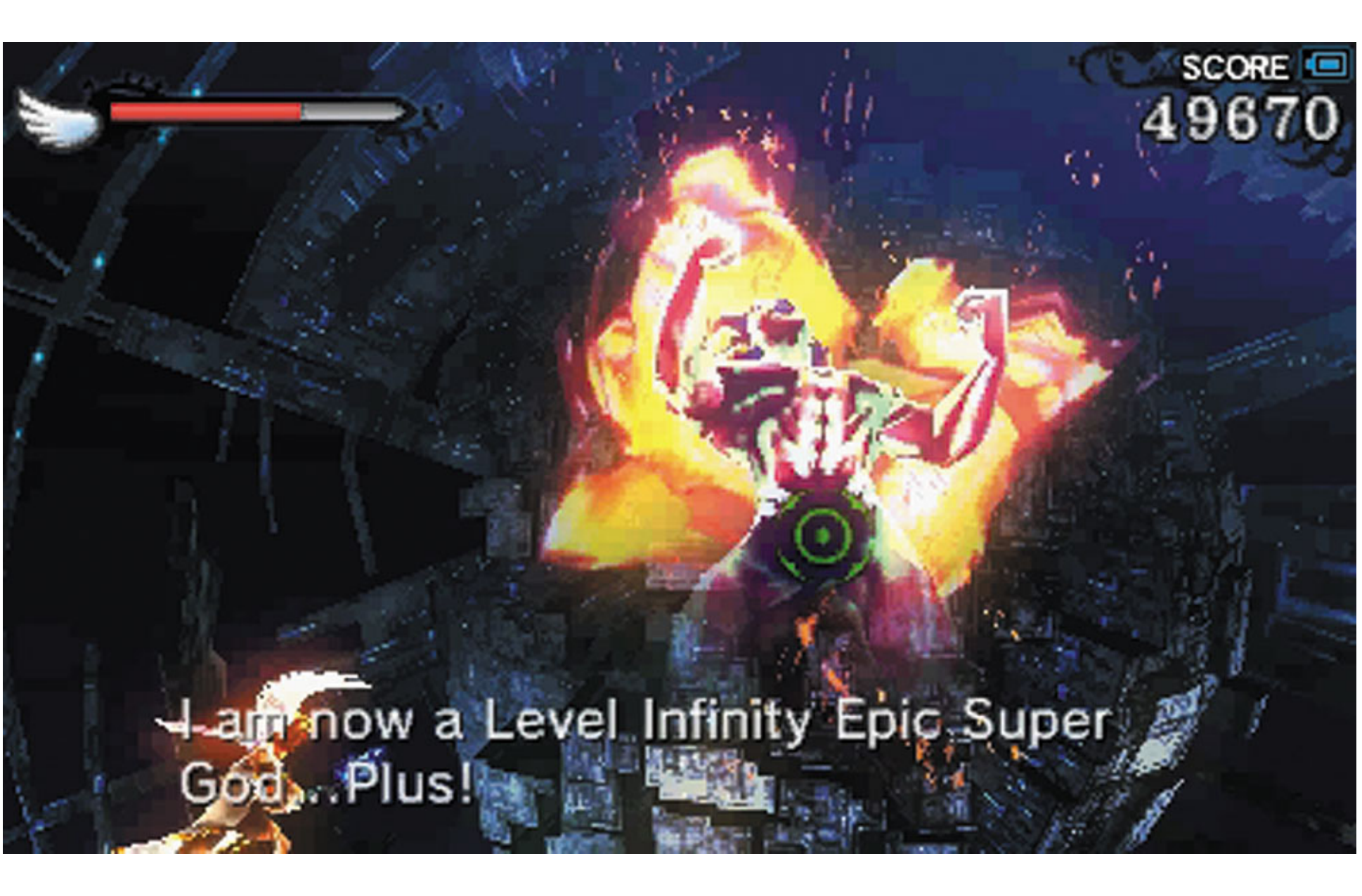

SCORE
48740

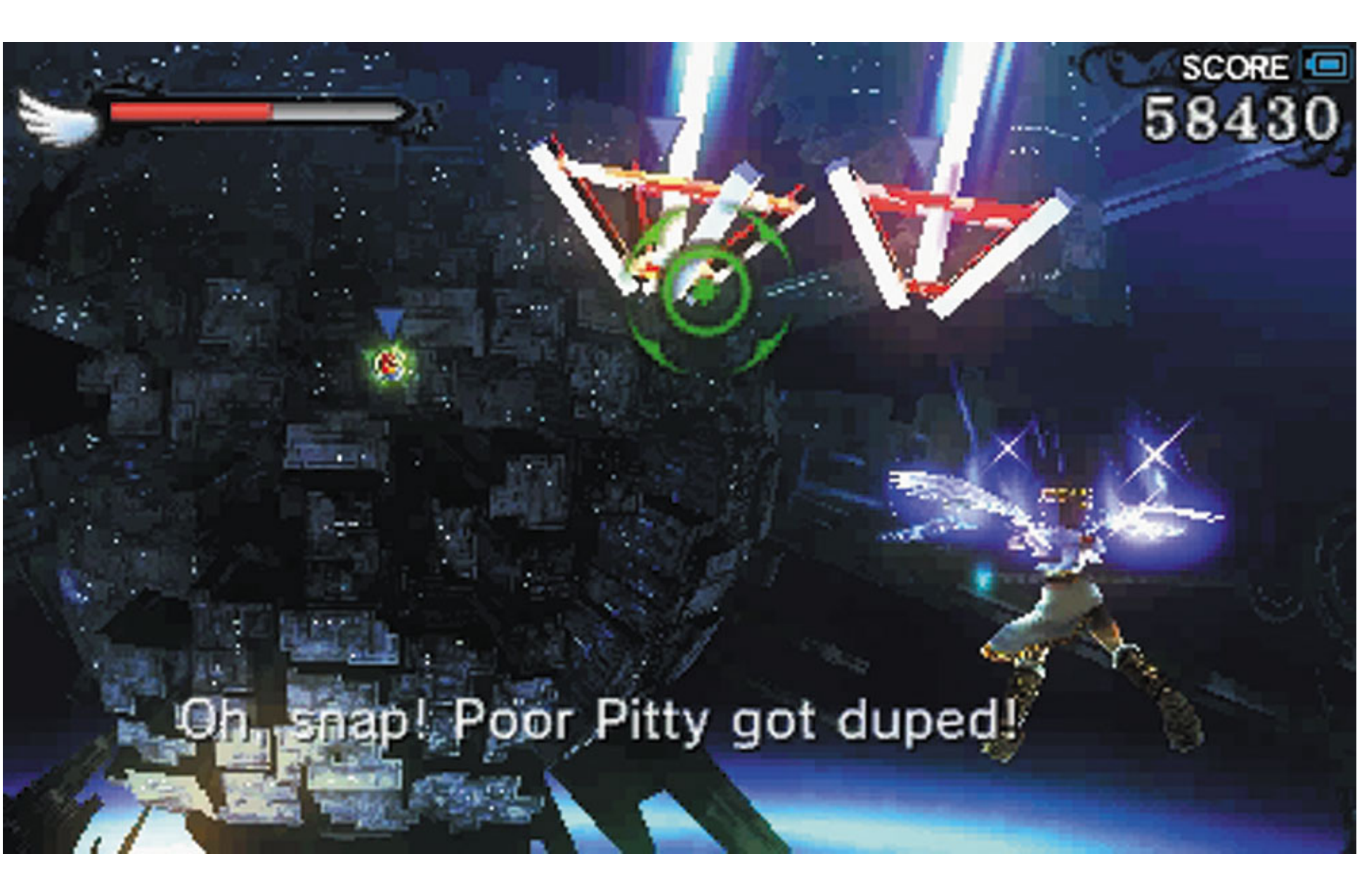
This is not good. This is not good at all.


SCORE
48740
Waaaaaaaah!

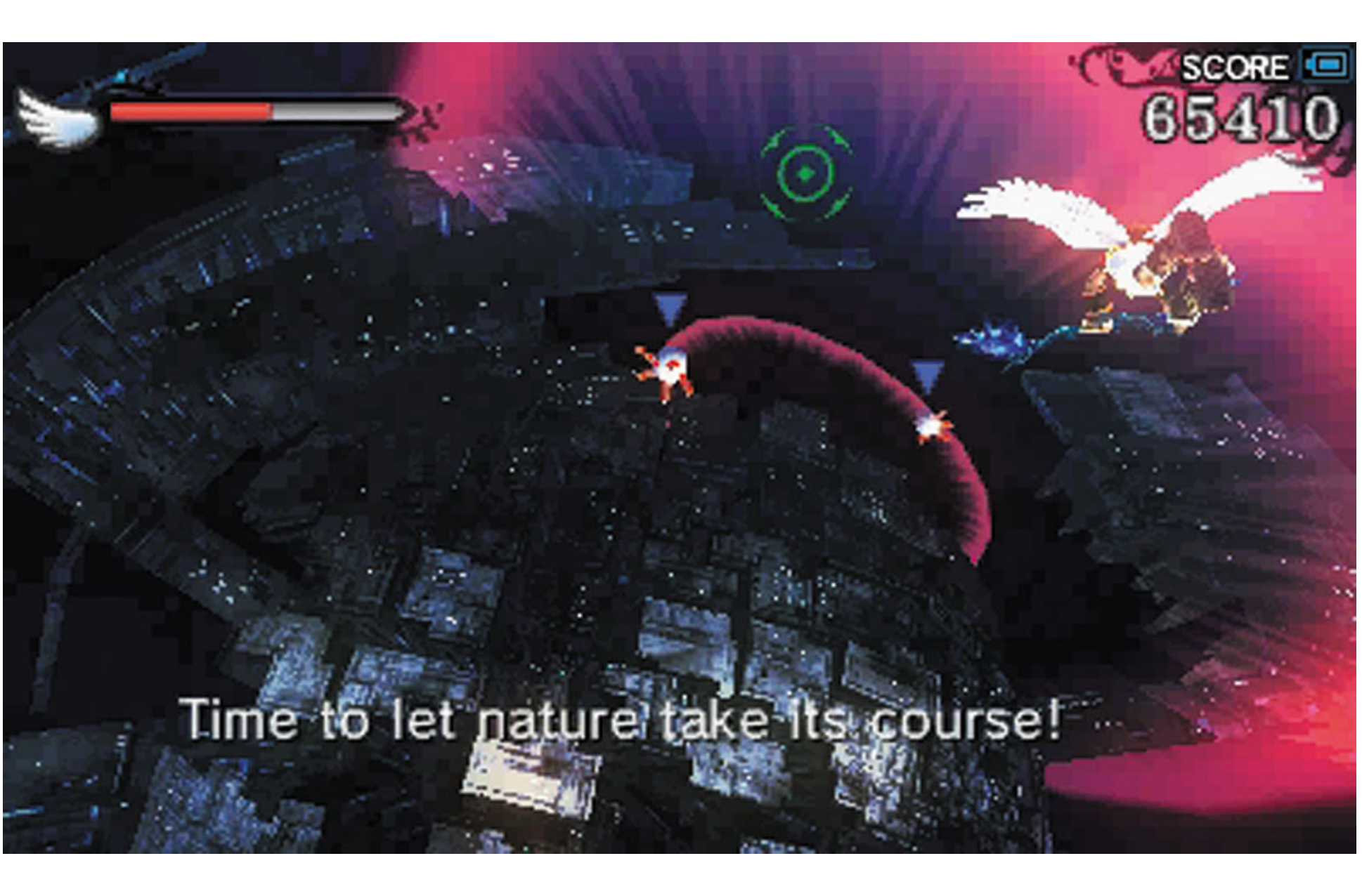
The resulting blast forces Palutena to pull Pit out of the ship at high speed. Unconcerned that their Aurum Brain has just made explosive contact with a sun god, the Aurum continue to attack as you make your escape.

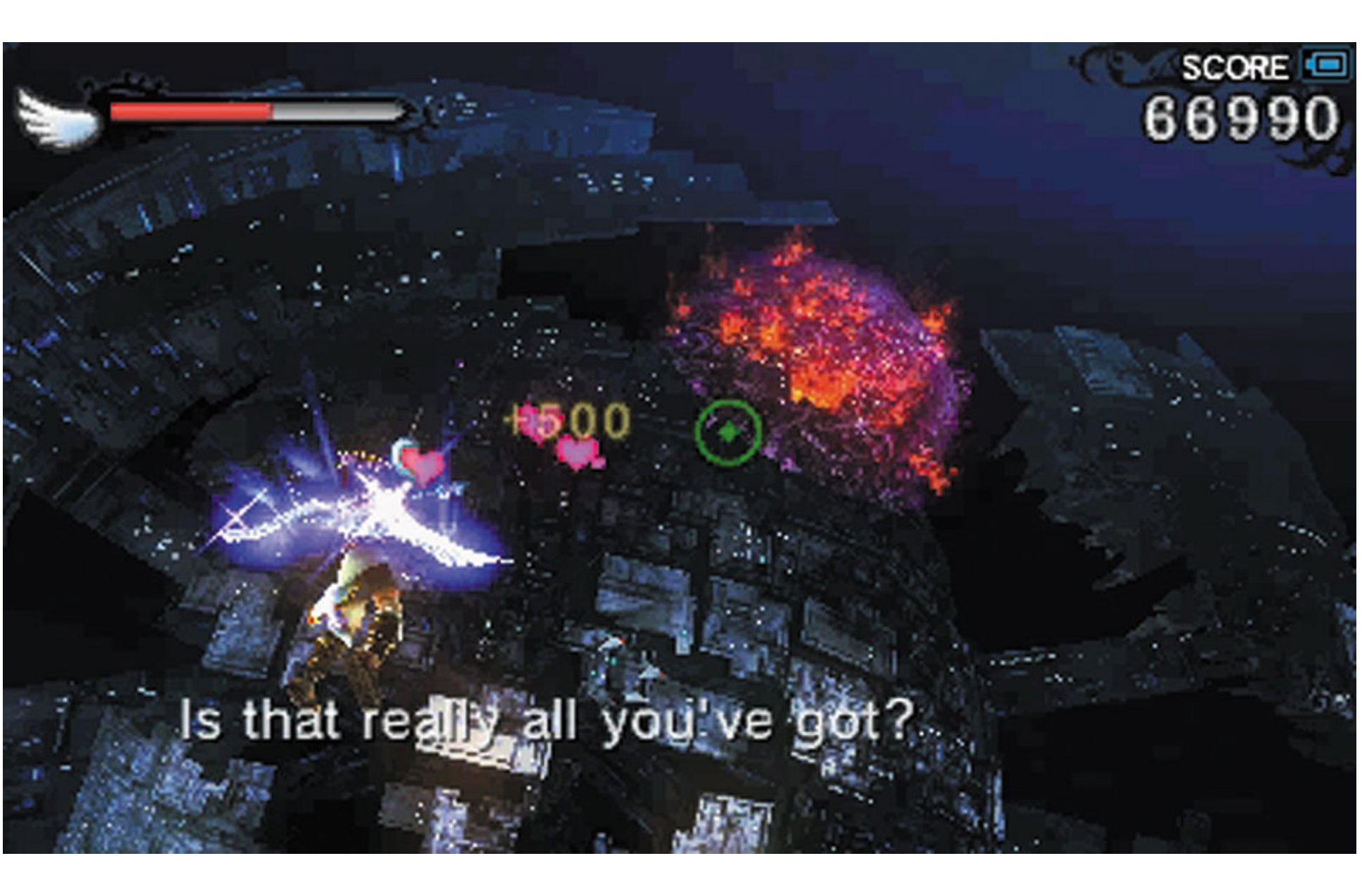

SCORE
49670

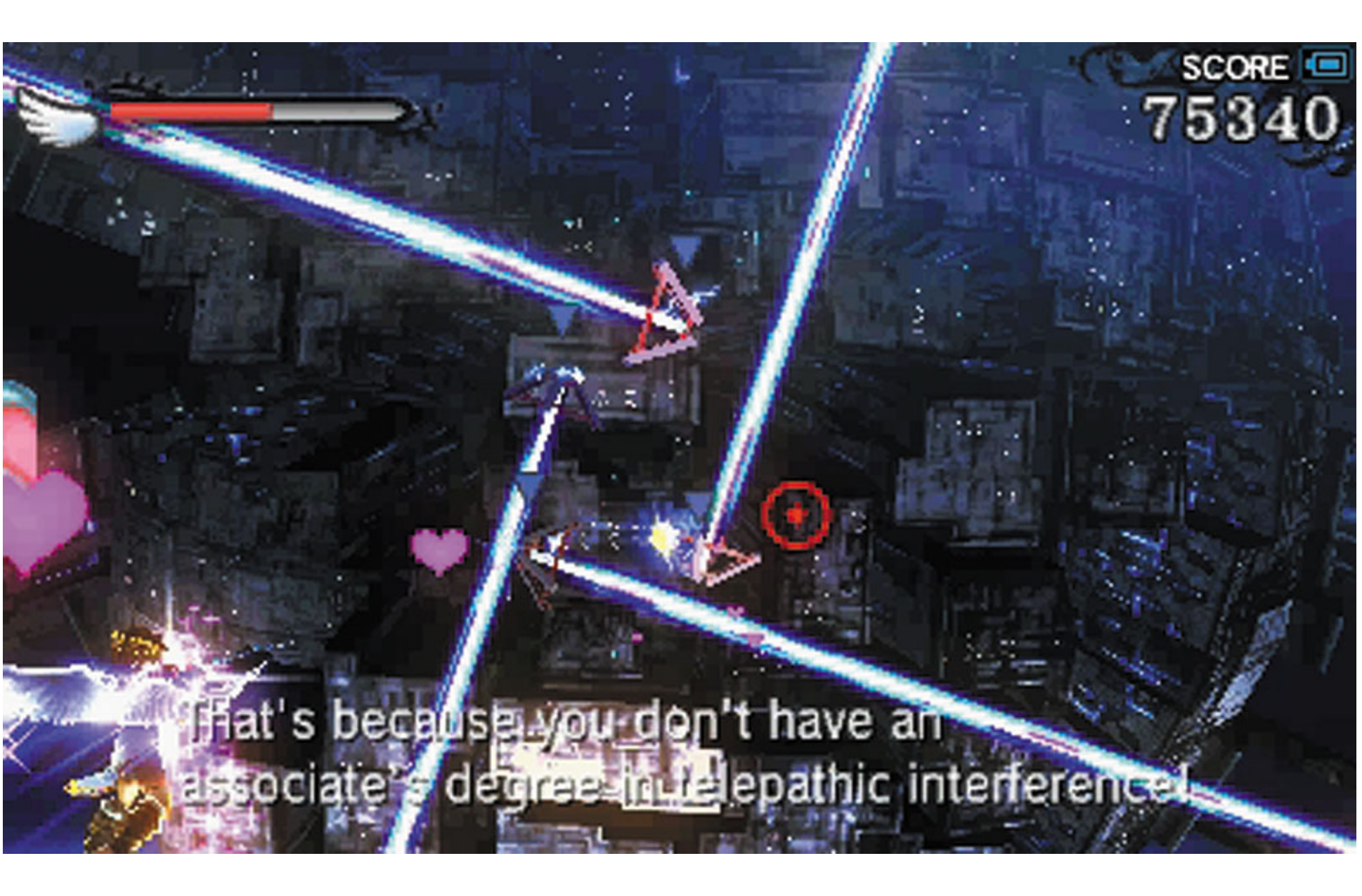

SCORE
49670
I am now a Level Infinity Epic Super God...Plus!


SCORE
58430
Oh, snap! Poor Pitty got duped!

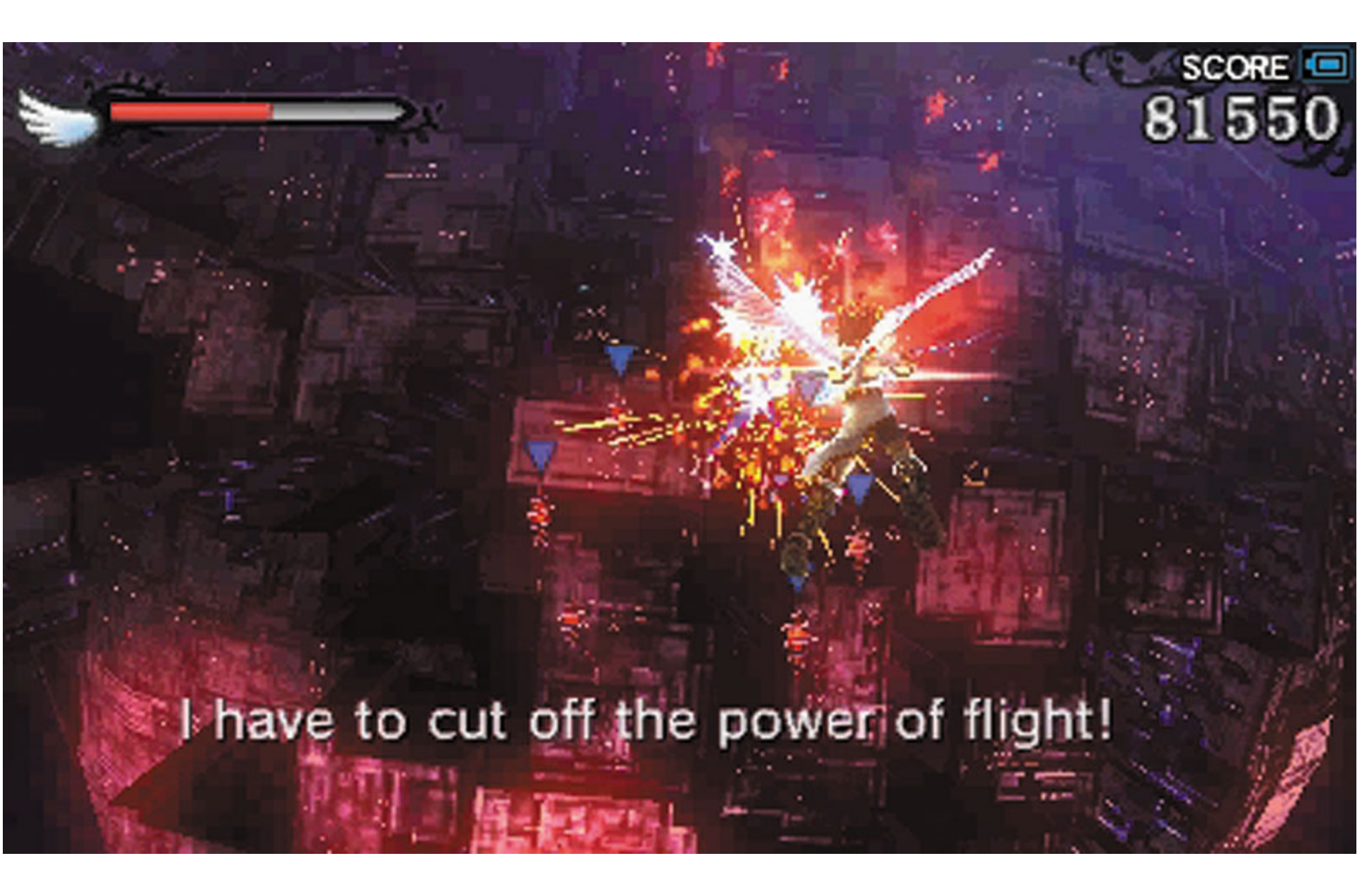
Pit's concern with Pyrrhon's well-being turns to shock. The sun god has betrayed the pantheon, and now controls the entire Aurum fleet. Hades says it best: "Oh, snap!"

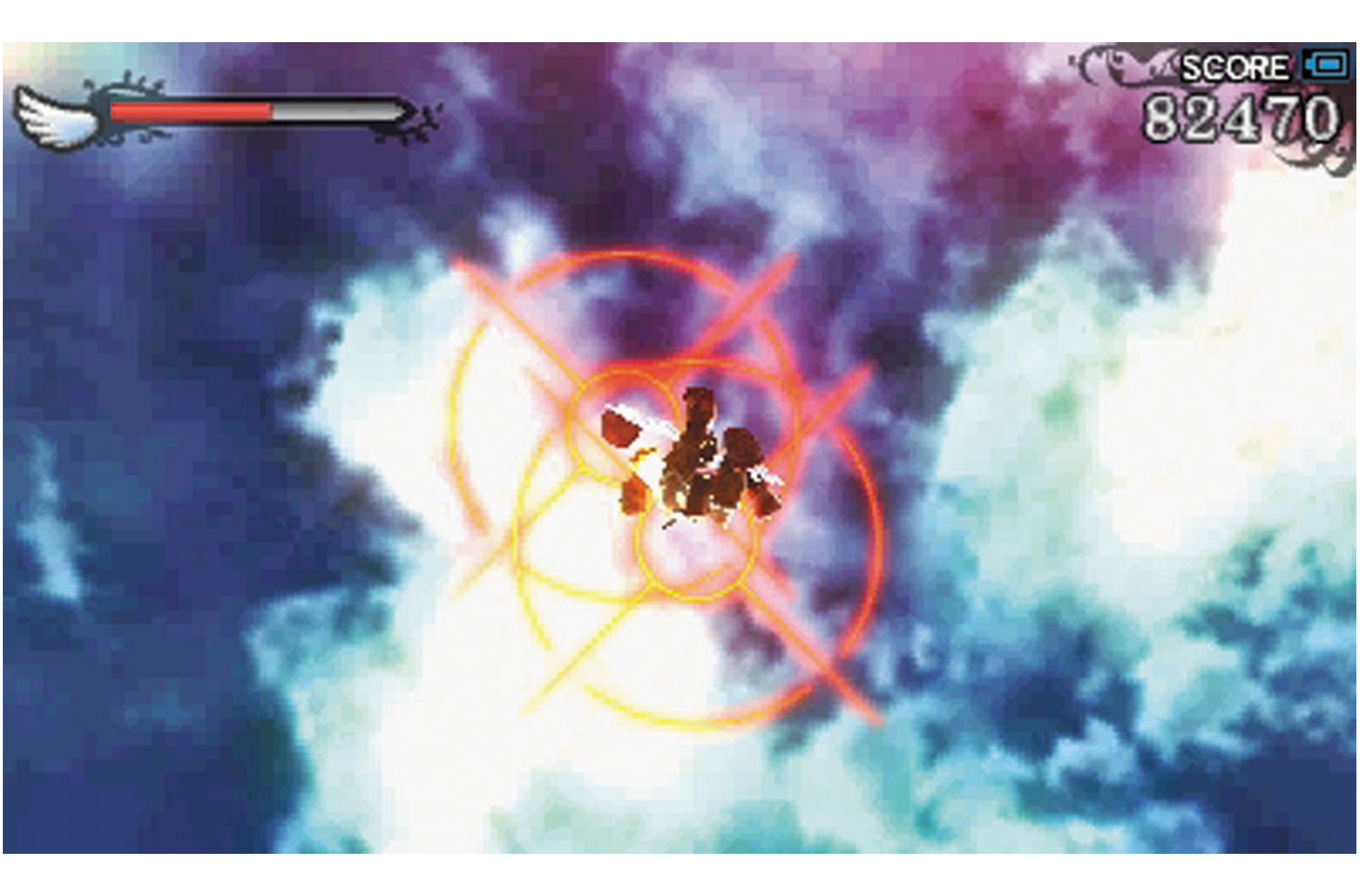

SCORE
65410
Time to let nature take its course!


SCORE
66990
+500
Is that really all you've got?

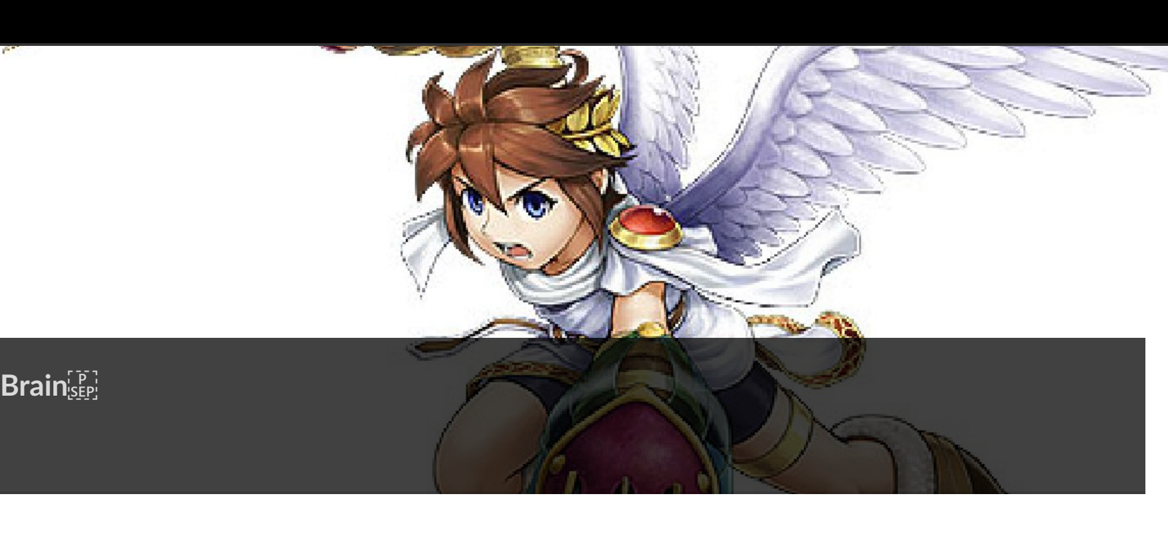

SCORE
75340
That's because you don't have an associate's degree in telepathic interference!

Viridi does not waste any time launching her remaining reset bomb at Pyrrhon's new digs. It goes much worse than expected. And the bad news keeps flowing, as Palutena reminds Pit that the power of flight is about to run out. She tries to teleport her servant out of the battle, but Pyrrhon prevents even that. Soon, Pit's wings begin to burn up, Palutena's magic having exceeded its limits.


SCORE
81550
I have to cut off the power of flight!

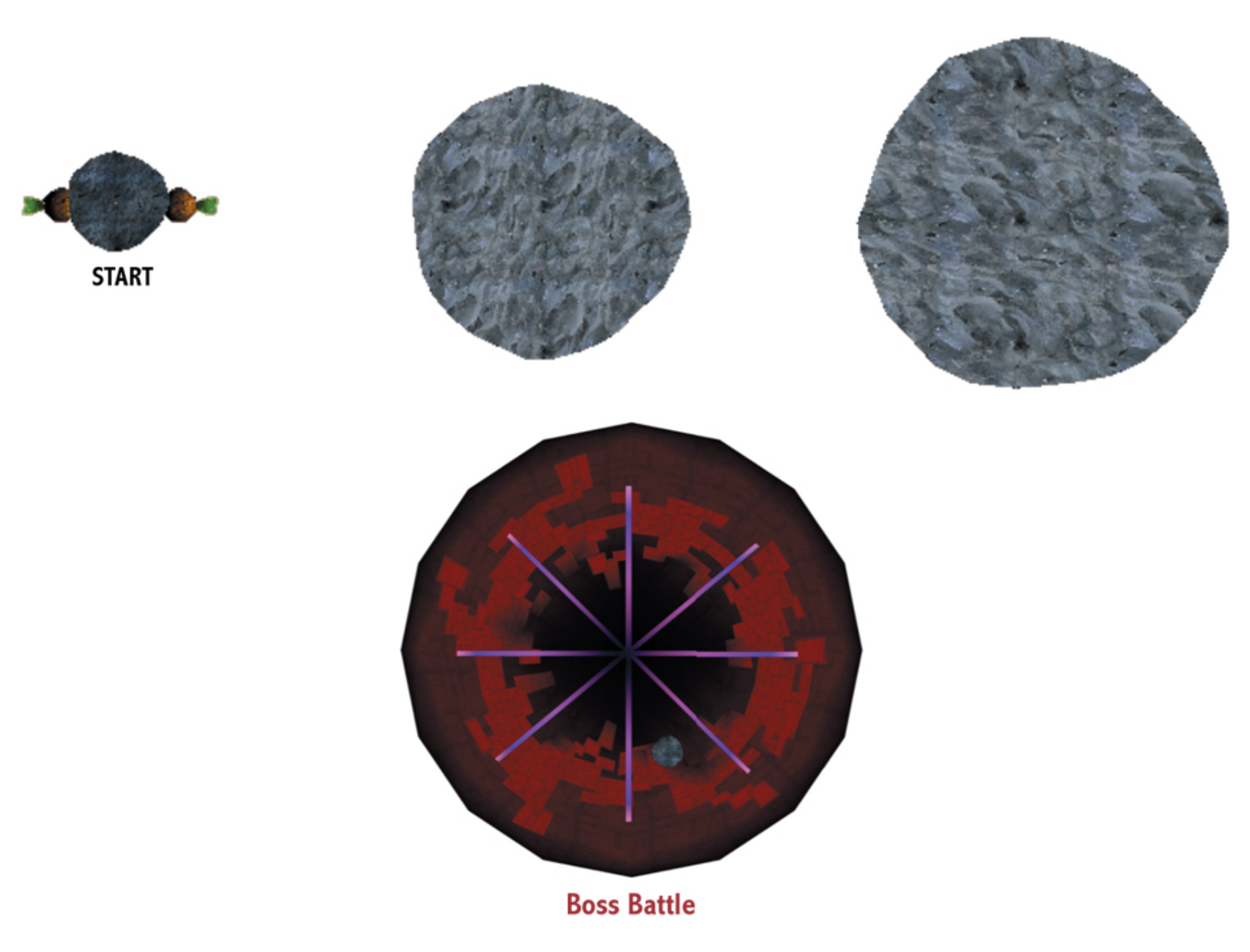

SCORE
82470

As Pit falls to his doom, Viridi steps in once more, offering a platform to land safely on. Simply line up the targets as Pit falls, and Viridi will take care of the rest. This battle isn't over by a long shot.



Chapter 17: The Aurum Brain

Land Battle

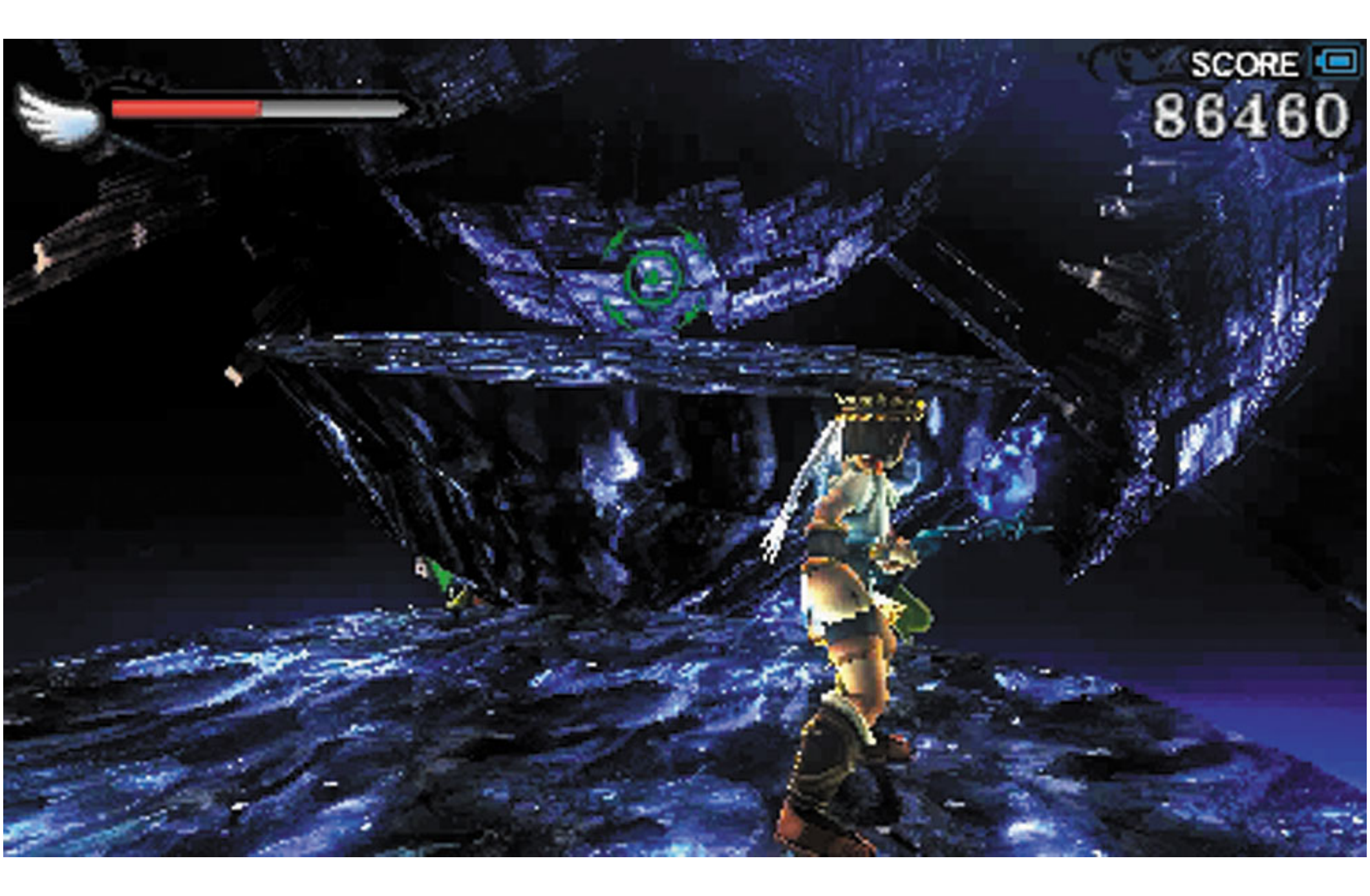

START
Boss Battle

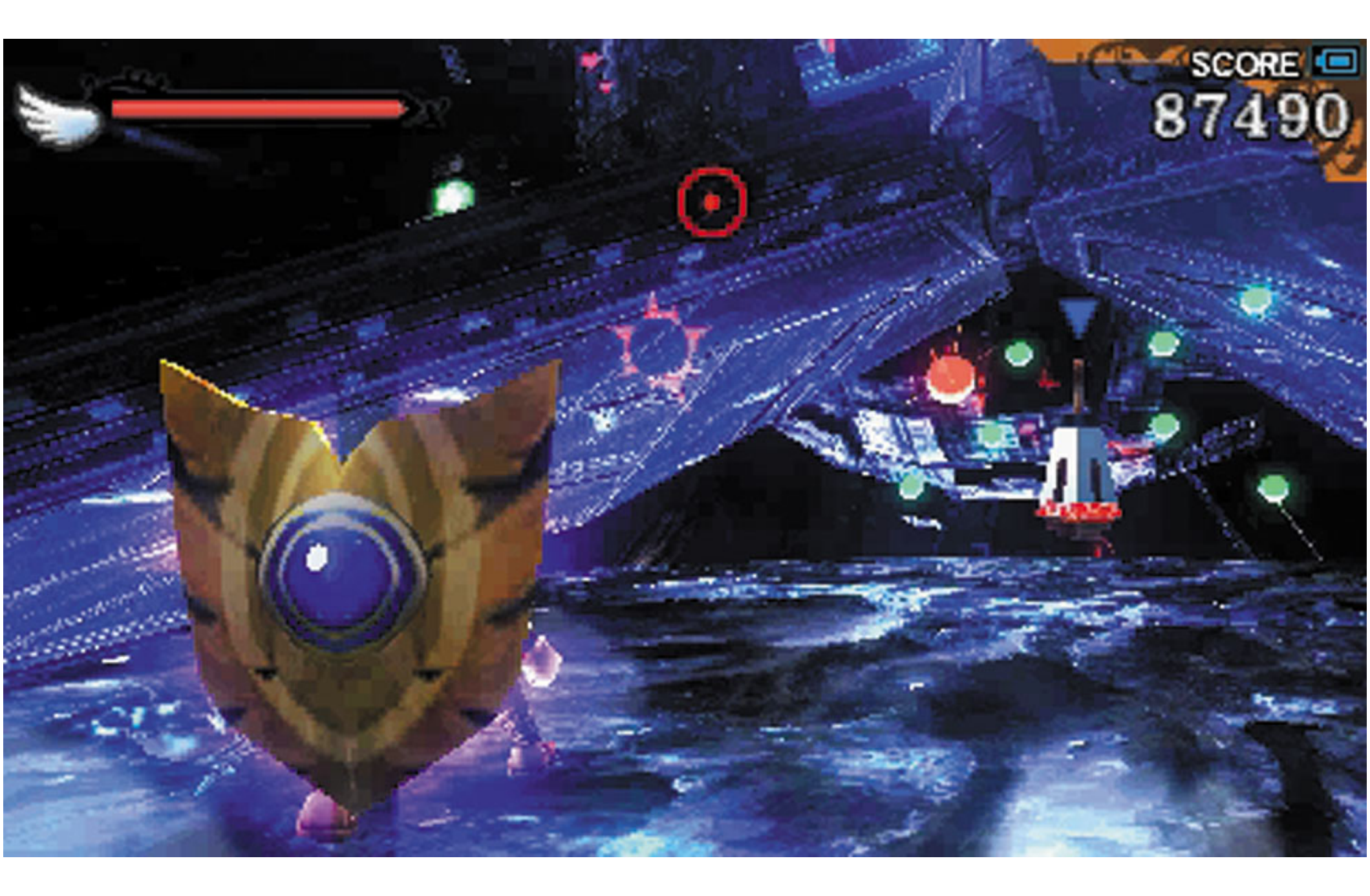
SCORE
82950
And with Pyrrhon on their side, they've become even more powerful!

SCORE
83540
Ugh, do you ever get tired of being such a nerd?

SCORE
84500

Now on a platform delivered by Viridi, Pit must hold the very thin line against constant Aurum assault, while the Forces of Nature do their best to escort Pit to the center of the mother ship. Everything you've seen the Aurum throw at you so far will now attempt to stop you. Early on, you have very limited room to maneuver, so your dodging skills are going to get a workout.


SCORE
86460

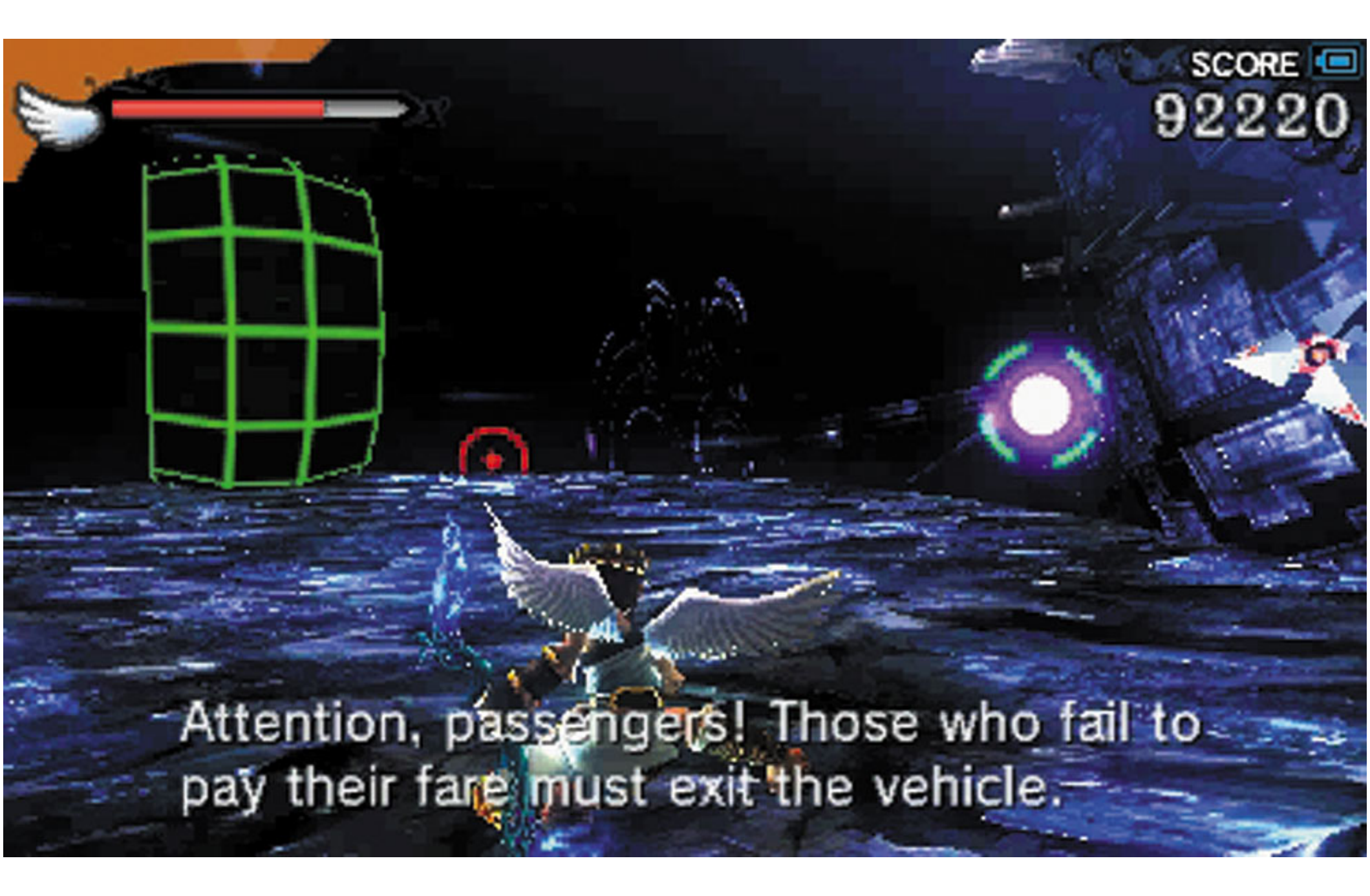

SCORE
87490

SCORE
88550

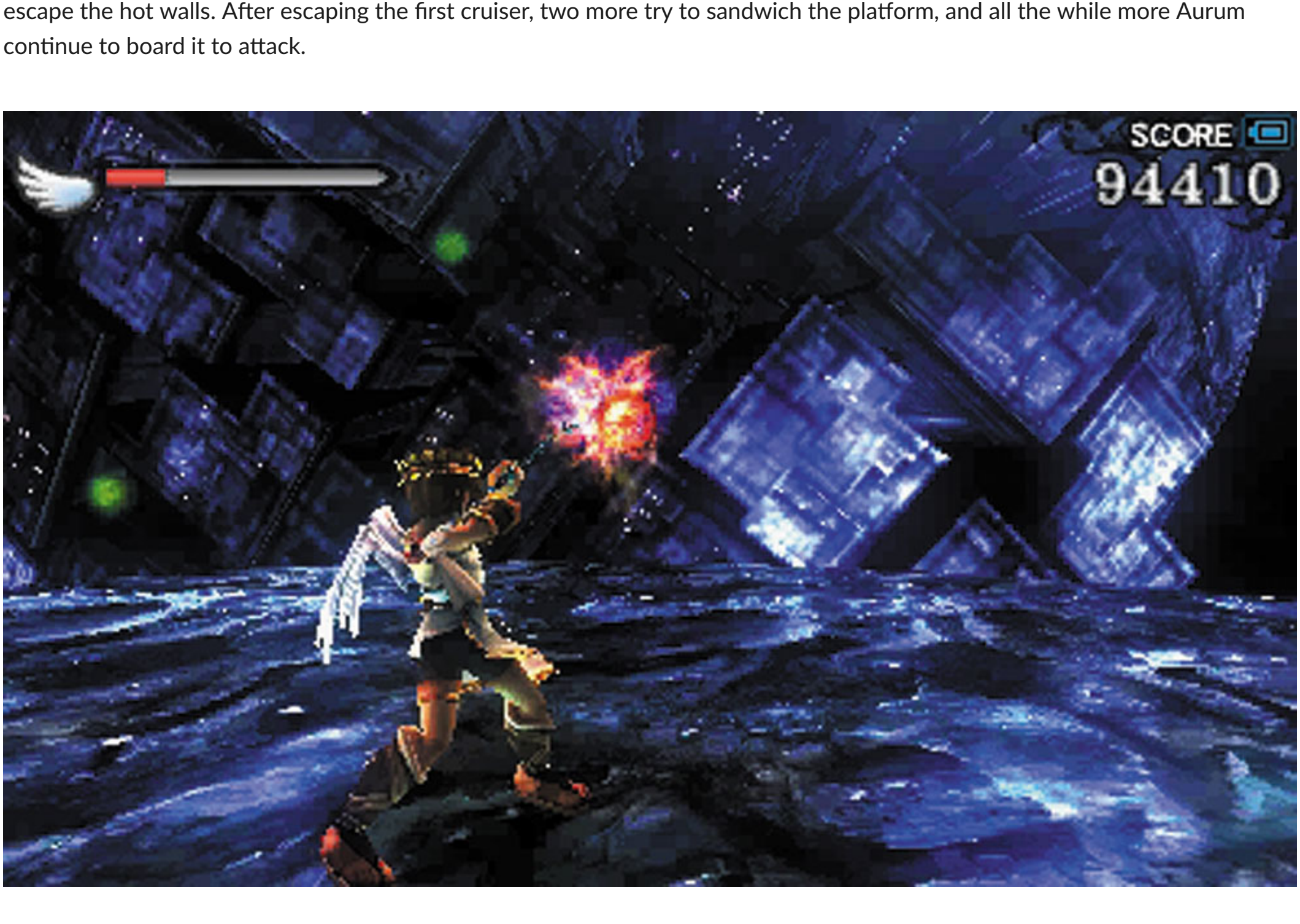
Eventually, Viridi sends a larger platform for Pit to arrive on, along with some food to replenish health. The unfortunate side effect of the larger platform is that enemies now leap aboard to try their luck against Pit's close-combat abilities.

SCORE
89090

SCORE
89090


SCORE
92220
Attention, passengers! Those who fail to pay their fare must exit the vehicle.

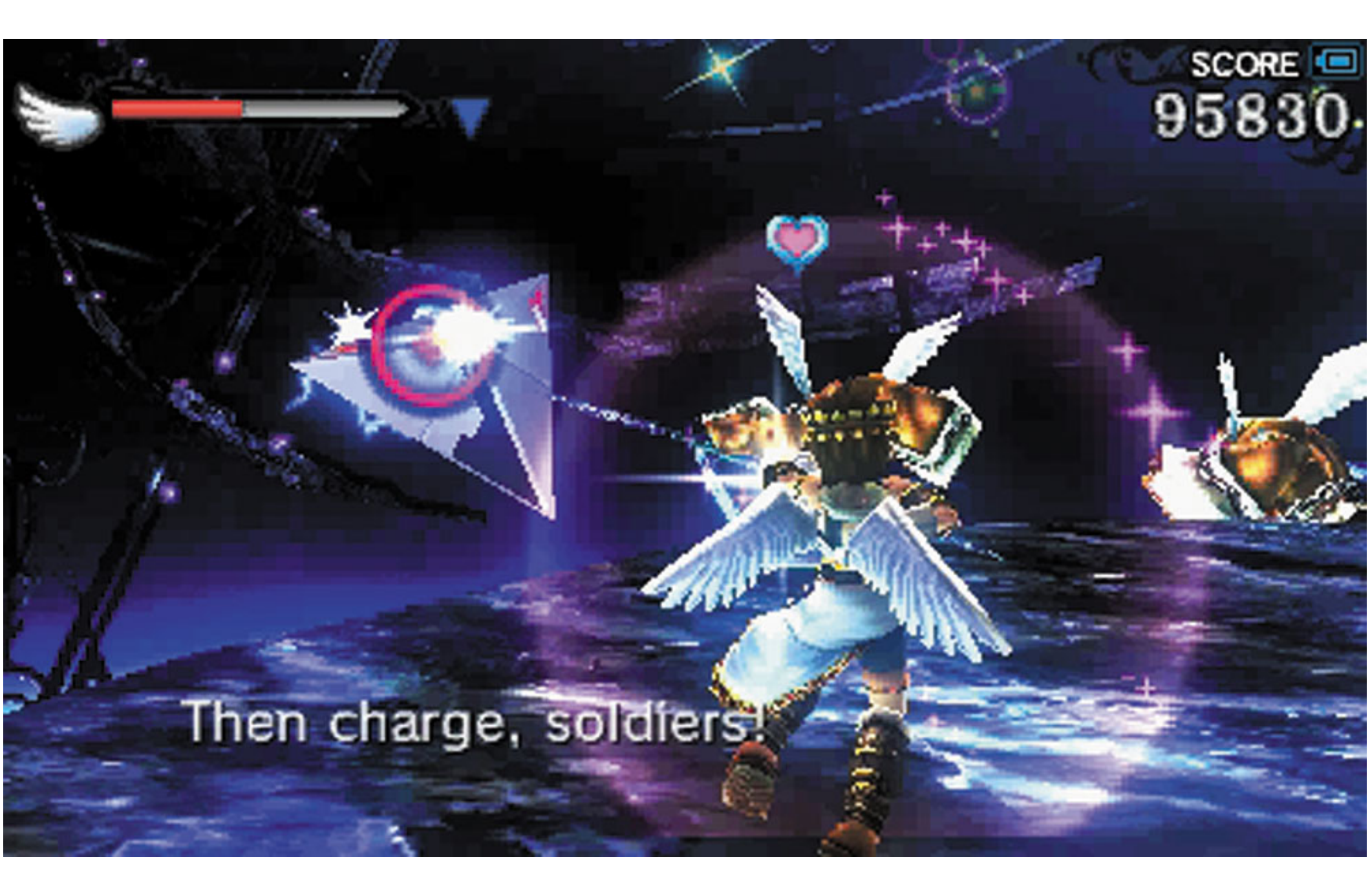
When the Aurum cruiser tries to absorb the whole platform, watch out for the purple walls on either side. These hurt to touch, and if you're unlucky, an enemy attack can actually bounce you into them. A Dohz will try to block your progress when you escape the hot walls. After escaping the first cruiser, two more try to sandwich the platform, and all the while more Aurum continue to board it to attack.


SCORE
94410

SCORE
94410
Come on, Pit! No wimping out!

Pyrrhon rewards your efforts with his patented Pyroblaster, eliminating the Nature troops who were carrying your platform.

SCORE
94650
They mean well. They're just not very effective.

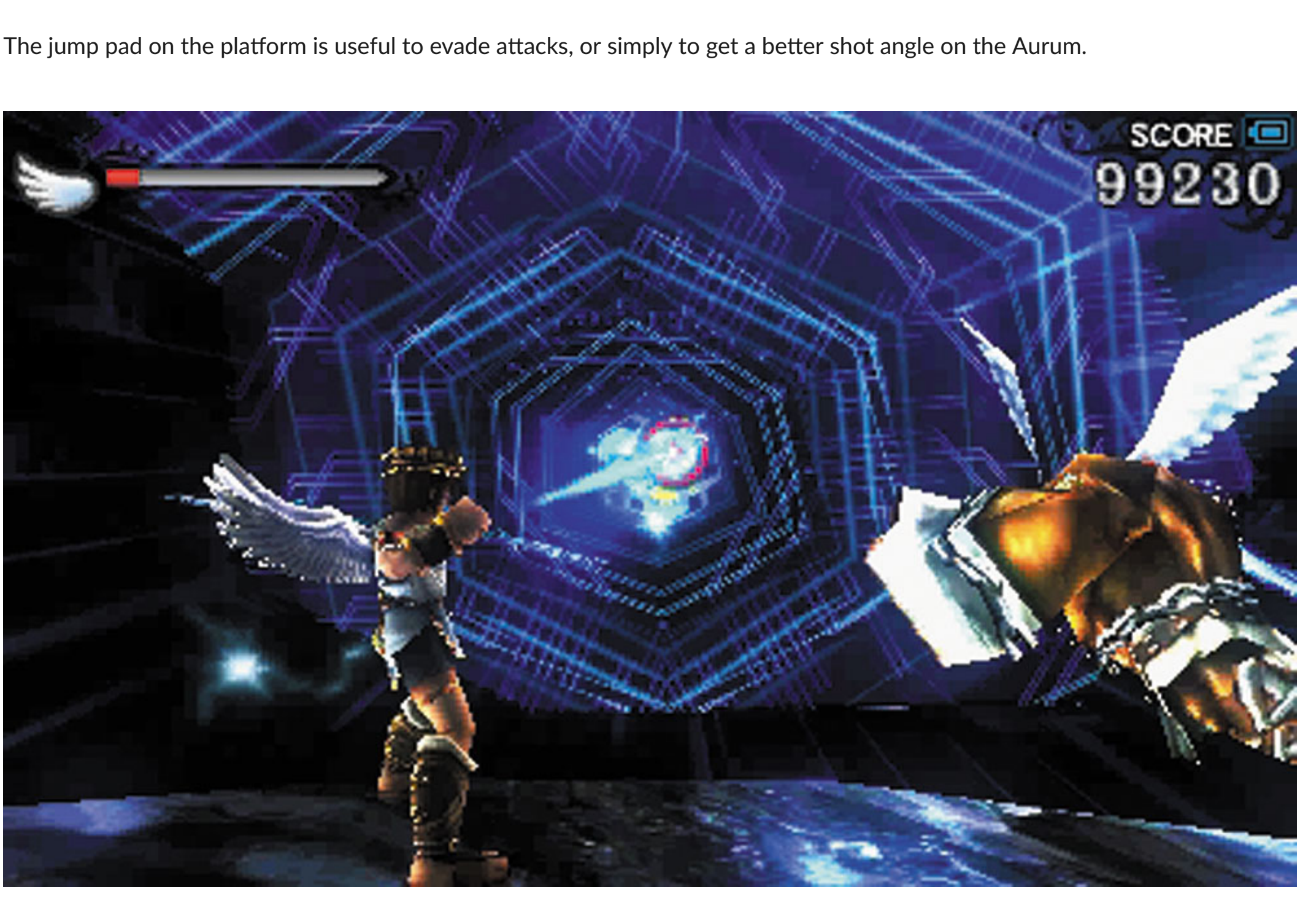

SCORE
95830
Then charge, soldiers!

SCORE
98450

But Palutena's centurions come to the rescue! For this next part, you need to protect the two centurion strongarms who are pulling the platform closer to Pyrrhon's lair.

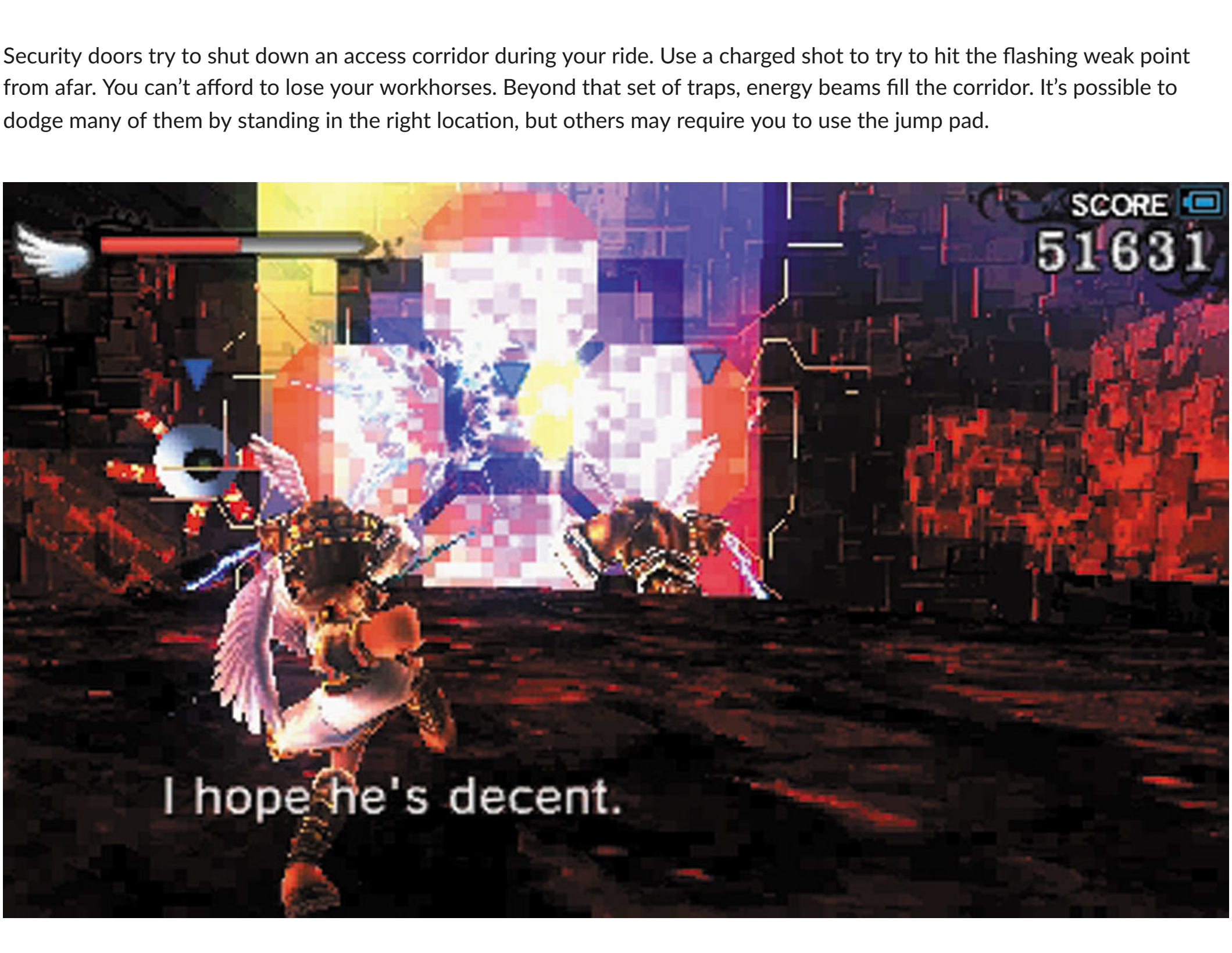
SCORE
98680

The jump pad on the platform is useful to evade attacks, or simply to get a better shot angle on the Aurum.


SCORE
99230

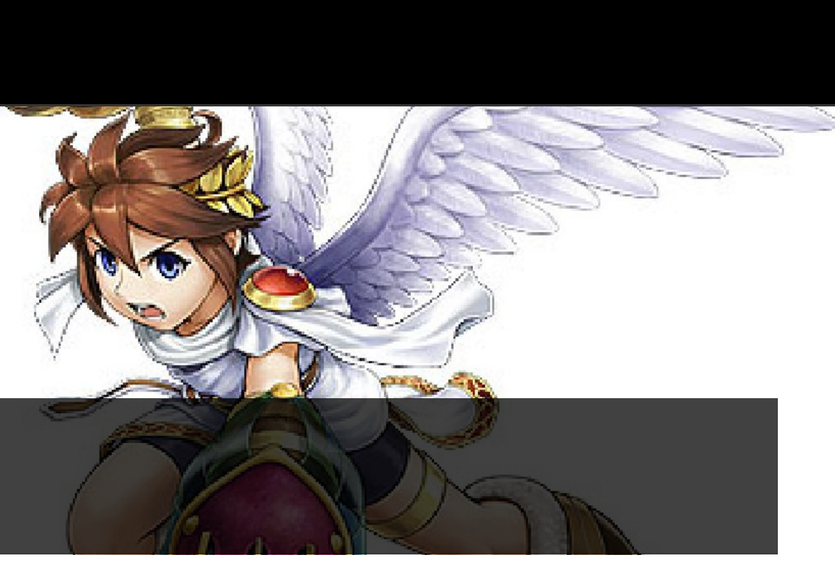
SCORE
99230

Security doors try to shut down an access corridor during your ride. Use a charged shot to try to hit the flashing weak point from afar. You can't afford to lose your workhorses. Beyond that set of traps, energy beams fill the corridor. It's possible to dodge many of them by standing in the right location, but others may require you to use the jump pad.


SCORE
51631
I hope he's decent.

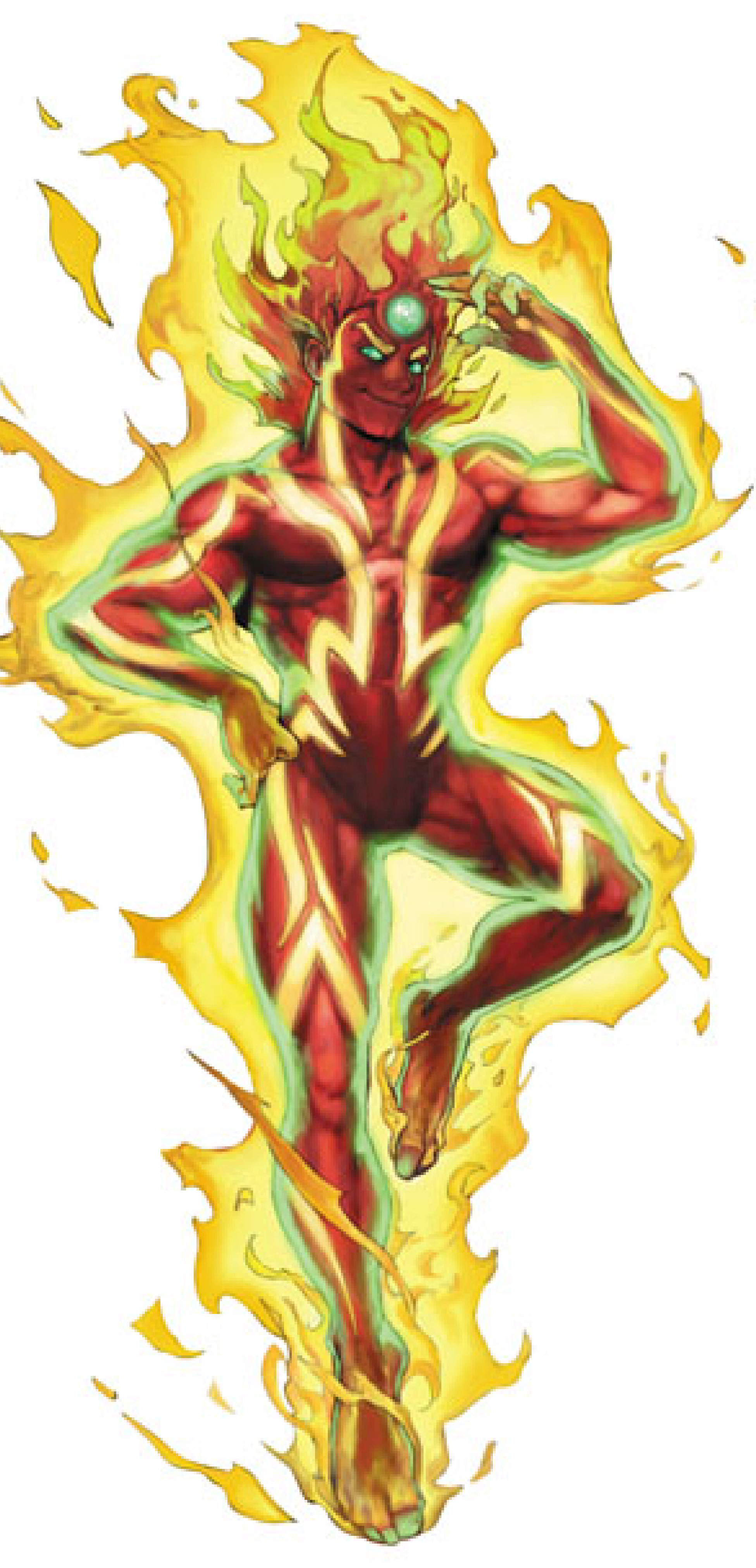
SCORE
57981

After the doors and the beams, the Aurum block your way once more, holding up the centurions and attacking in force. This fight is as much a test of skill as it is a test of your chosen weapon. You need to be able to accomplish quick kills on the enemy. If they are allowed to focus their fire for too long, you'll lose the centurions. After you manage to hold off the Aurum attack, a Drink of the Gods appears. It's time for the final showdown with Pyrrhon.



Chapter 17: The Aurum Brain

Boss Battle: Aurum Pyrrhon

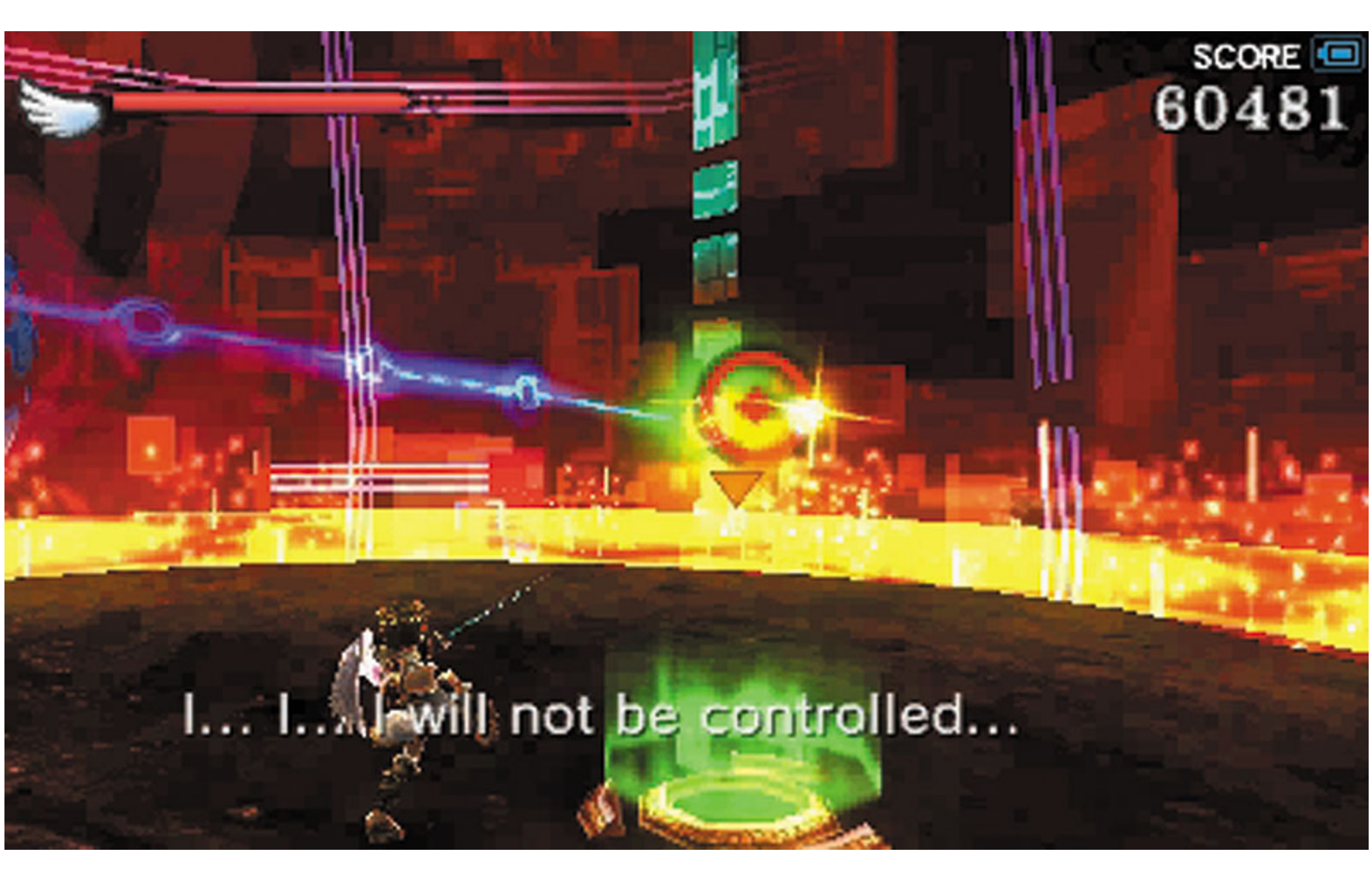


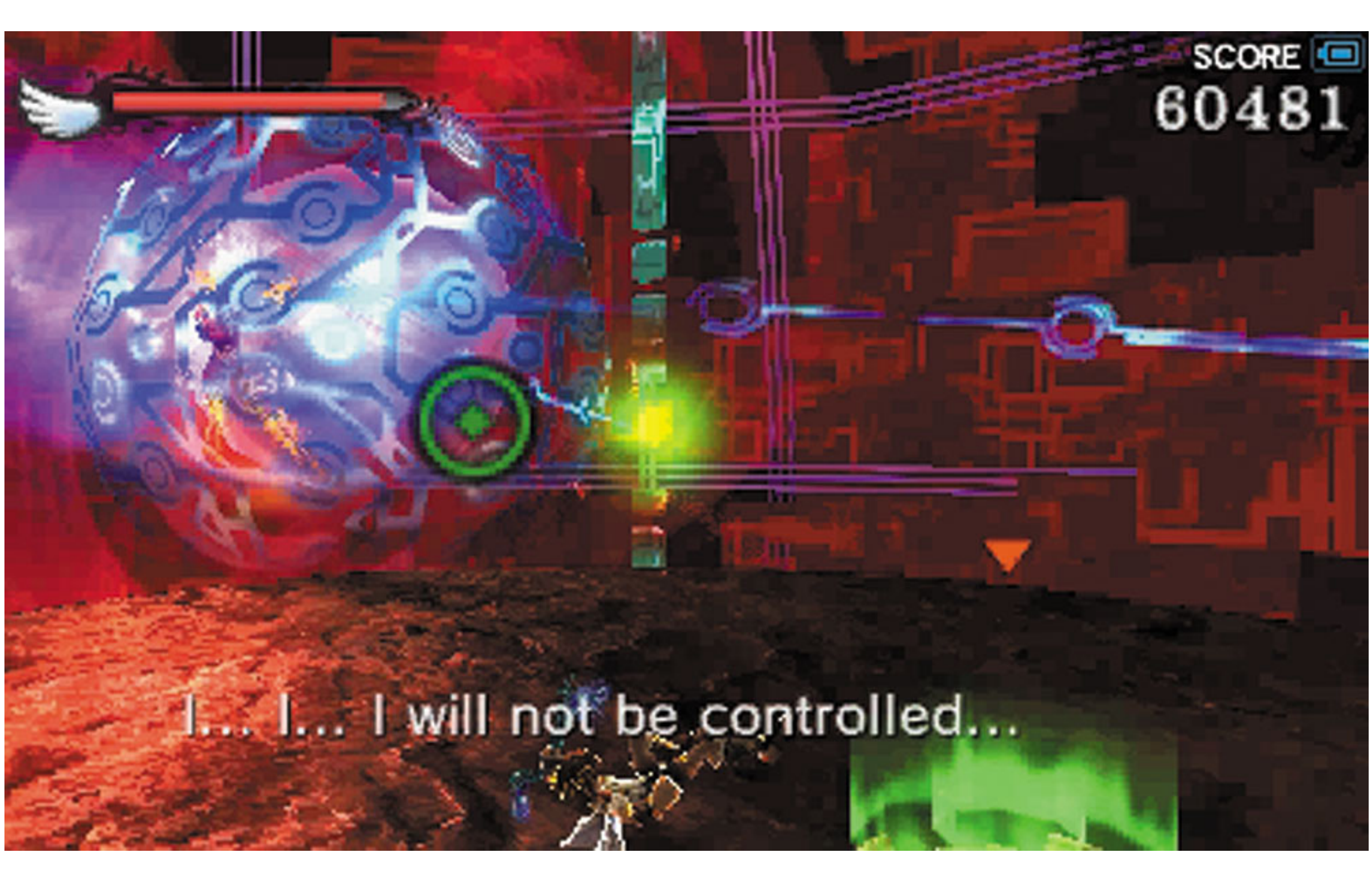
Health Range	
Min Health	Max Health
595	1904

01101011011010010110110001101
100...

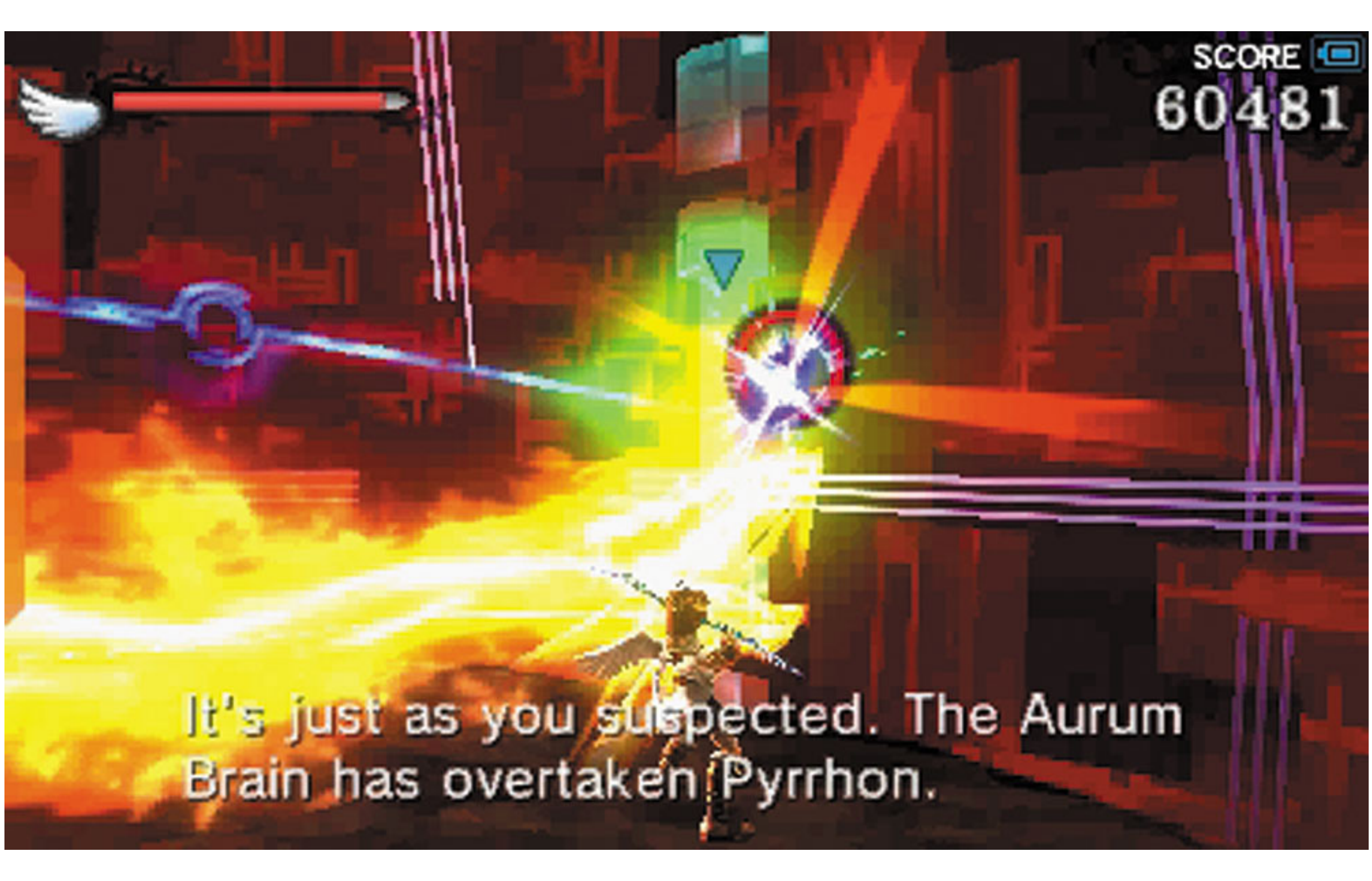
Pyrrhon! What are you doing?!

It's obvious at first glance that not all is well with the gun god. It becomes apparent that Pyrrhon may not have intended things to get this far.

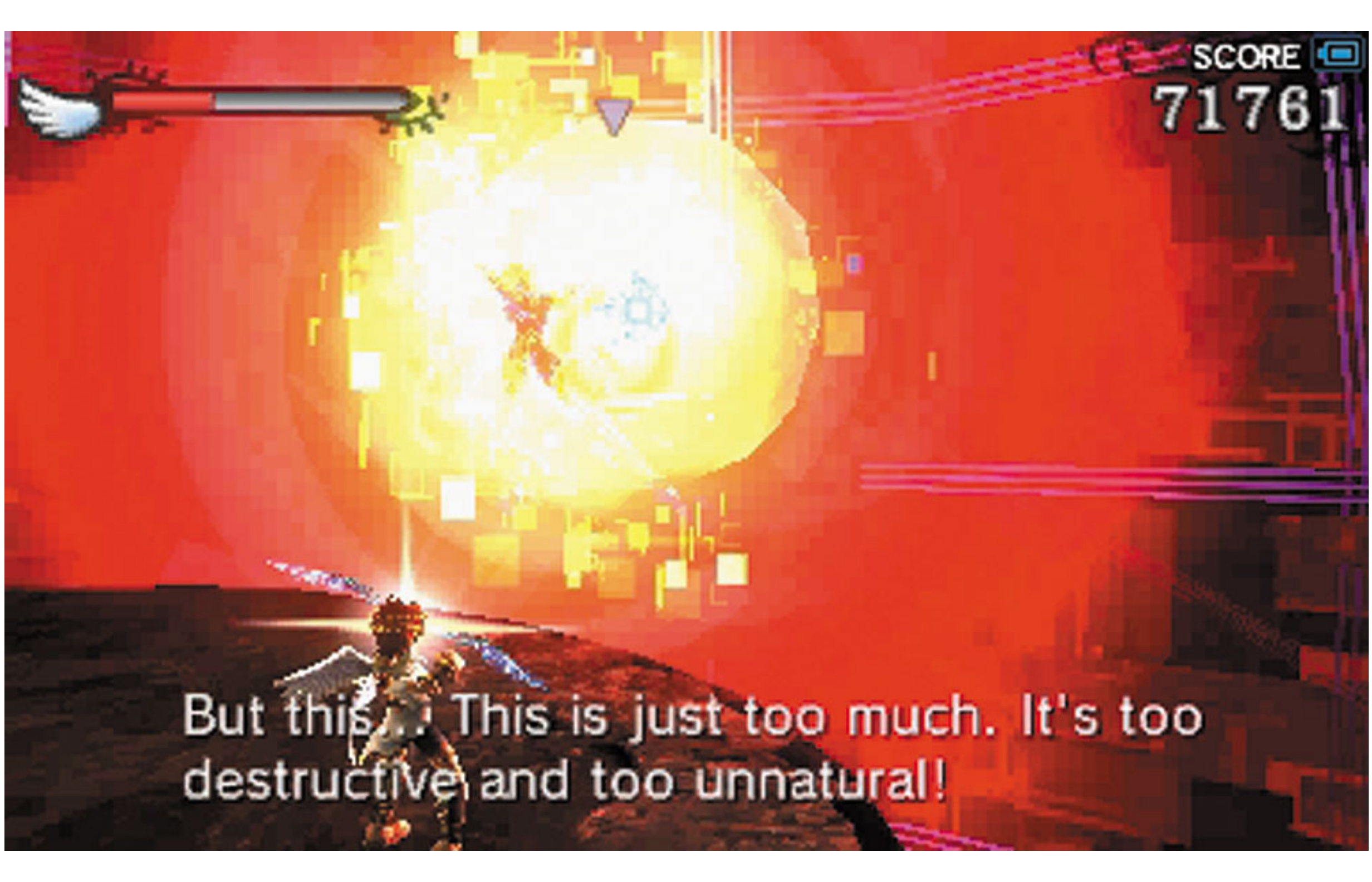

SCORE
60481
I... I... I will not be controlled...

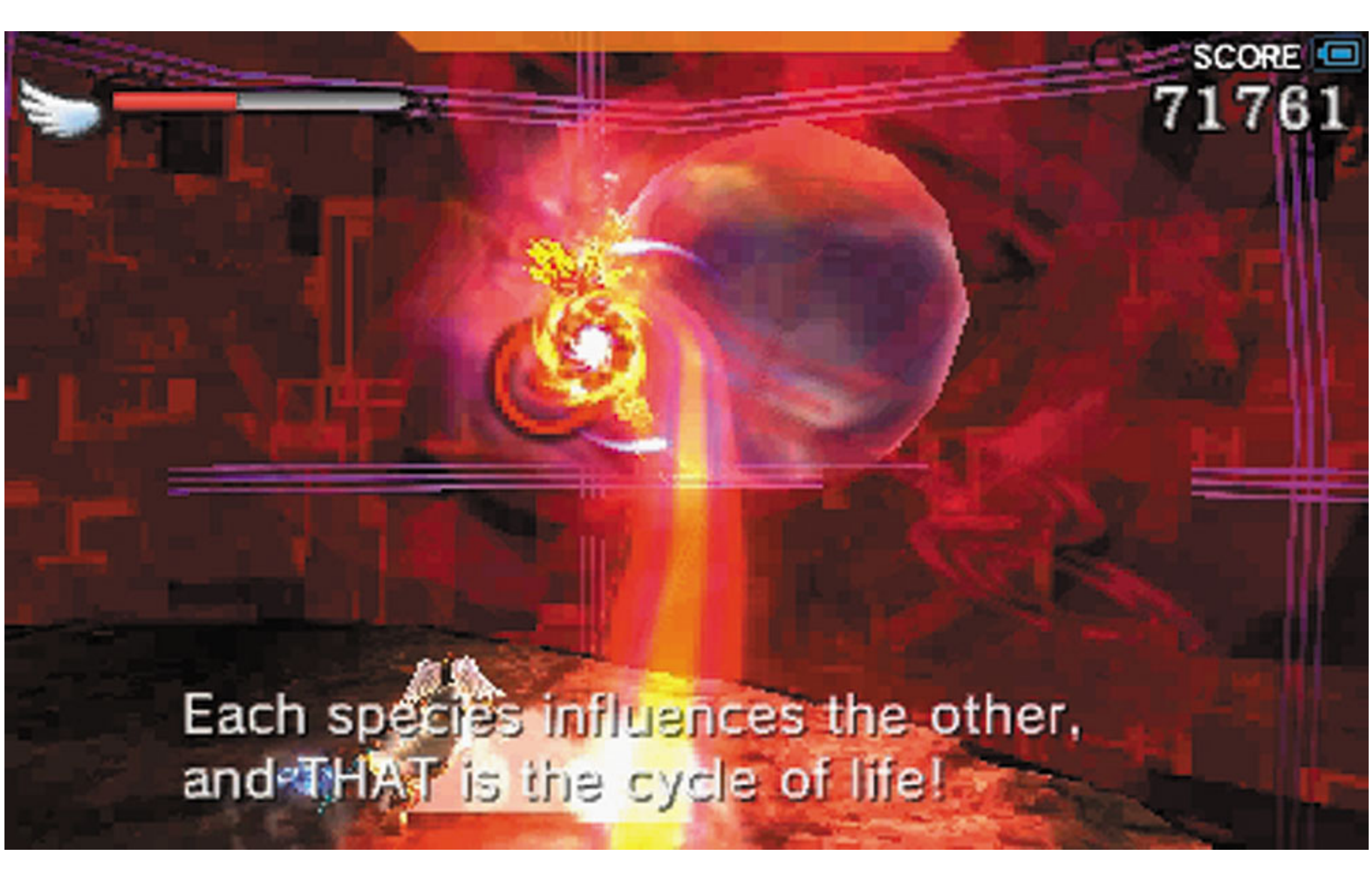

SCORE
60481
I... I... I will not be controlled...

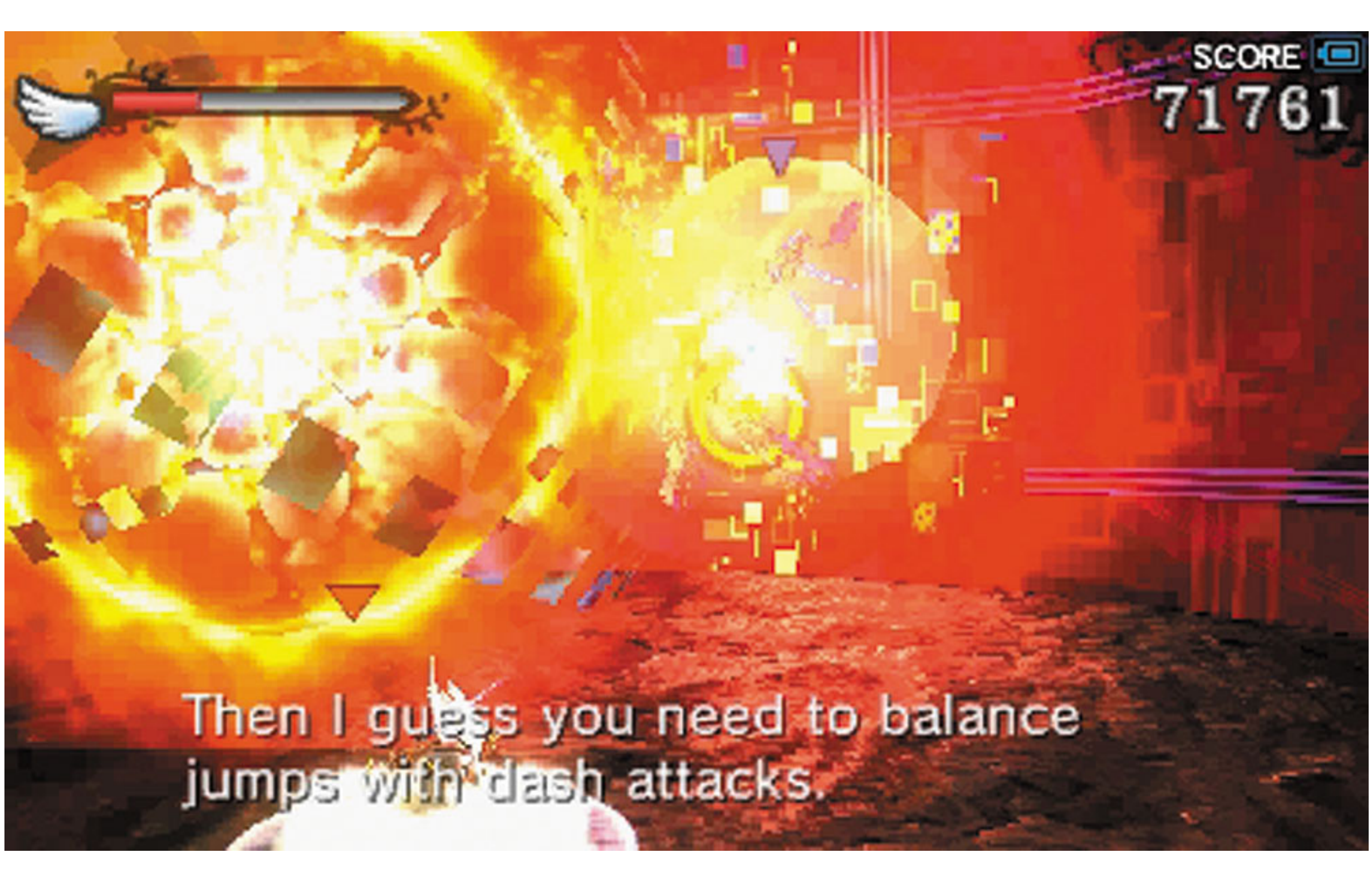
Aurum Pyrrhon is protected by a shield that is generated by green generators surrounding him, transmitting their energy into his protective barrier. You need to disable them before he will be vulnerable. He will try to set up a fire ring around your platform that cannot be evaded normally. You'll need to use the jump pad to leap over the ring as it closes to avoid damage. He also sends out a cluster of small crystals that have a short delay before they explode, and sometimes he sends those out after setting up a fire ring to try to catch you with both attacks.

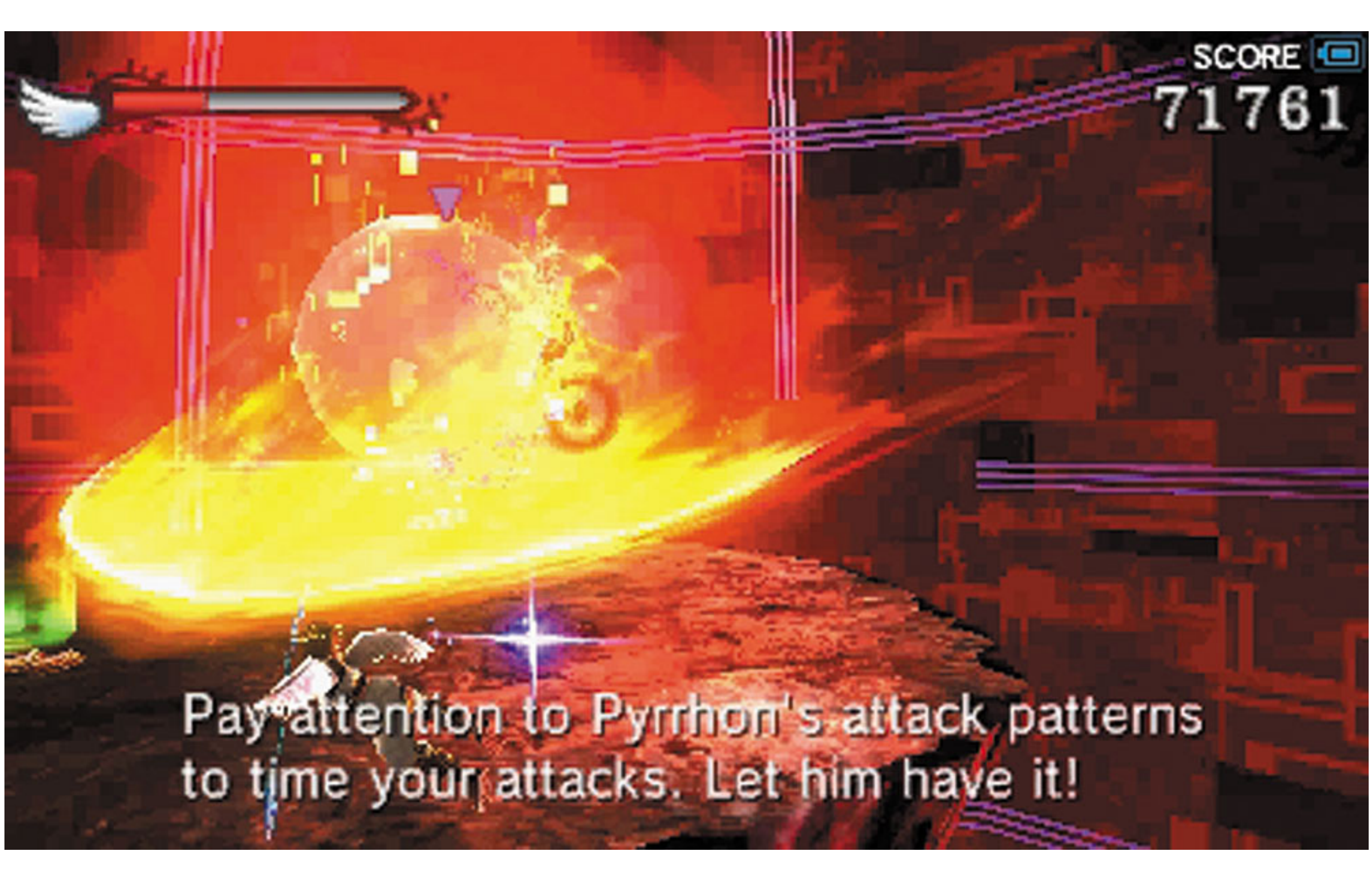

SCORE
60481
It's just as you suspected. The Aurum
Brain has overtaken Pyrrhon.

Pyrrhon's fire dragon also comes out to play. You can't destroy it as it flies around your platform, so you have to evade it. He also gains the ability to send out wide fire shock waves, and large flaming boulders whose explosions can reach almost a quarter of the whole platform!


SCORE
71761
But this... This is just too much. It's too
destructive and too unnatural!

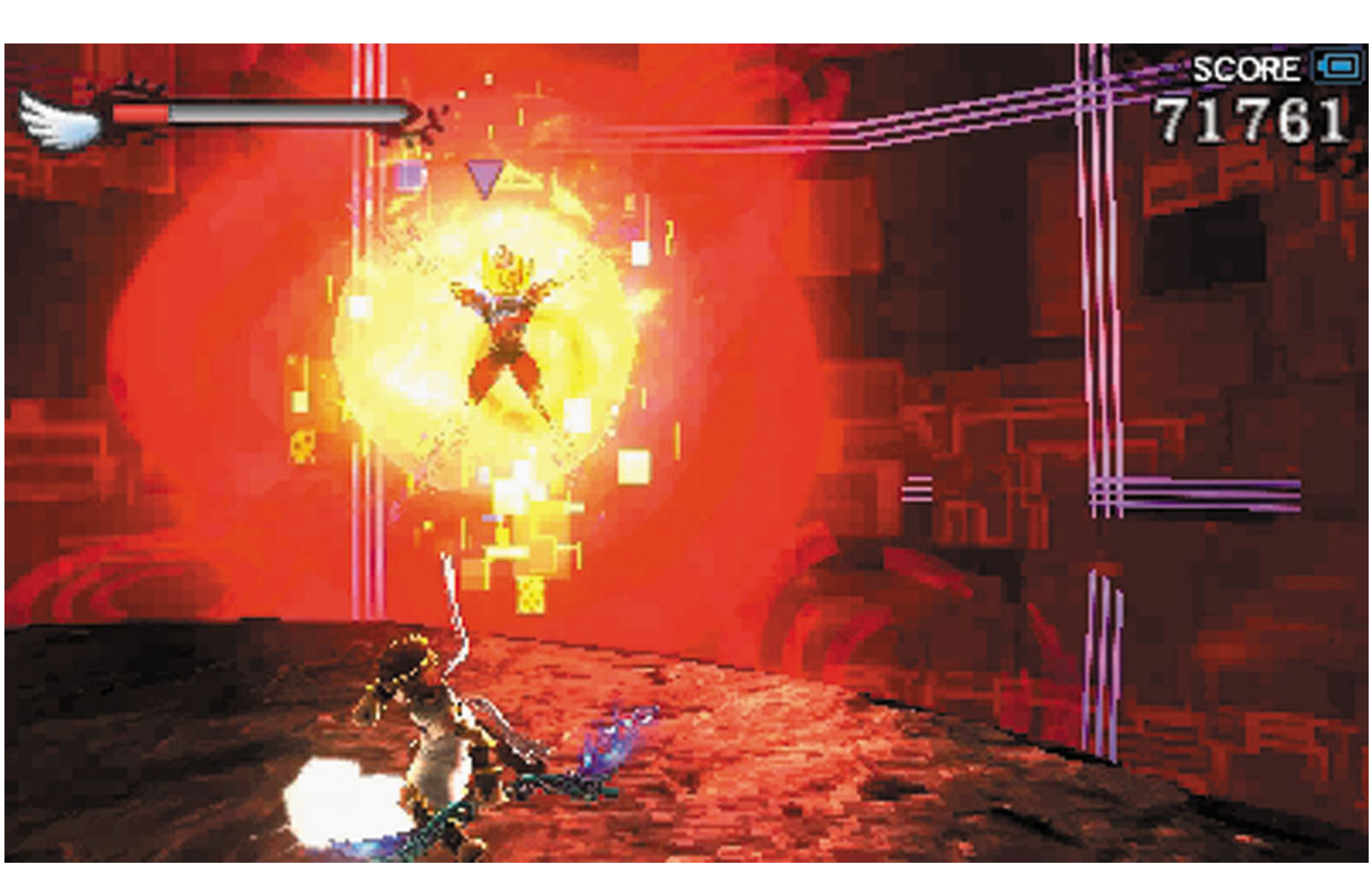

SCORE
71761
Each species influences the other,
and THAT is the cycle of life!

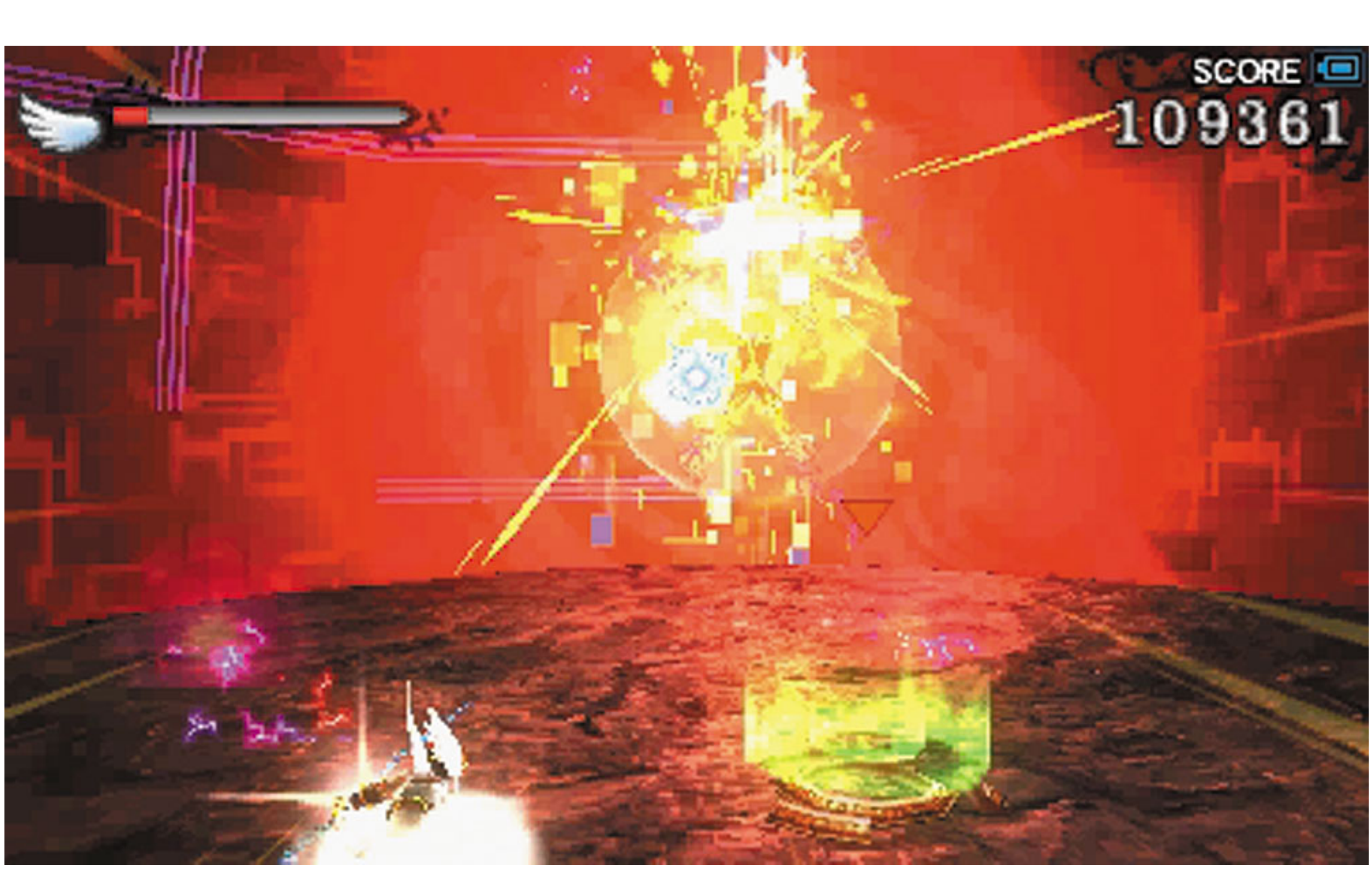

SCORE
71761
Then I guess you need to balance
jumps with dash attacks.


SCORE
71761
Pay attention to Pyrrhon's attack patterns
to time your attacks. Let him have it!

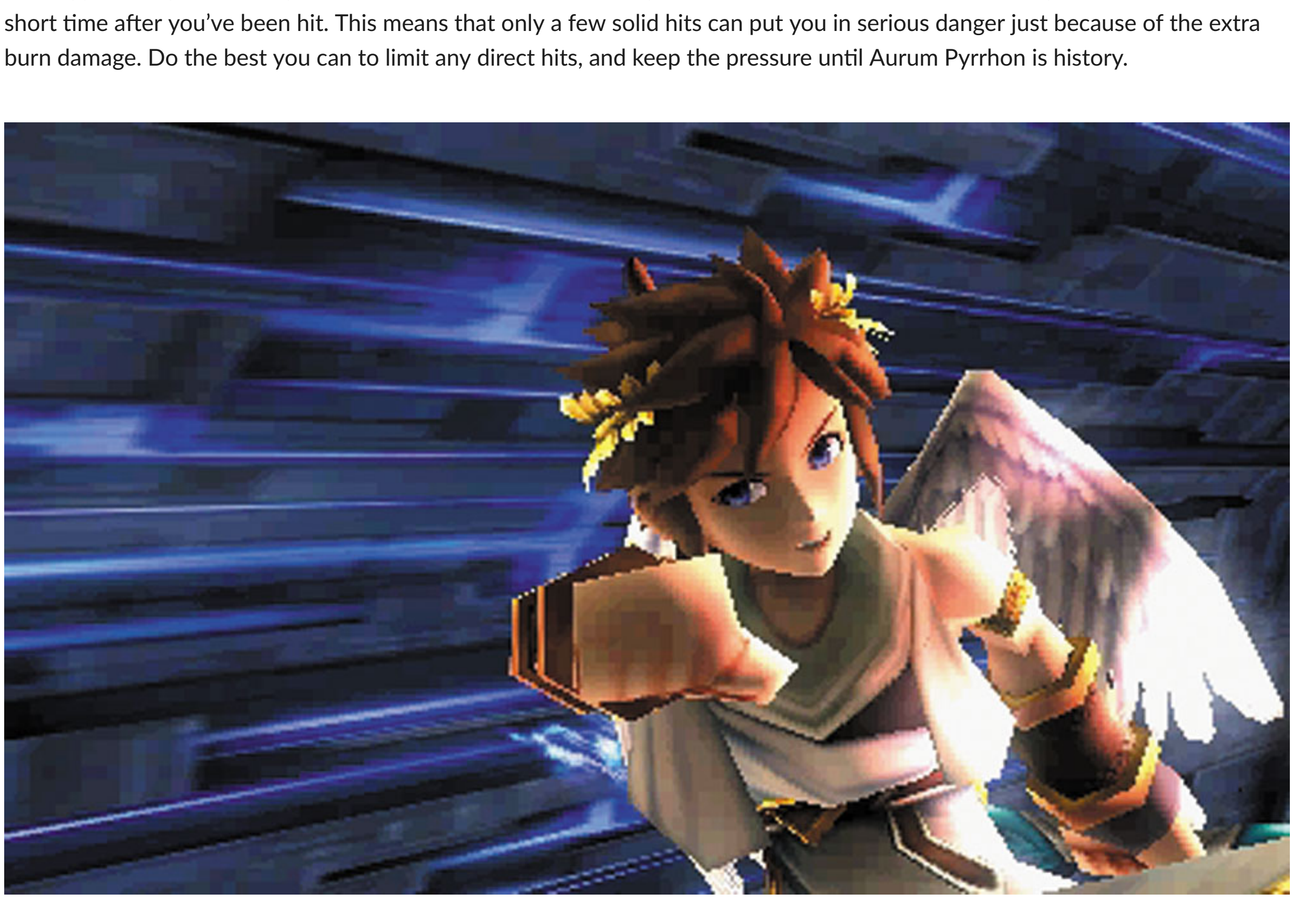
When the shield is disabled, Pyrrhon becomes vulnerable. Use your best charged shots that have good range. He still tries to spit fire balls, set up fire rings, or send out his fire dragon, so don't get careless while trying to shoot him.

Pyrrhon has the ability to shoot the fire shock waves and large flaming boulders from the beginning of the fight.

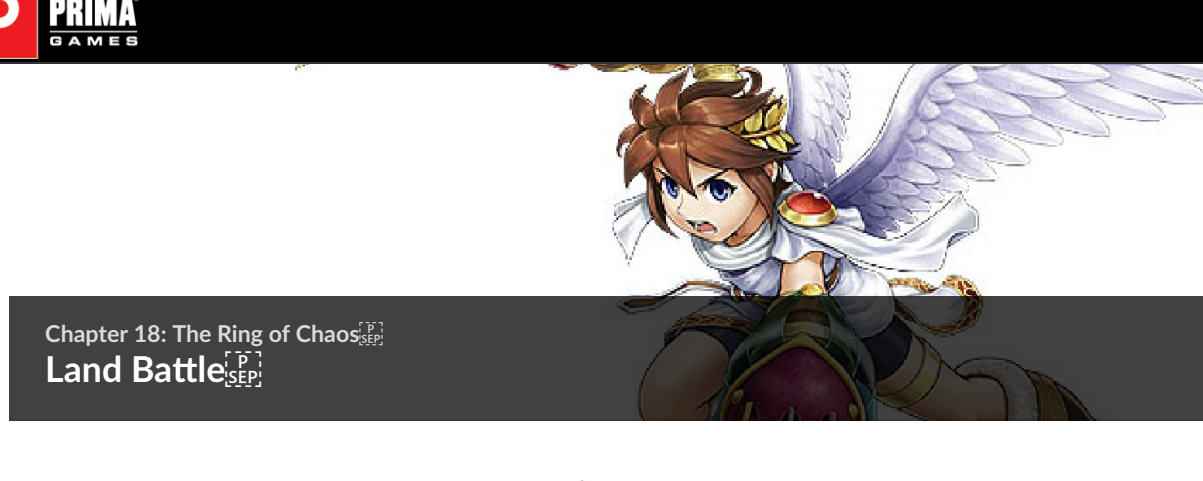

SCORE
71761


SCORE
109361

The biggest danger of the fight is the fact that almost everything Aurum Pyrrhon uses causes fire damage, which can burn for a short time after you've been hit. This means that only a few solid hits can put you in serious danger just because of the extra burn damage. Do the best you can to limit any direct hits, and keep the pressure until Aurum Pyrrhon is history.

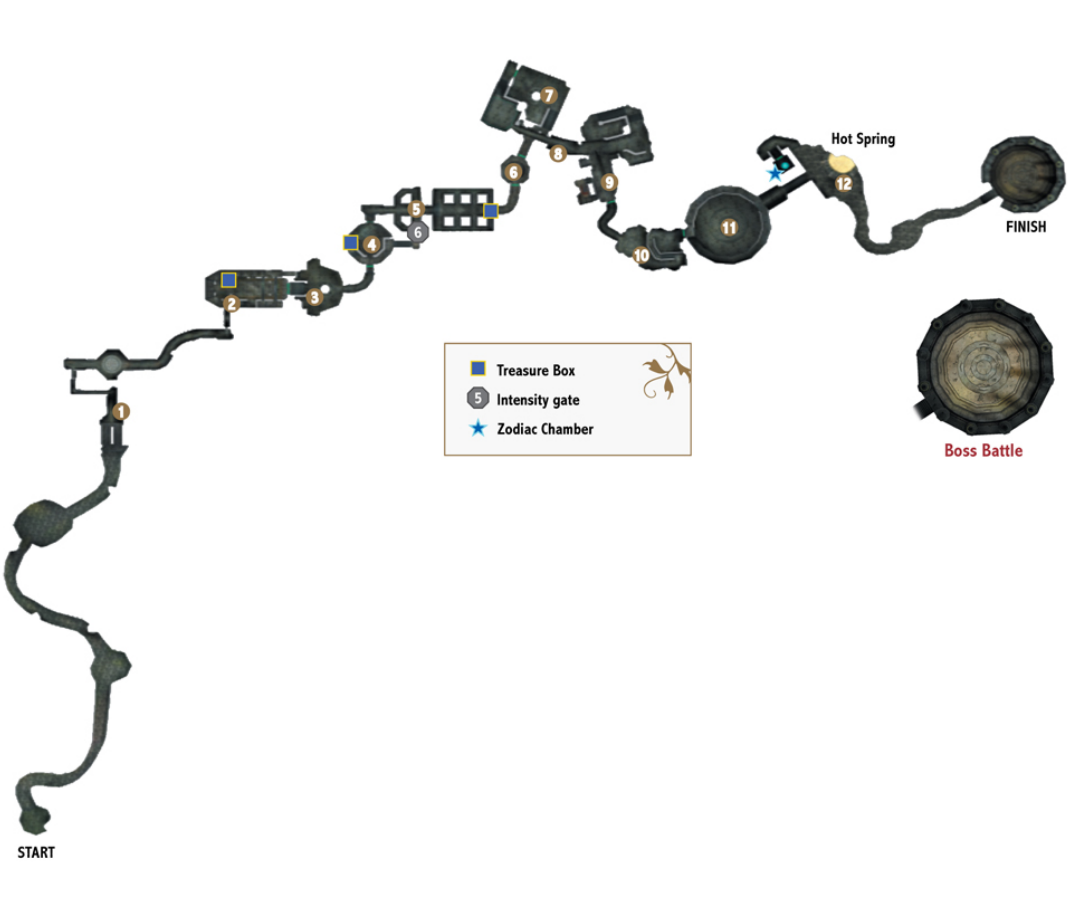


But it's still not over! As the corrupted god self-destructs, you have to eliminate pursuing Aurum during your escape. After a short ride, Pit escapes the Aurum mother ship, and Pyrrhon's energies push it away from the planet. At long last, you can turn your focus back toward the Underworld Army!



Chapter 18: The Ring of Chaos

Land Battle



This chapter opens in complete darkness. Pit doesn't know where he is, or why he is there.

Hey, what's that? Is it...a ring?

Whoa, whoa—what's happening?!

She's moving! I'm... I'm moving her!

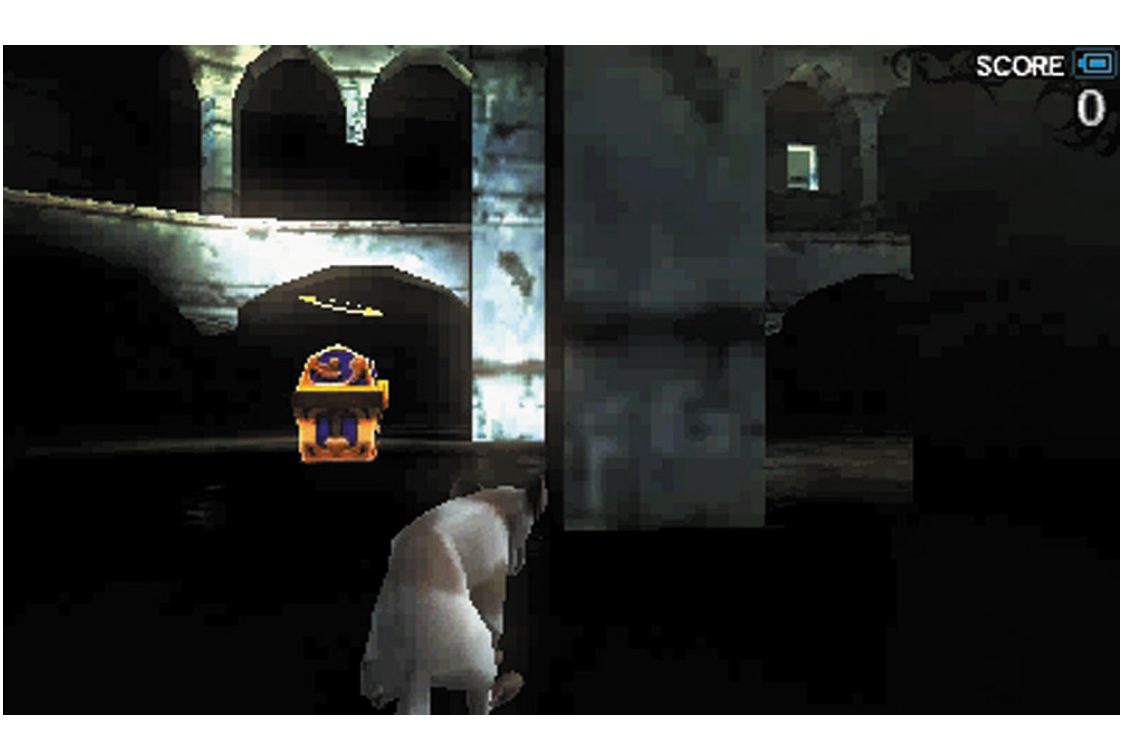
In the aftermath of the Aurum's failed invasion, Pit has apparently been transformed into a ring. The name Chaos Kin is ingrained into his memory. As for the ring, it is picked up by a little girl, whom you now control. Run toward the town smoldering in the distance.

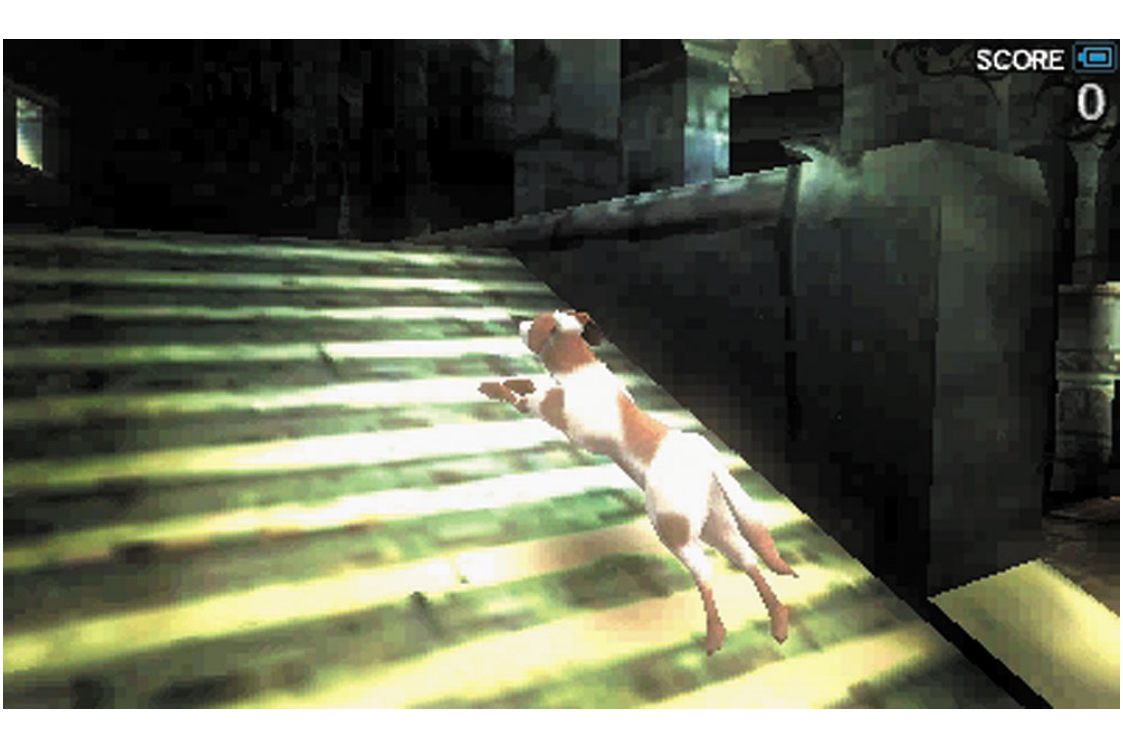
The girl accidentally drops the ring, and a dog runs up to snatch it. Its possession of the ring places it under your control. Continue into the town.

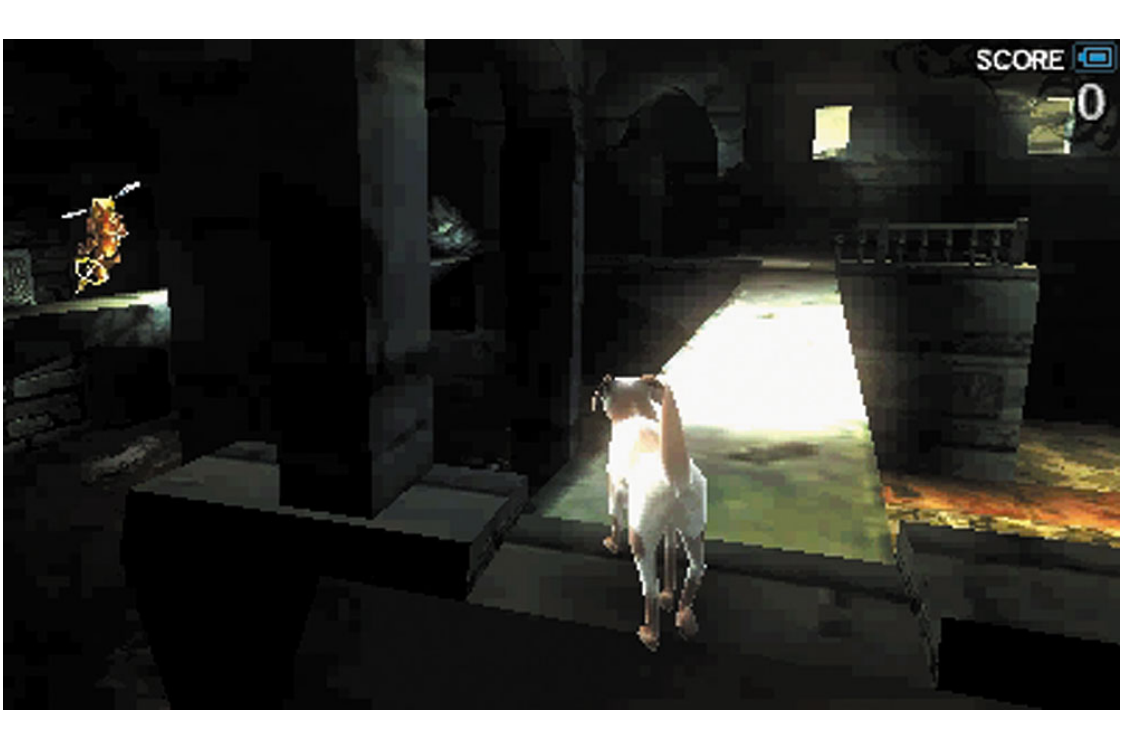
Hey! That looks like...like me!

Now what am I supposed to do?
Take myself down?

1. As you enter the town, you'll see Pit's body in the sky, attacking something within the town. Take the dog into the nearby side alley and slip through a hole in the wall.



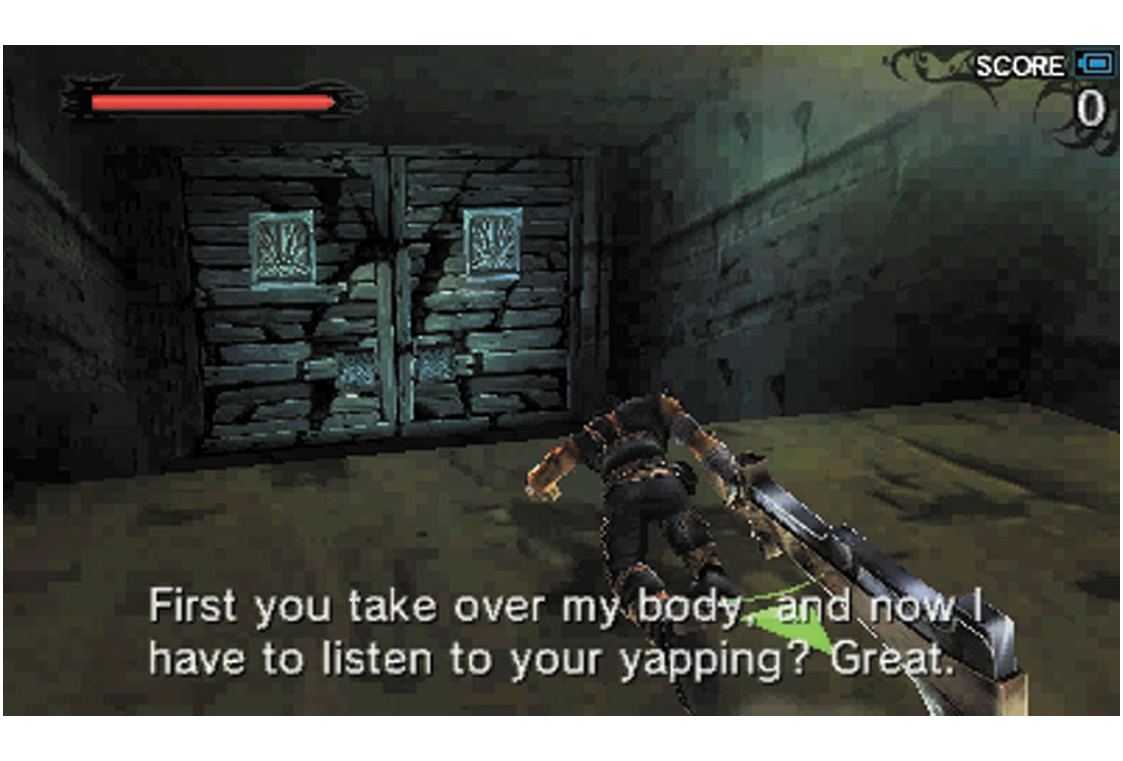




2. You will see a Treasure Box inside the building as you crawl through the walls, but there is no way to open it as a dog. Climb up the stairs in this room and use the thin walkways to find the building's exit.

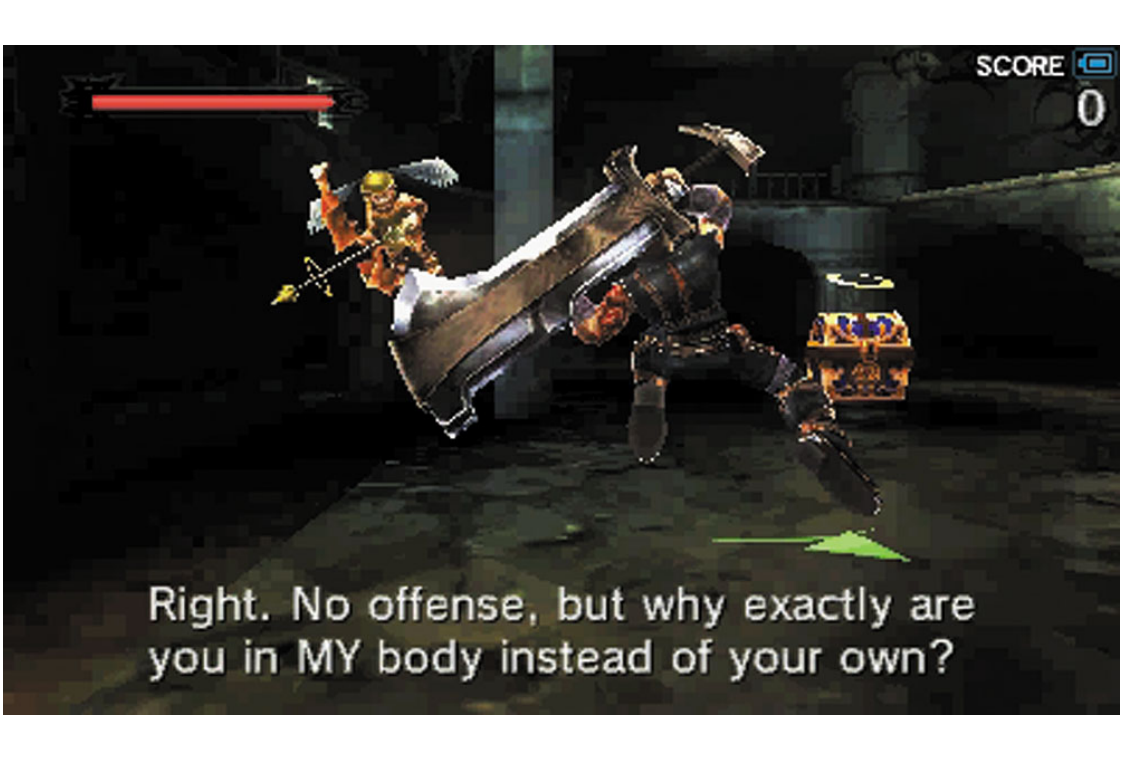
Listen, you gotta take this ring.
Go on! Take it!

3. As you leave the building, you find Magnus battling against the centurions. Pit gets the dog to give Magnus the ring.



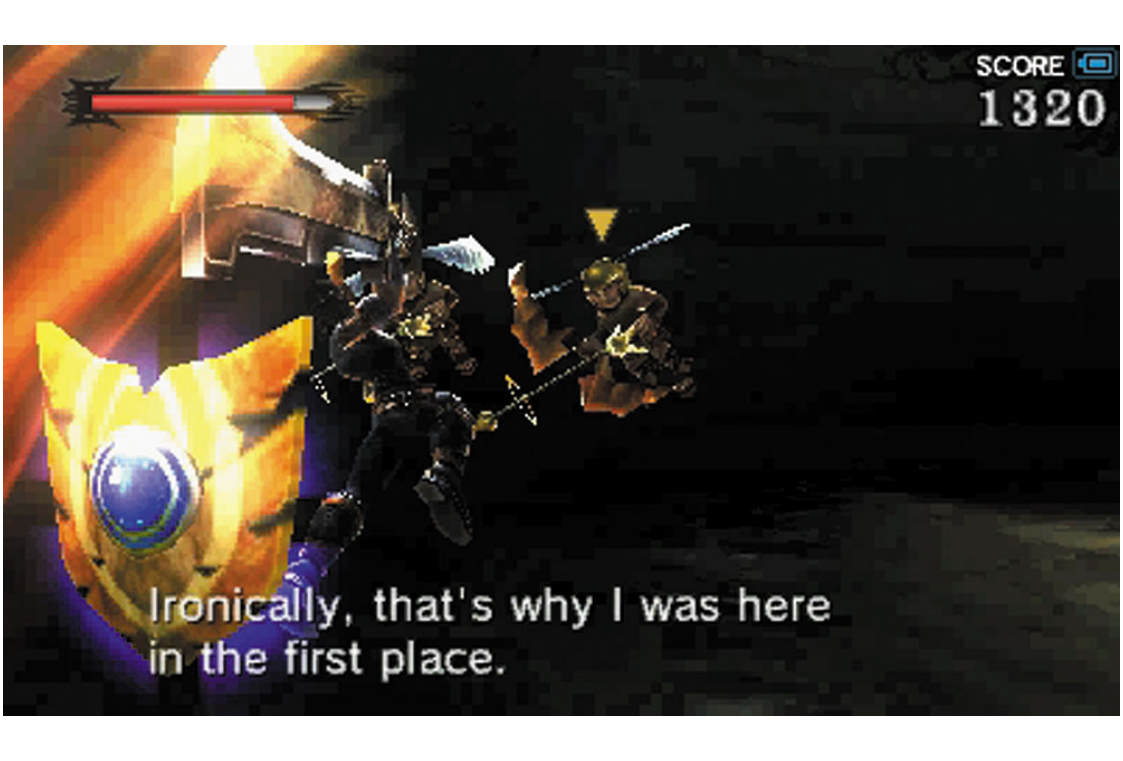
First you take over my body, and now I have to listen to your yapping? Great.

You now have control of Magnus! He plays mostly the same as Pit, but has no ranged attacks to speak of. You will not miss them. Magnus is an excellent fighter in his own right, and his sword has absurd range for a melee weapon. Your first order of business is to break through the doors to the building you passed through as a dog to collect the Treasure Box.



Right. No offense, but why exactly are you in MY body instead of your own?

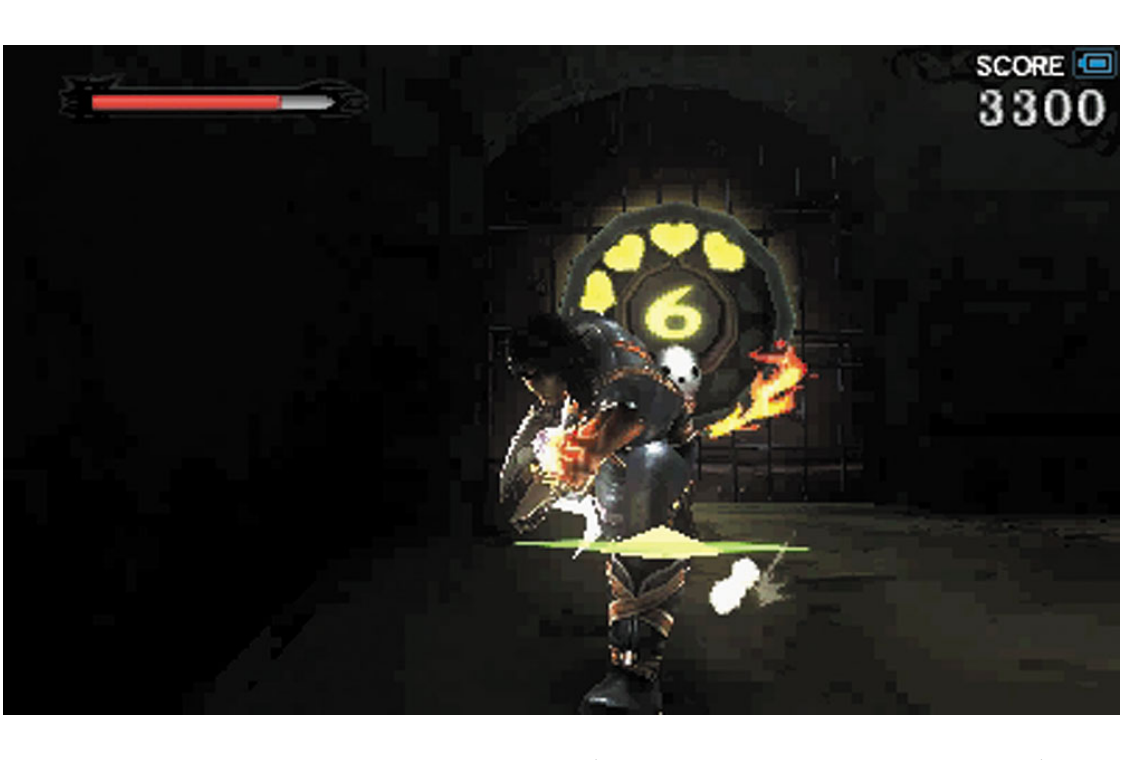
Magnus drops a few knowledge bombs on Pit. It has been three years since the war between the Underworld and the Forces of Nature was interrupted by the Aurum invasion. Palutena's army mysteriously disappeared from the world, leaving the humans to fend for themselves against the armies of the other gods. When Palutena's forces returned, they, too, had become an enemy to all mankind.



Ironically, that's why I was here in the first place.

4. This room seals itself as soon as you enter, and centurions will try to ambush you. They can be quick to evade your attacks, but they aren't particularly dangerous, even in groups.

There's a Treasure Box in this room, but it's not accessible from here. You'll have to find a Level 6 Intensity gate in the alleys beyond this room.



5. Explore these alleys thoroughly for centurions to beat down. You'll also want to find the Intensity gate in the area. It's Level 6, but you shouldn't have much trouble getting here on that difficulty setting.

You don't need to go in with guns blazing, you know.

centurion knights are introduced here. They try to get close to Magnus and stab him with their spears. Their shields can protect them from his sword, but not for very long.

They're basically all muscle. Even their brains are muscle.

6. The centurion strongarm in this area is an actual threat compared to his smaller cronies. They can body slam Magnus for heavy damage, so don't stand right next to them and swing blindly away.

7. You encounter centurion knights and Skuttlers fighting here. Through the door they battle next to, a set of stairs leads to another strongarm. The walls of the area become electrified, so be careful not to run into them while fighting the big guy.

SCORE
11480

After the first Strongarm is defeated, another leaps into the ring with some centurion back up. Ignore the smaller fry until the strongarm is finished. You can't afford to ignore the threat of his wrestling prowess. After the fight here, some food appears near the new exit.

SCORE
13940

Well, they look real enough now.

8. A Juggernauht locks this path down, flinging boulders at you. Just get close and beat it down with your sword. It's possible to take a side alley to flank the machine, but the way is defended by a centurion knight.

SCORE
18890

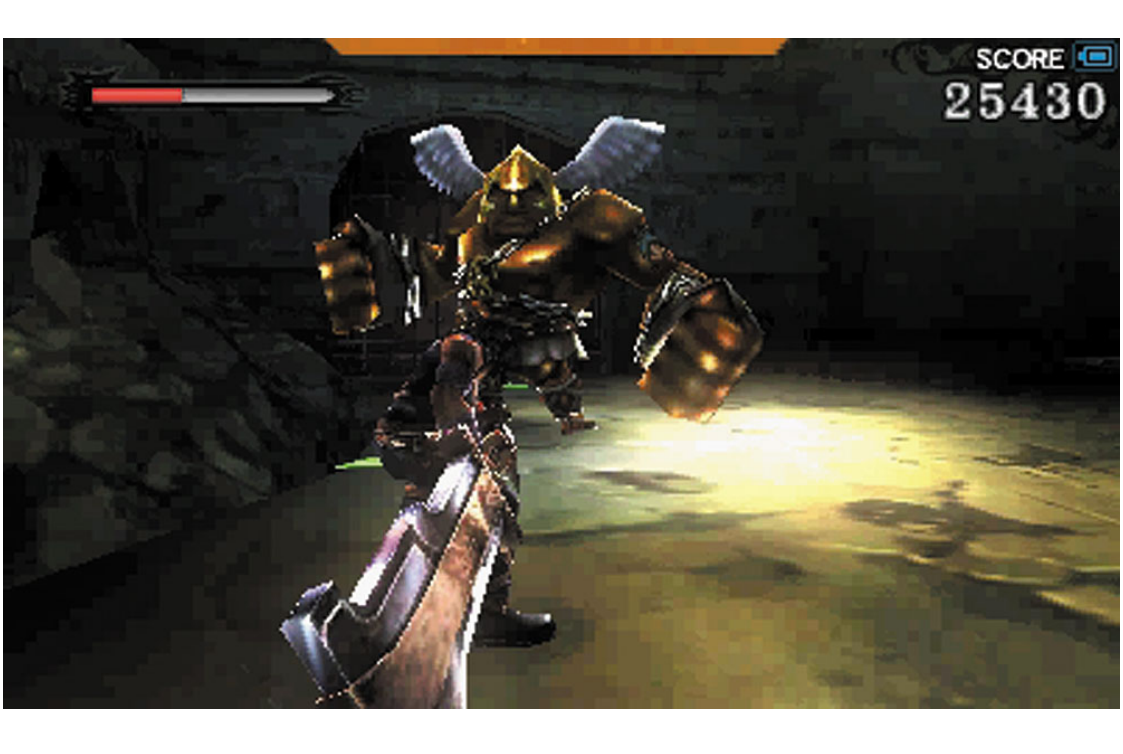
SCORE
18890

9. Pressing on, a second Juggernauht guards the way forward. This one is firing a barrage of arrows so standing in front of it while it is firing can be costly. Wait for an opening, then sprint around behind it to destroy it.

SCORE
22490

Look at this happy little family.

SCORE
25100



10. Another pair of strongarms, backed by centurions and centurion knights, attacks you the moment you enter this area.

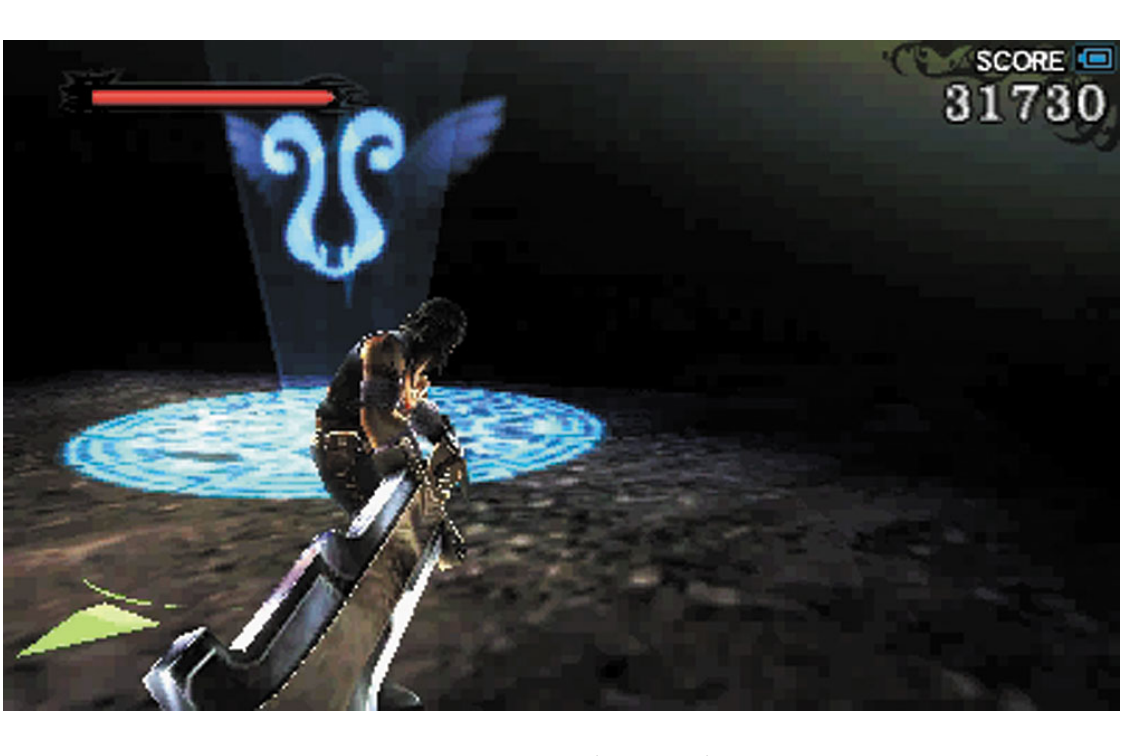
SCORE
27230

11. A Crawler tank is attacking centurion forces here. You can let the tank wipe them out before jumping down to destroy it, or take them all on at once and gather some extra hearts.

SCORE
31730

THIS is how you enjoy a hot spring! Step one: breathe deep. Step two: clear mind.

SCORE
31730



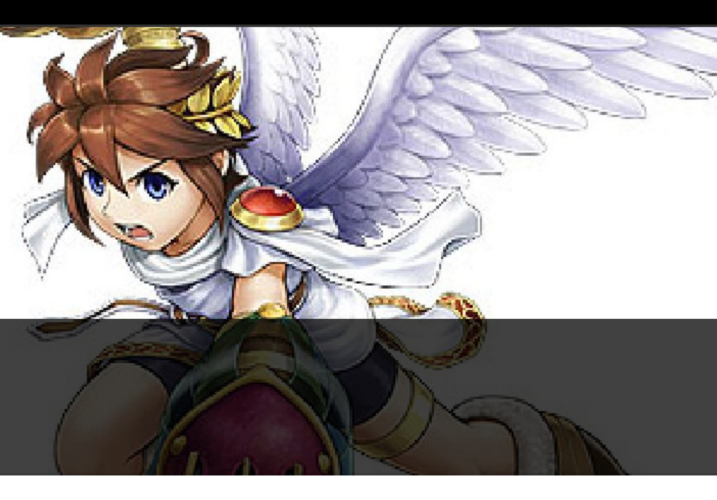
12. The hot spring here is your rest stop before going off to face Pit's Body. Don't run up the path to his arena just yet, though. Check the area near the hot spring to find a Zodiac Chamber.

SCORE
31730

SCORE
33290

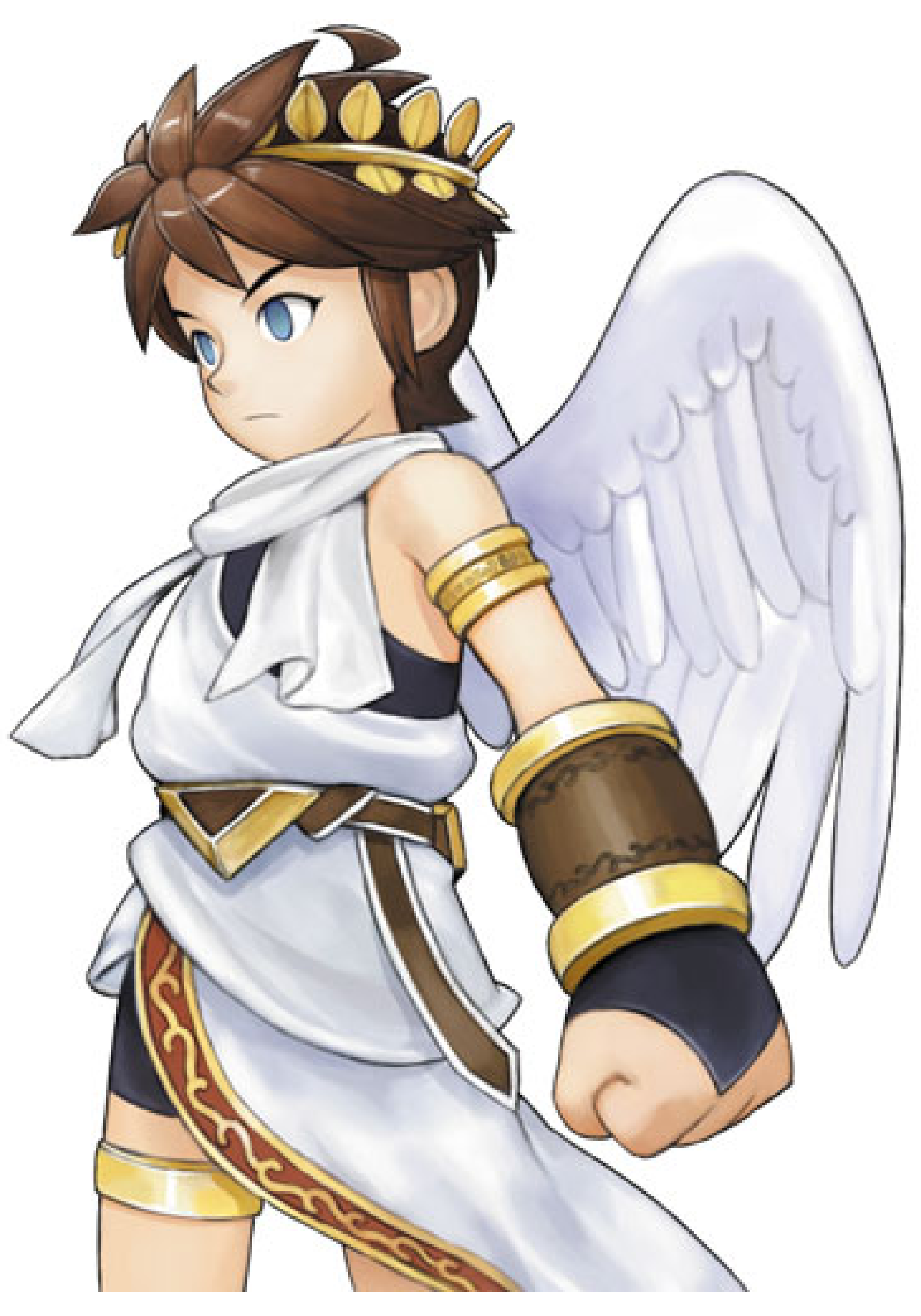
SCORE
38150

The path to the boss battle isn't undefended. Strongarms come rushing down the hill, backed by centurions and a Juggernauht. Get rid of the strongarms and centurions first, then take out the Juggernauht. As soon as the enemy is destroyed, a Drink of the Gods will appear. Prepare yourself to face yourself!

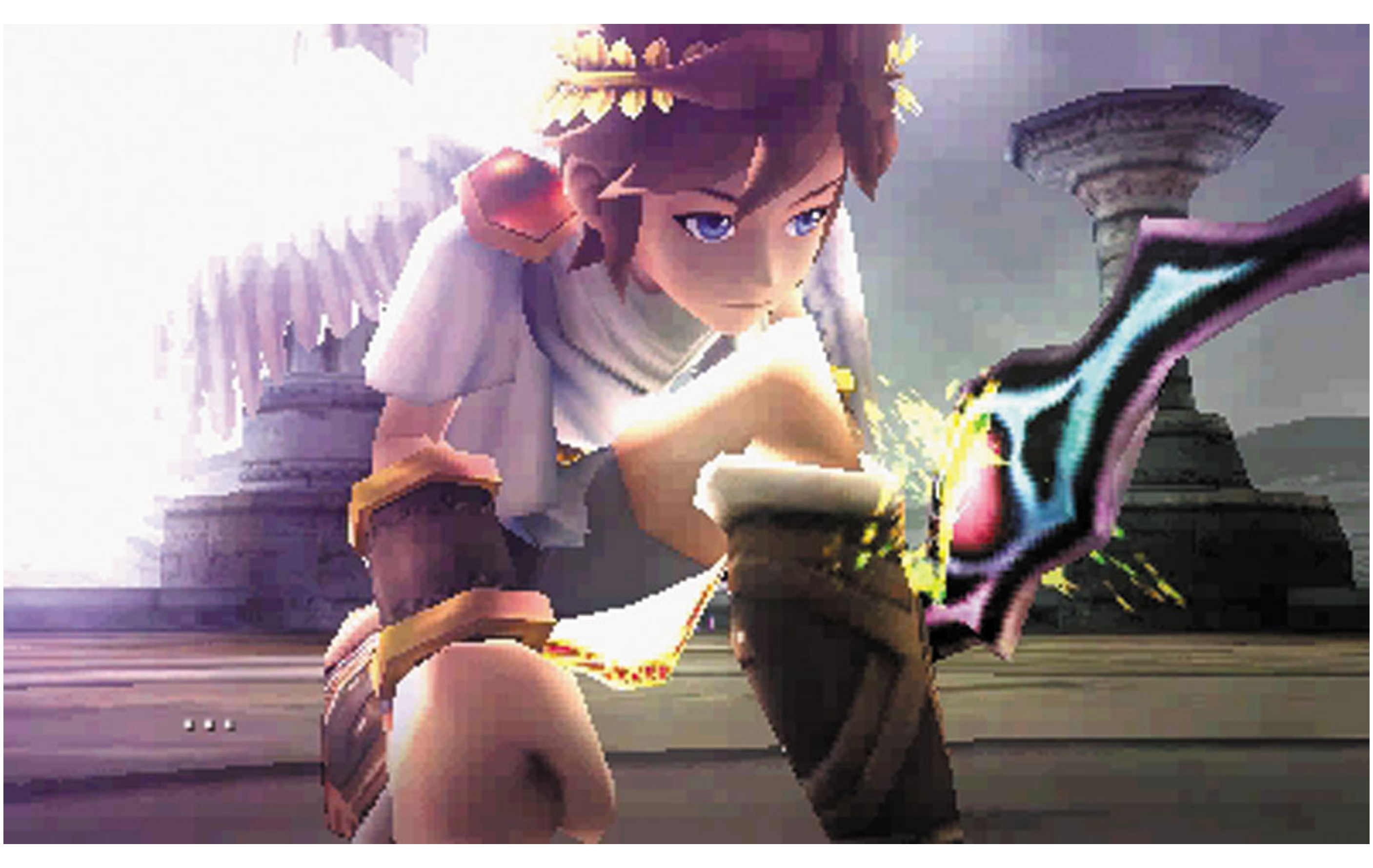


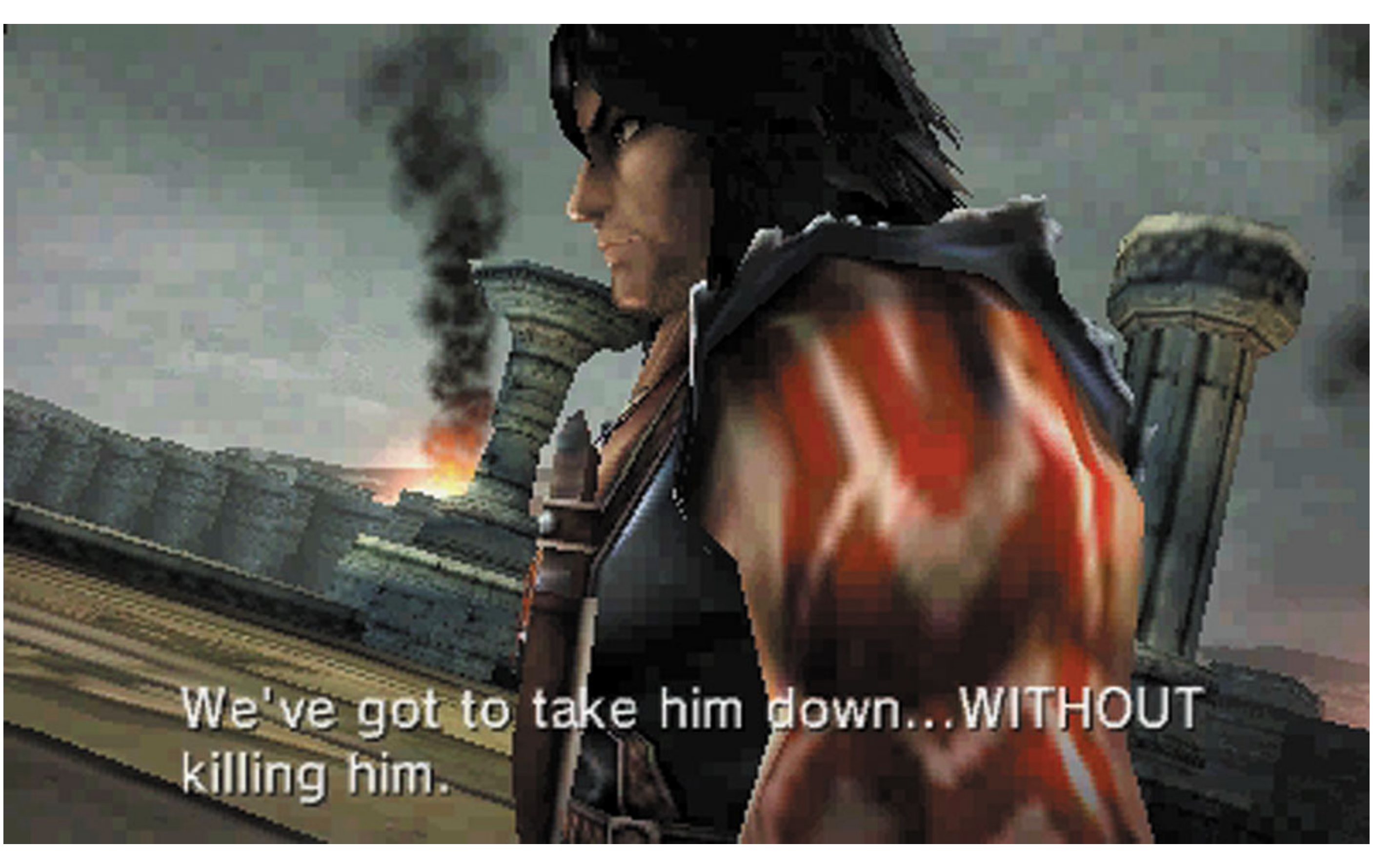
Chapter 18: The Ring of Chaos

Boss Battle: Pit’s Body

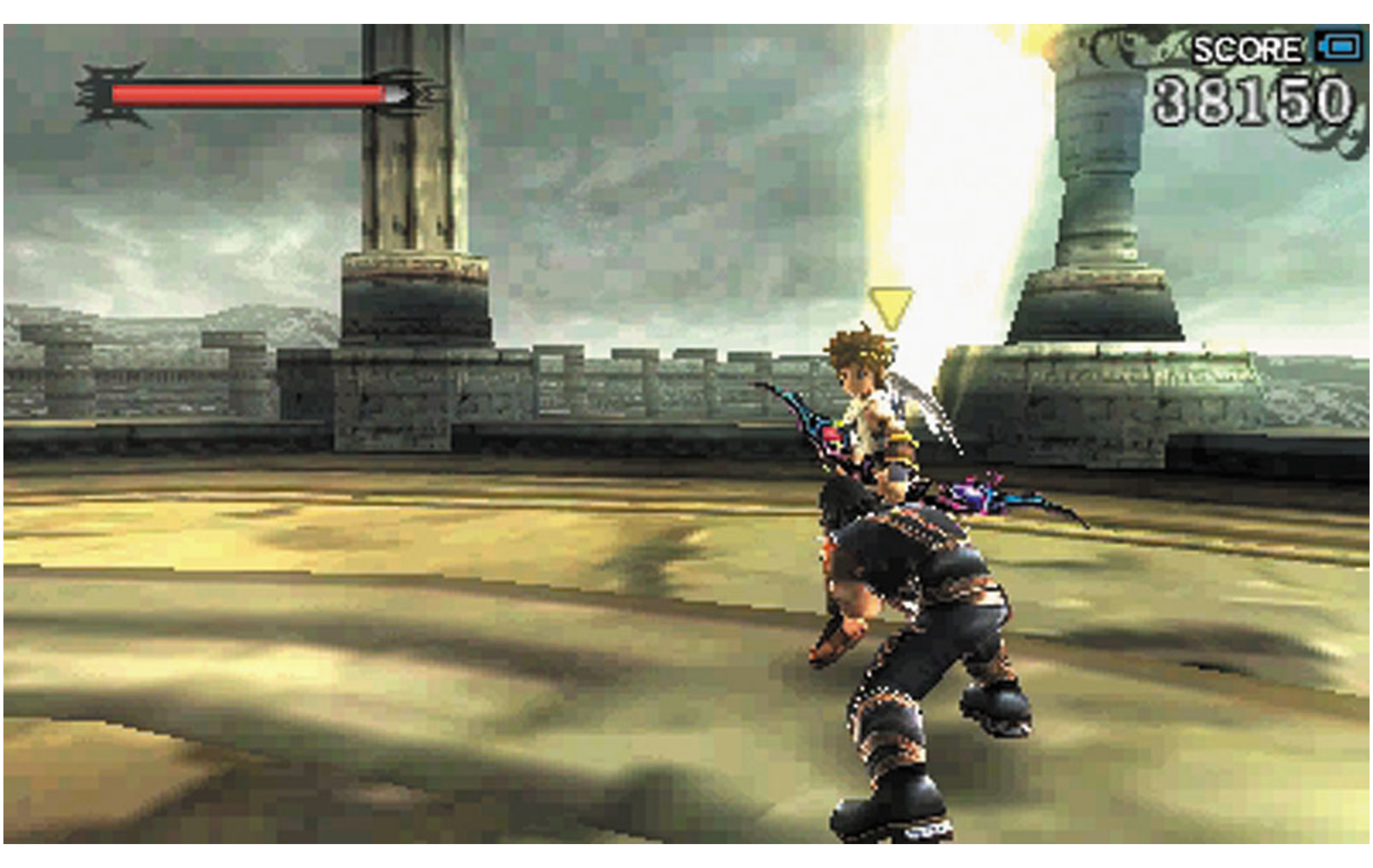


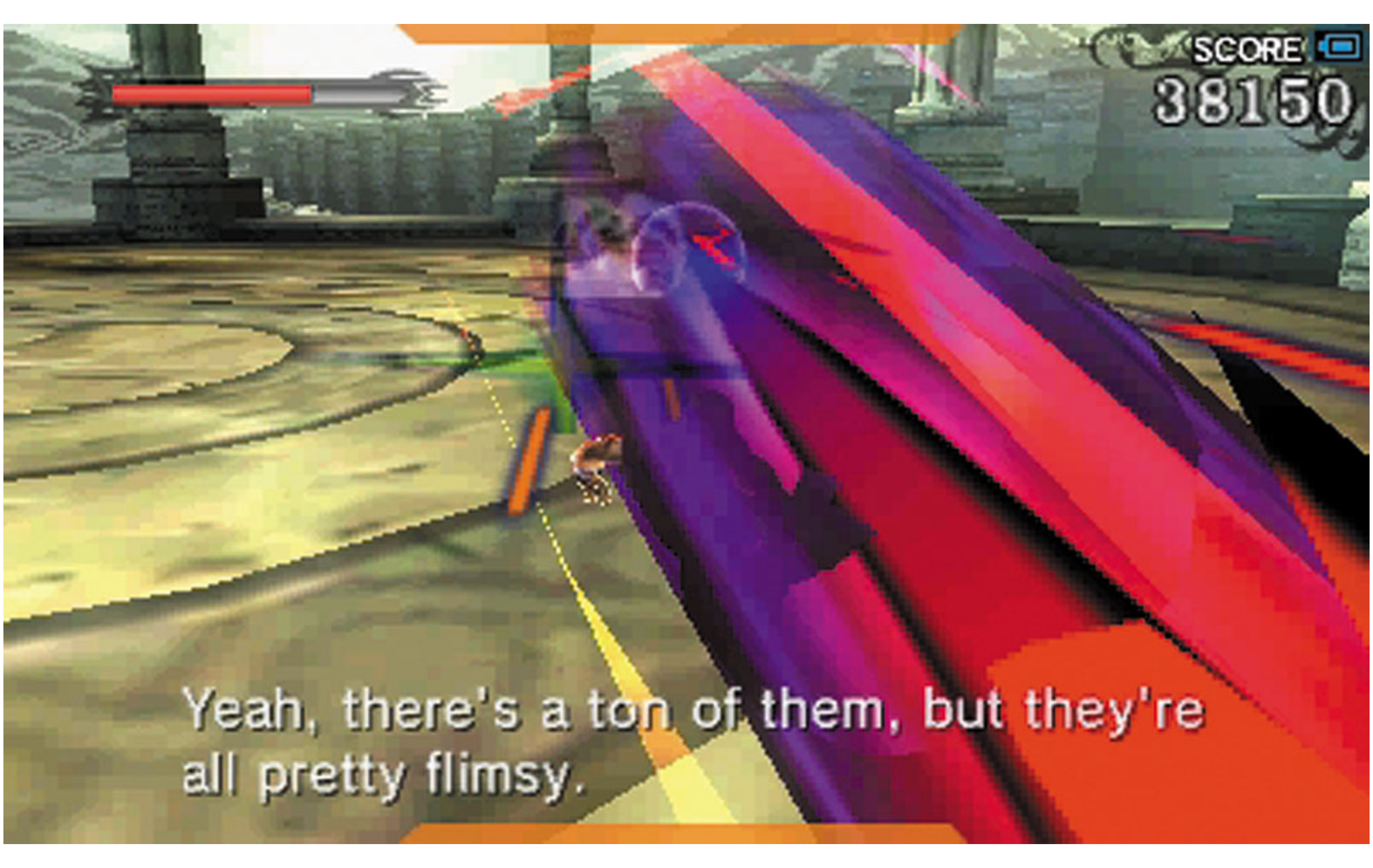
Health Range	
Min Health	Max Health
220	770



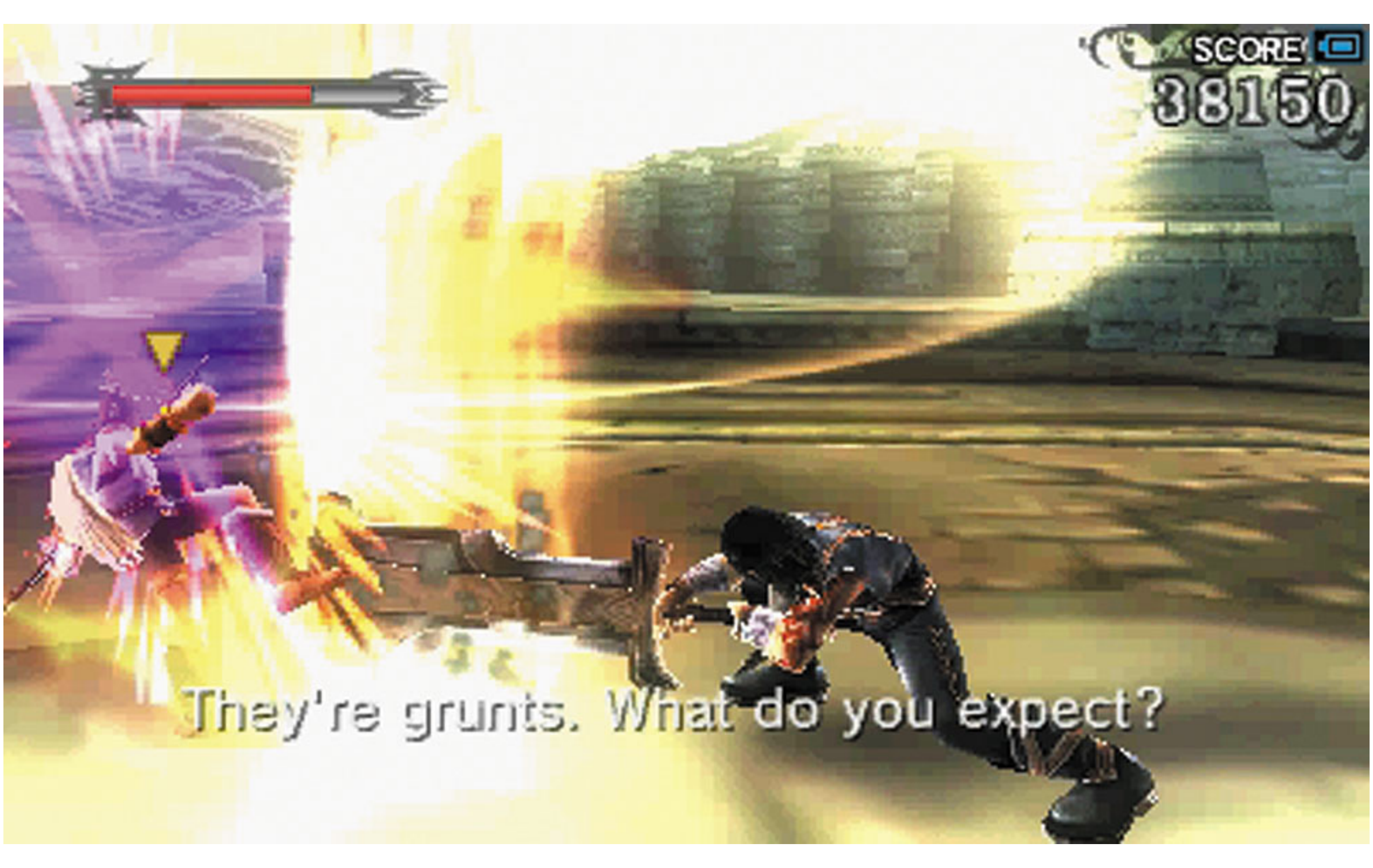

We've got to take him down...WITHOUT killing him.

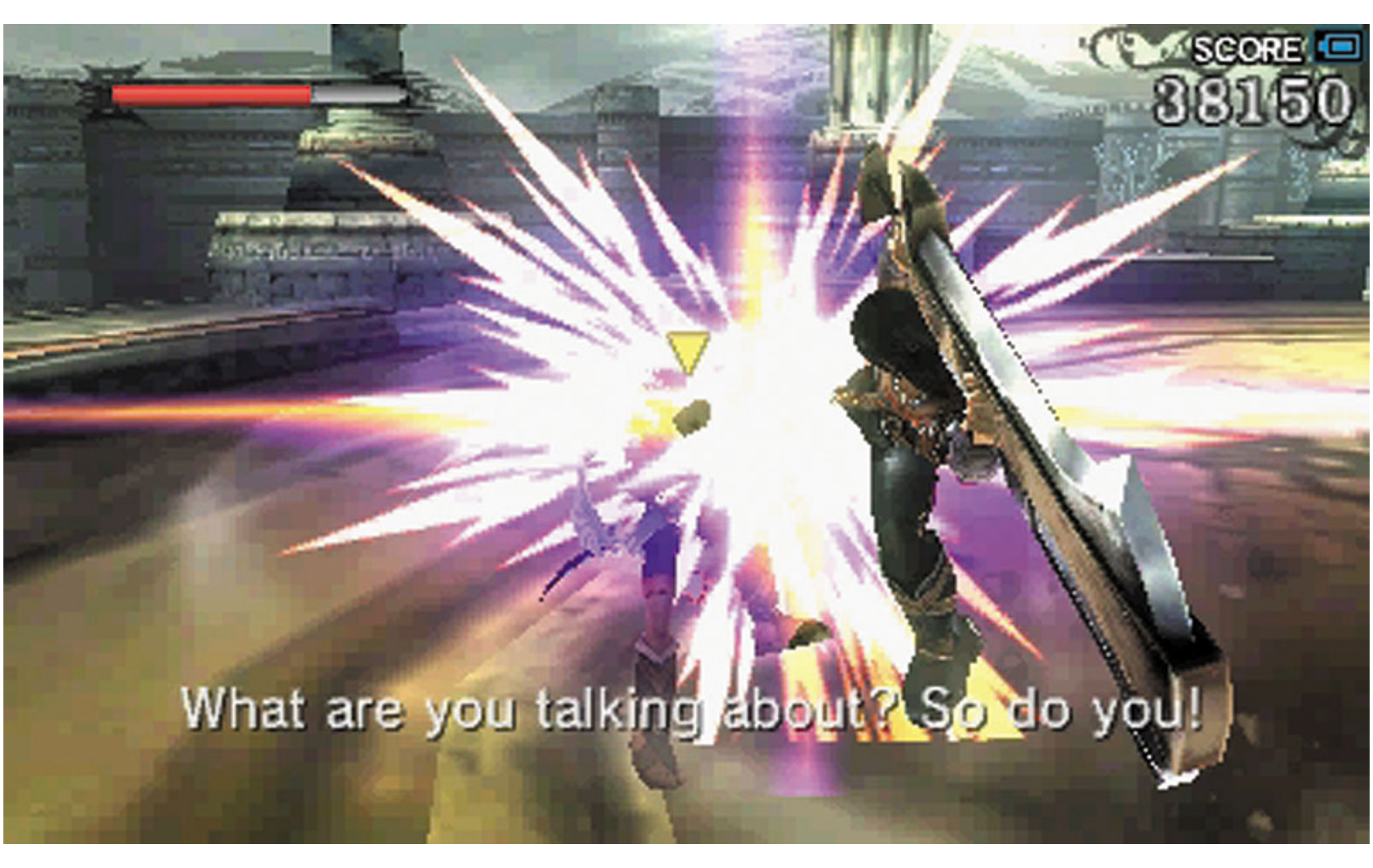
Years before, Pit was able to witness Magnus in action against the Underworld Army. Now Pit must use that strength to beat the evil stuffing out of himself to be freed of his ring prison.

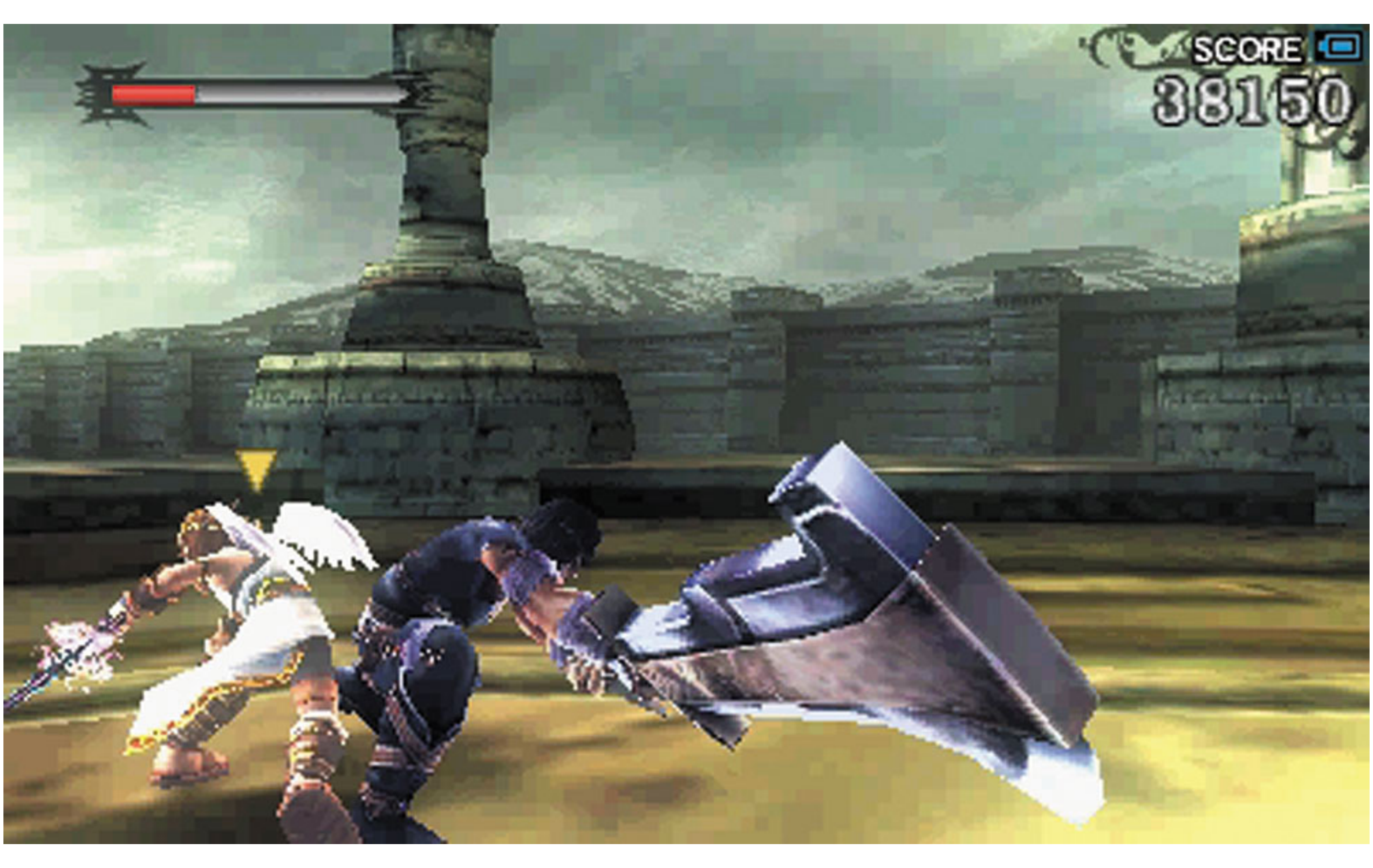

SCORE
38150


SCORE
38150
Yeah, there's a ton of them, but they're all pretty flimsy.

Pit’s Body retains its full natural mobility and evasive skills, and the fight plays out similar to a duel against Dark Pit. Be especially careful of his charged dash shots. They can hit rather hard, and they fly at such great speed that if you’re not paying attention you can take hits before you’re ready. Pit’s Body can also be quite dangerous in melee combat, if you allow him to get started.


SCORE
38150
They're grunts. What do you expect?

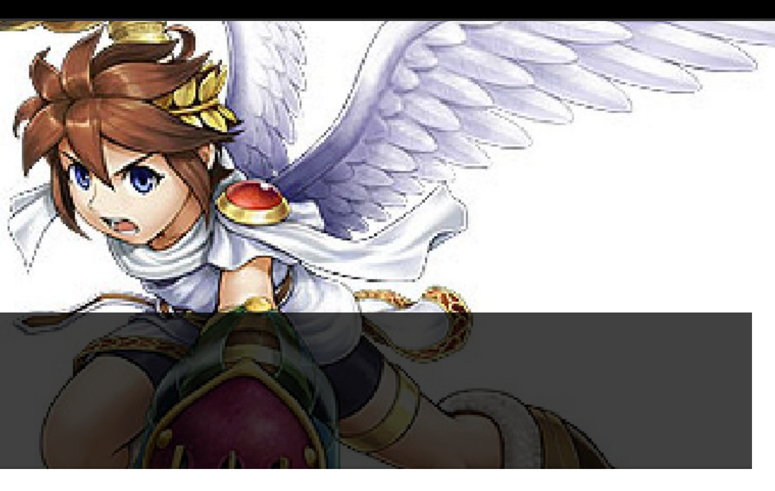

SCORE
38150
What are you talking about? So do you!

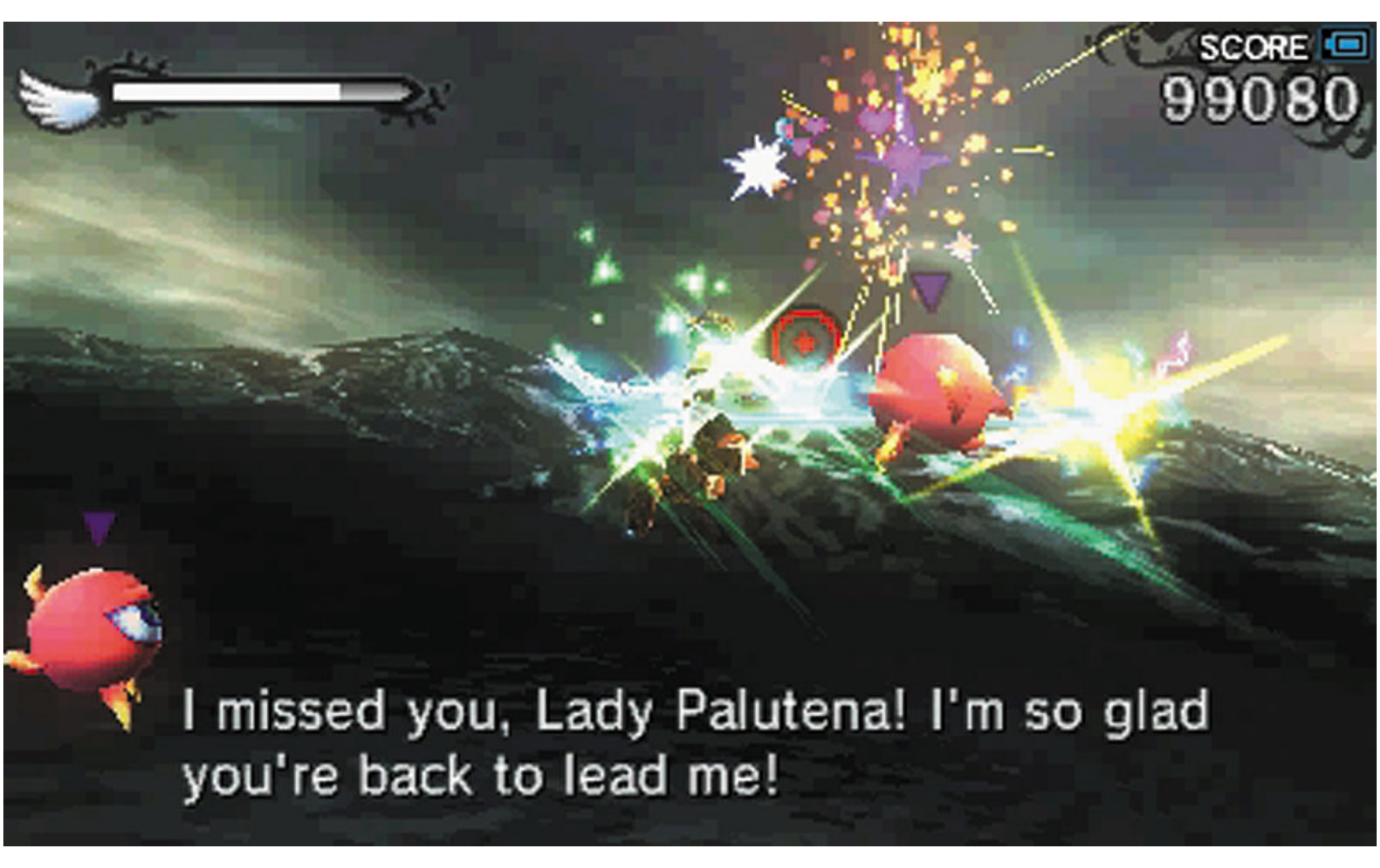

SCORE
38150

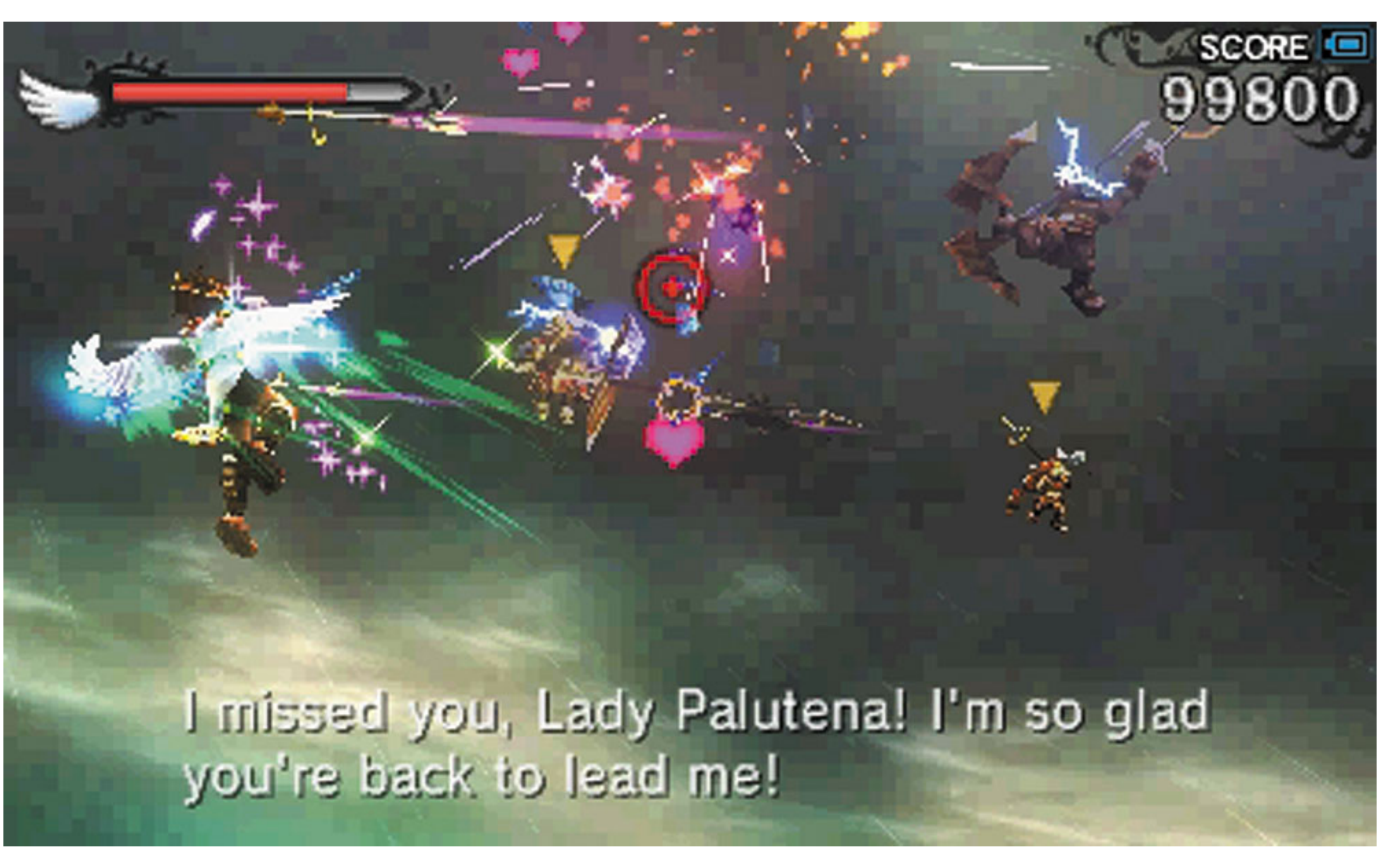
Despite not having a serious ranged attack, Magnus is not helpless if Pit’s Body puts some distance between you. His sword is absurdly large and even his basic swipes with the weapon have impressive range, allowing you to smack Pit’s Body out of a dodge rather easily. Magnus’s forward dash attack is a powerful kick that also helps him get close, while guaranteeing a knockdown on Pit’s Body if it lands. If Pit’s Body manages to clash his weapon against yours, just keep trying to attack. You’ll eventually break through if you’re persistent.

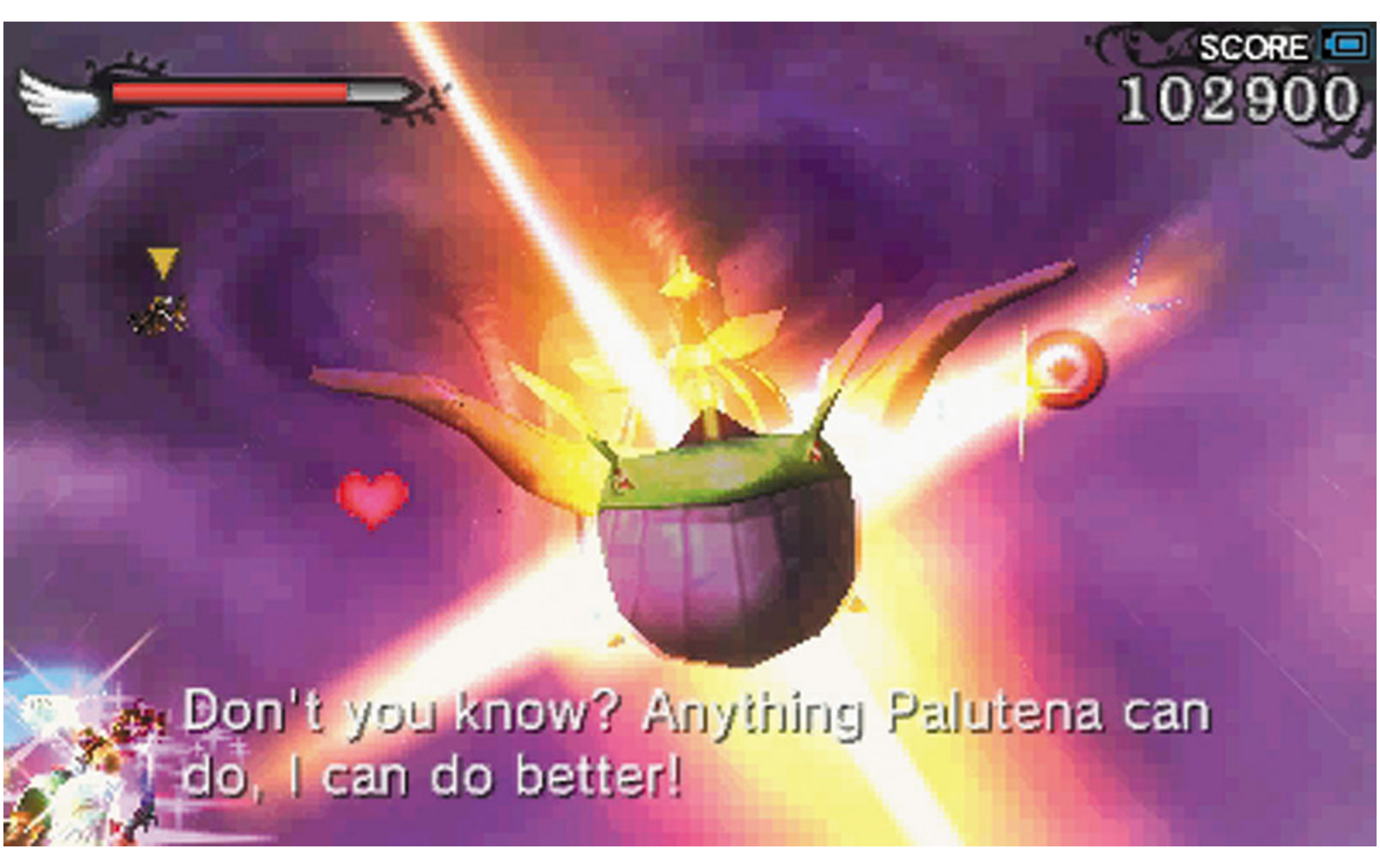
I'm back in the game!

After the battle, Magnus puts the ring on Pit’s Body, breaking the ring and freeing the angel from his imprisonment. Still unsure of why everything has become the way it has, Pit pleads with Palutena to grant him the ability to fly back to Skyworld, and his wishes are apparently answered...

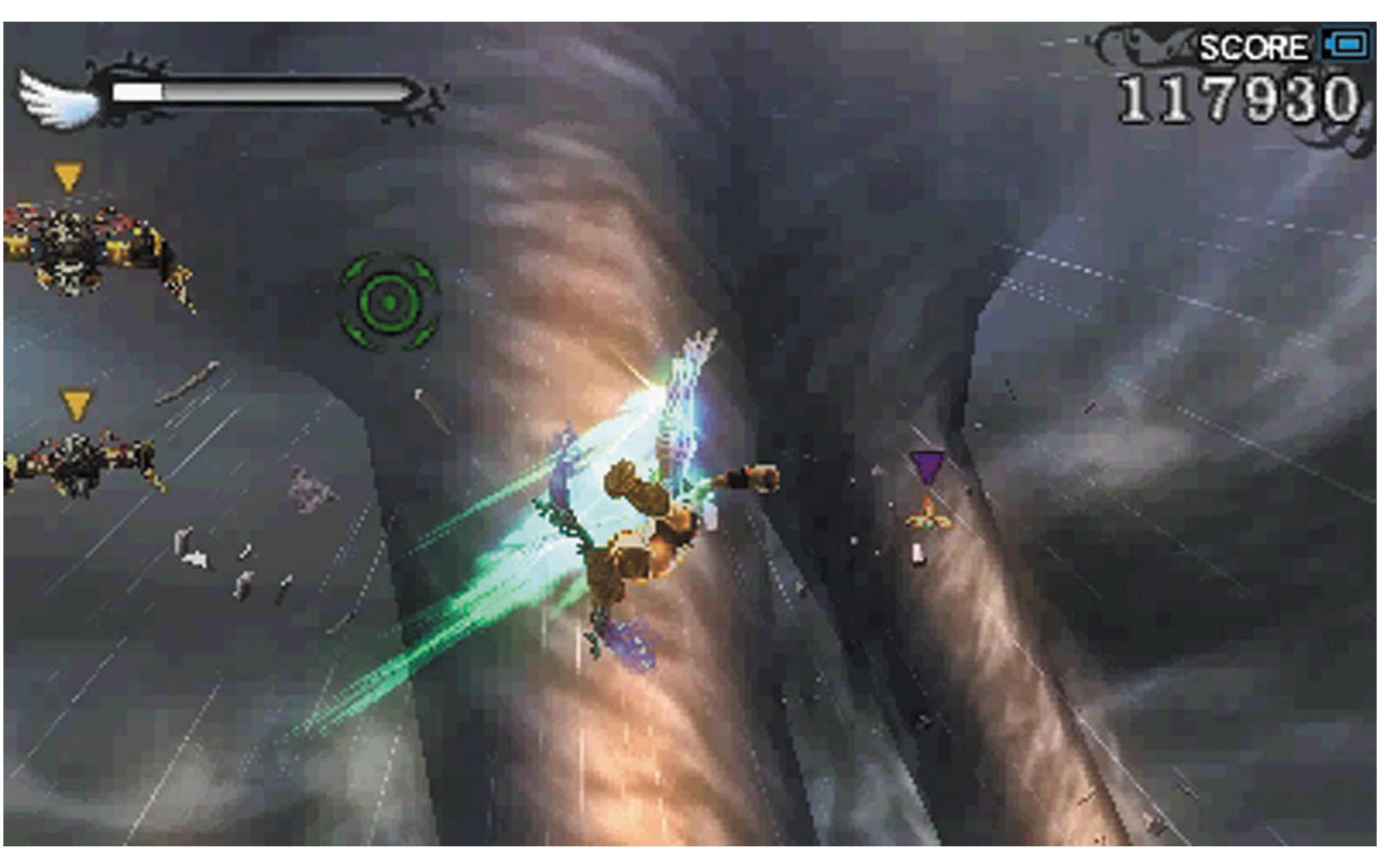



SCORE
99080
I missed you, Lady Palutena! I'm so glad you're back to lead me!

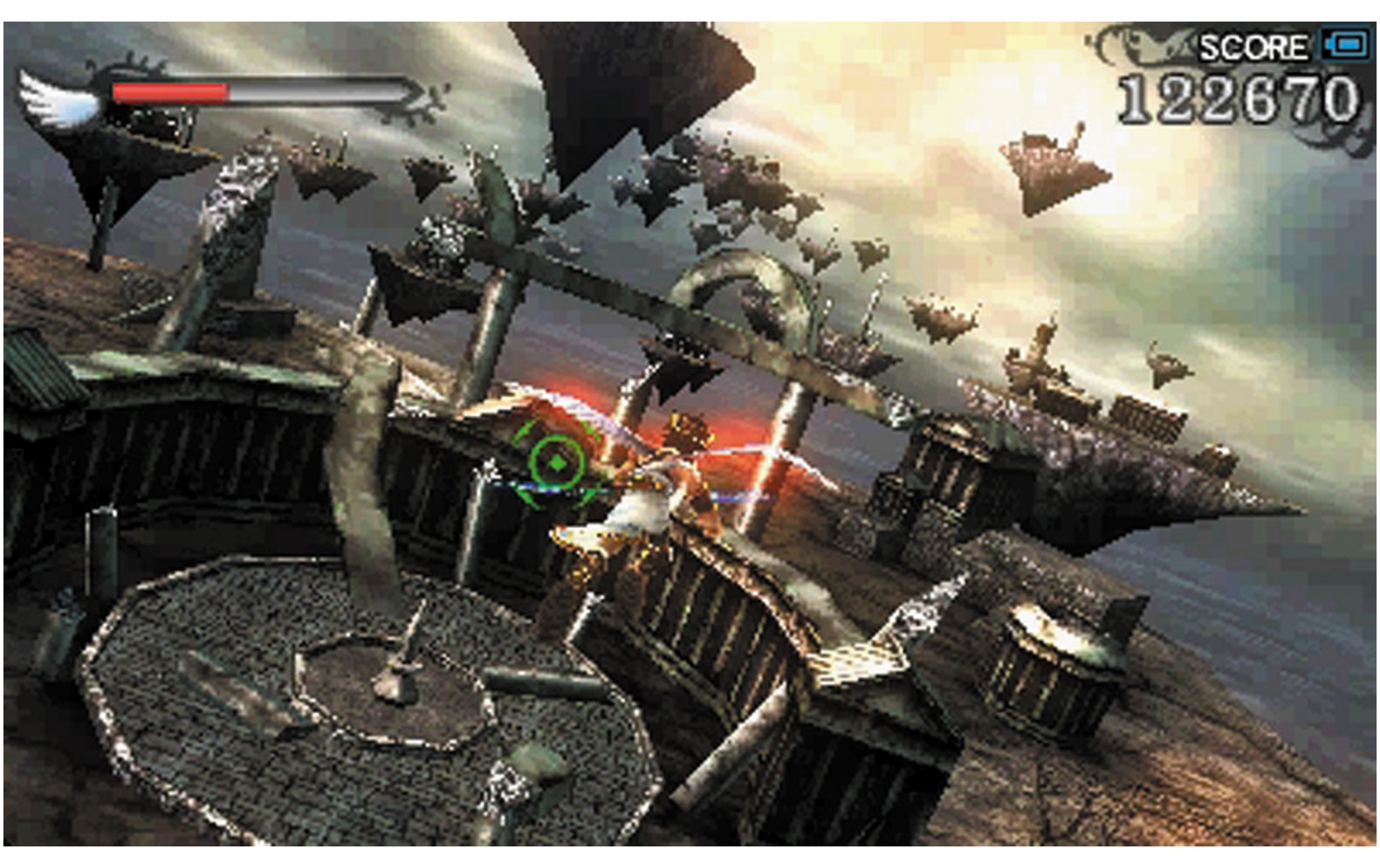

SCORE
99800
I missed you, Lady Palutena! I'm so glad you're back to lead me!

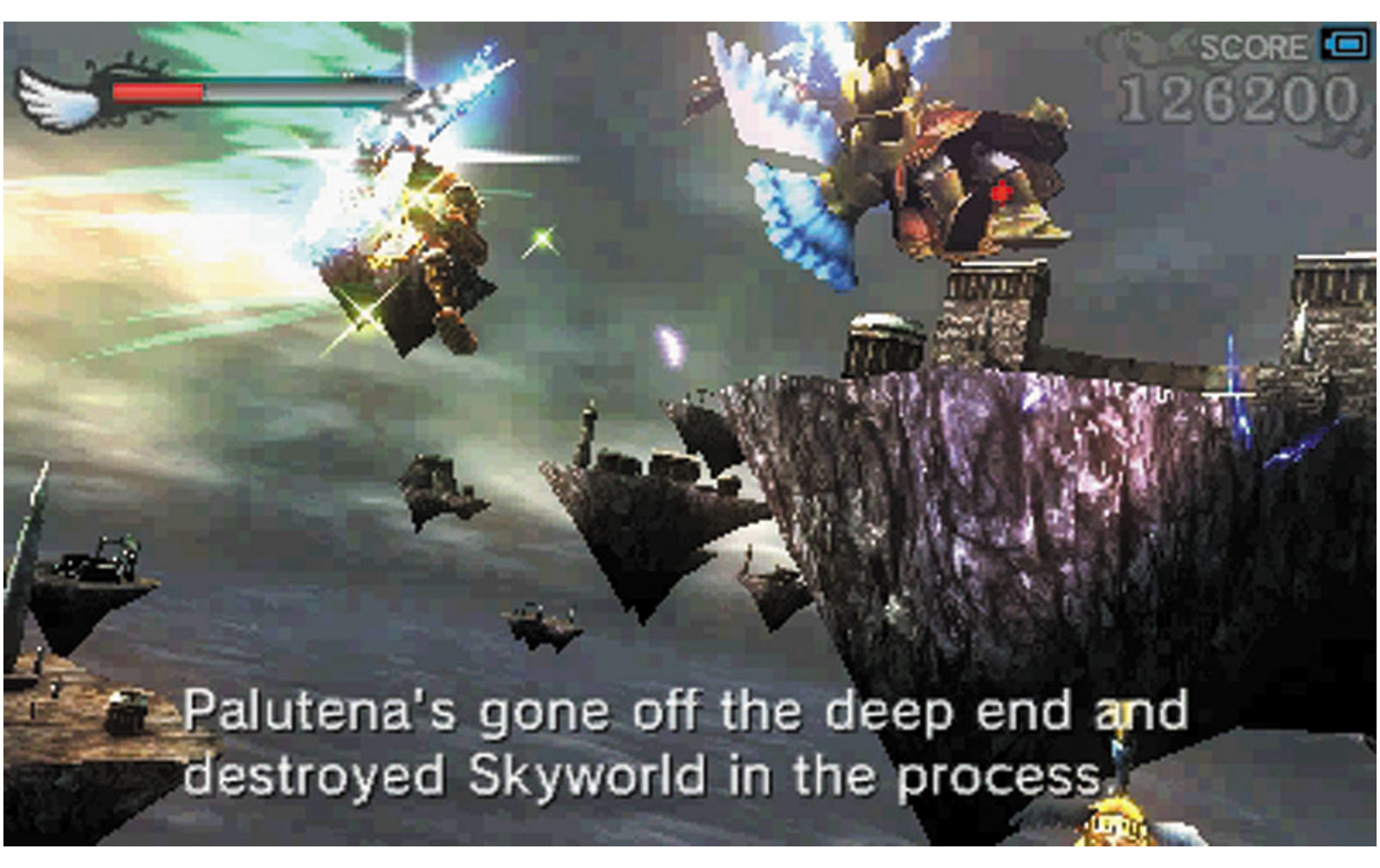

SCORE
102900
Don't you know? Anything Palutena can do, I can do better!

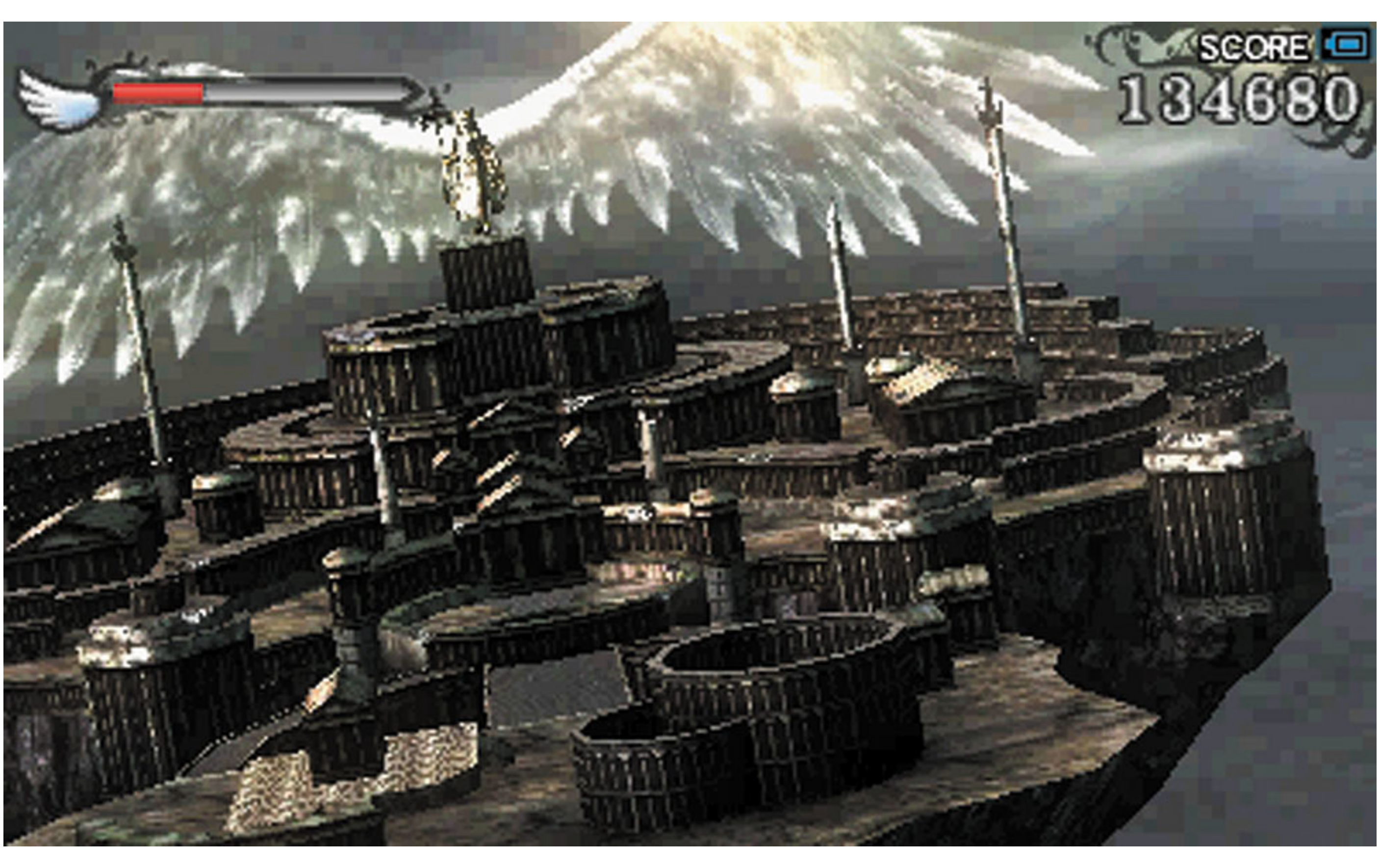
As Underworld Army monsters and Skyworld centurions attack, Pit thanks Palutena for her support, only to be answered by Viridi. She offers to help Pit return to Skyworld in order to show him what has become of his home and his goddess.


SCORE
117930

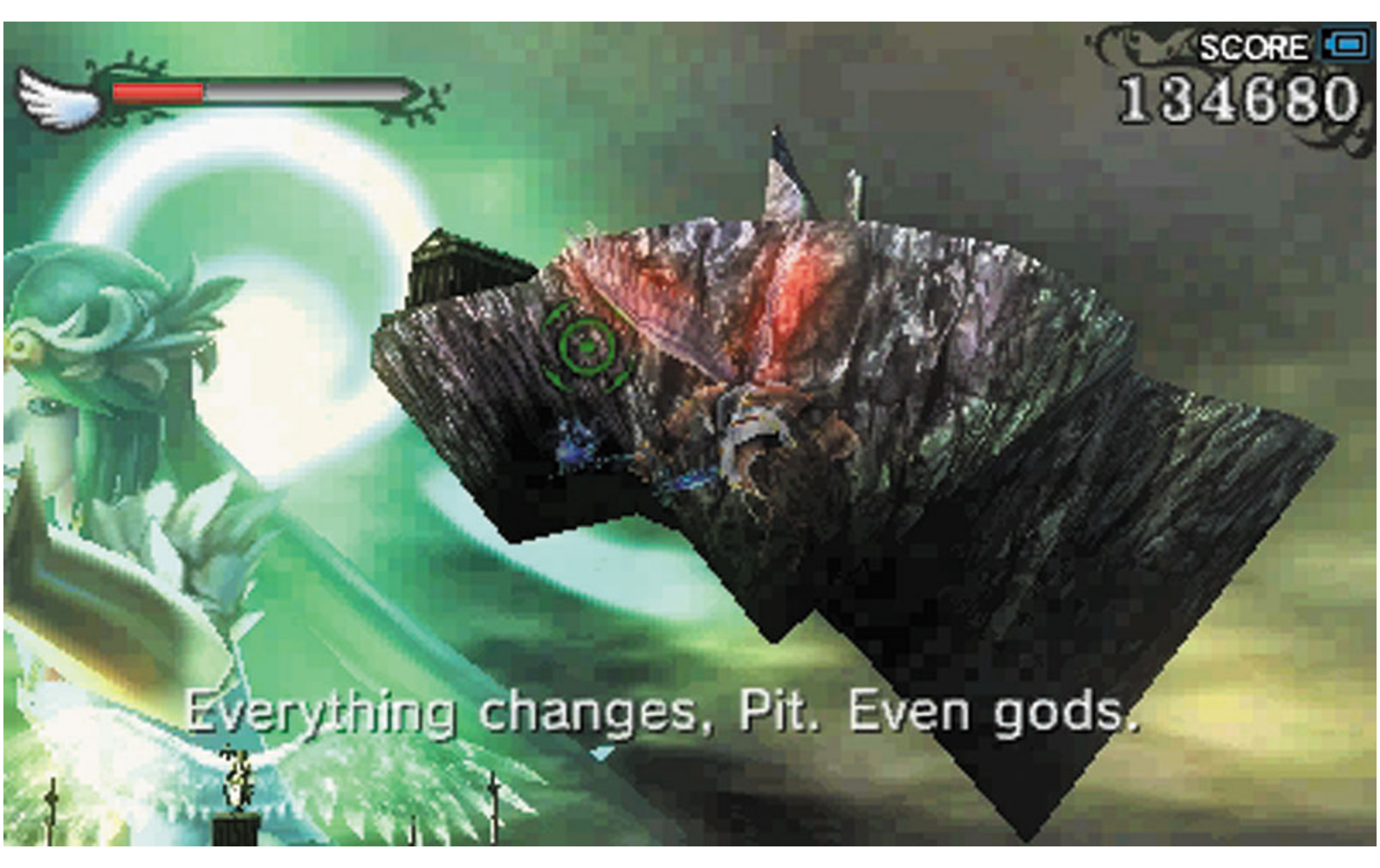
Make sure Juggernauhts don't get the chance to unleash their full arsenal on Pit during the flight back through the clouds. Another dose of Recovery Orbs can be collected just as Pit climbs out of the storm.

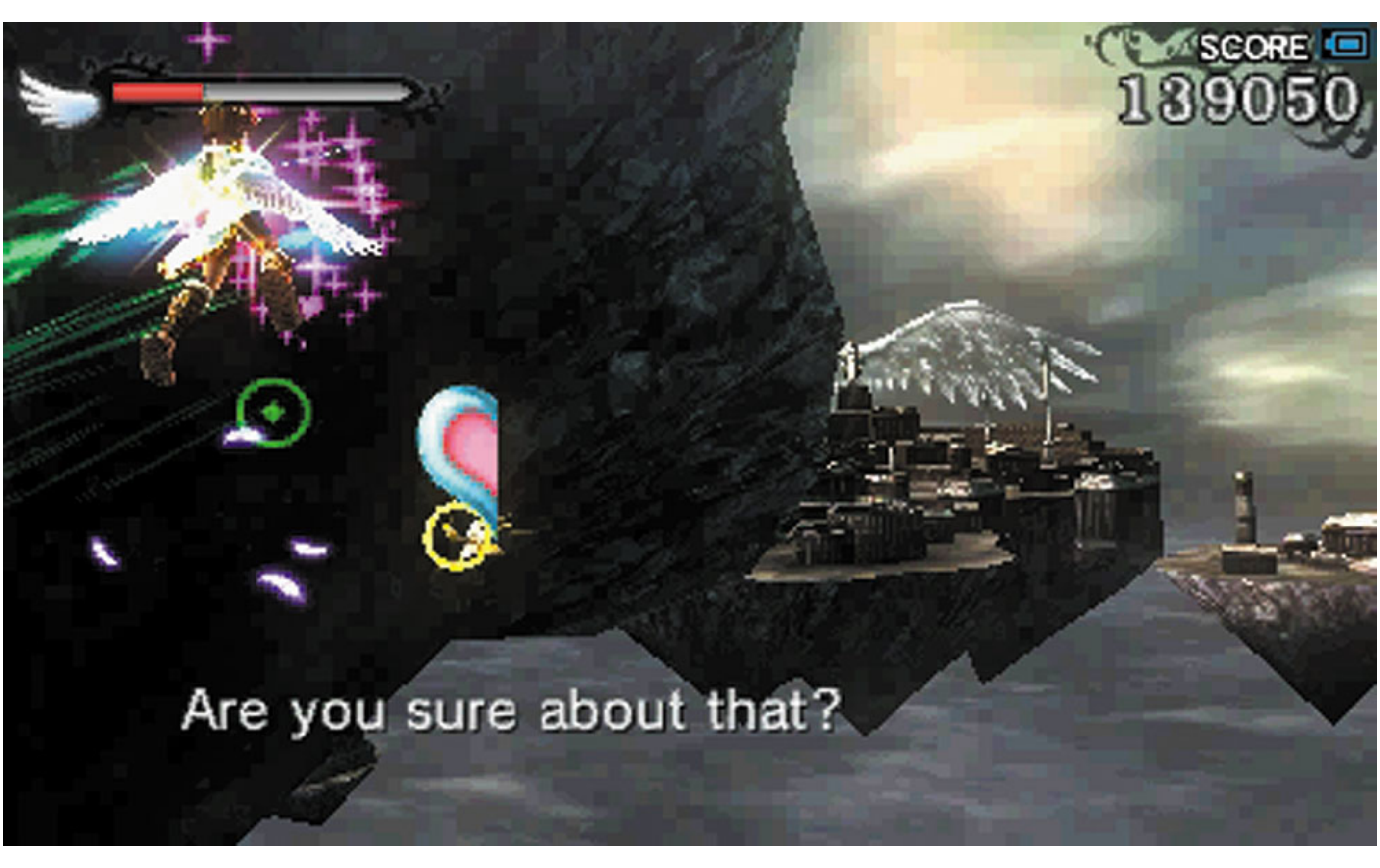

SCORE
122670


SCORE
126200
Palutena's gone off the deep end and destroyed Skyworld in the process.

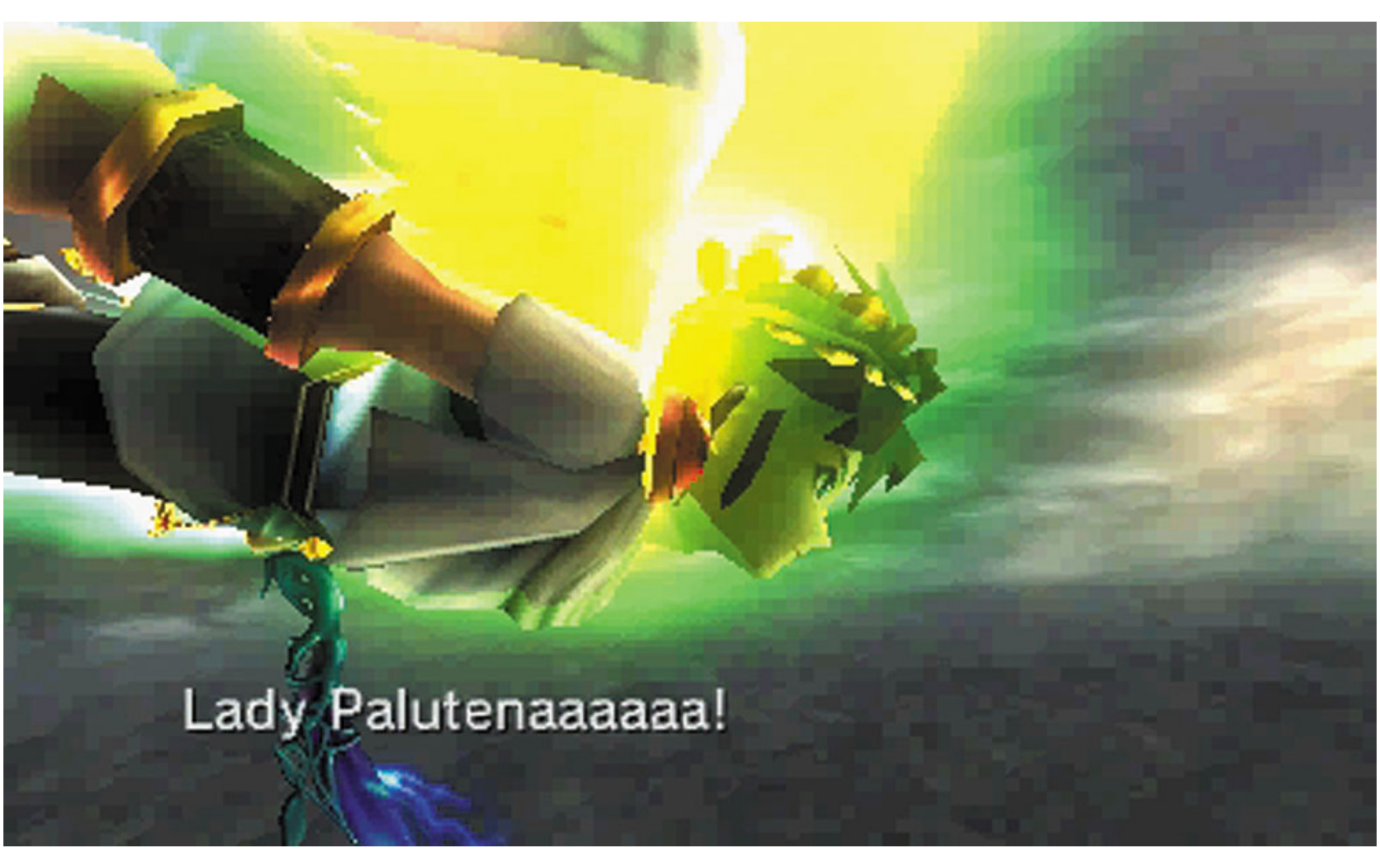

SCORE
134680

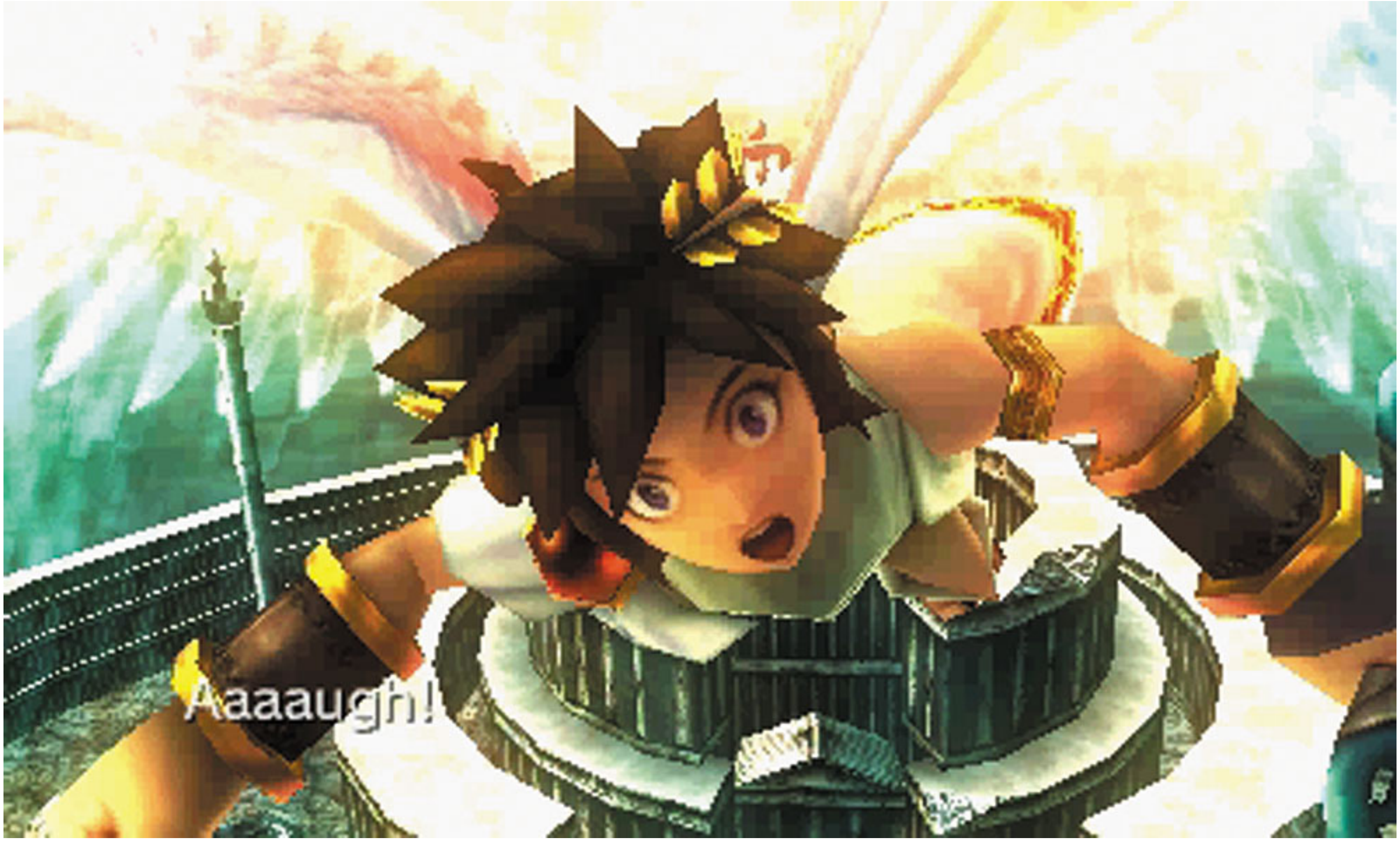
Skyworld is ruined, a mere shadow of its former self. Pit can't believe what he is seeing, even as more centurion knights bear down upon him. Even Palutena's Temple has been desecrated.


SCORE
134680
Everything changes, Pit. Even gods.

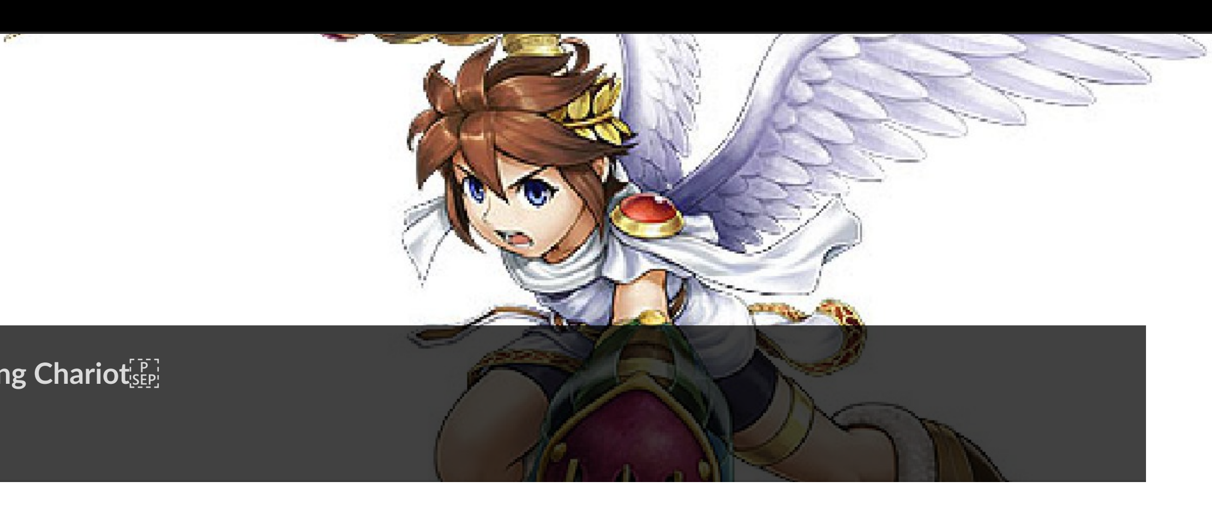

SCORE
139050
Are you sure about that?

The Goddess of Light herself finally appears before a stunned Pit, claiming that times have changed, and so has she. Flinging parts of Skyworld at her former servant, Palutena sends more centurions to battle.


Lady Palutenaaaaaa!



Convinced he can save his goddess, Pit demands that Viridi send him into the temple so that he may confront Palutena personally, but a powerful shield denies him entry. Unable to do more, Viridi withdraws Pit back to her palace.



Chapter 19: The Lightning Chariot

Air Battle

Caution

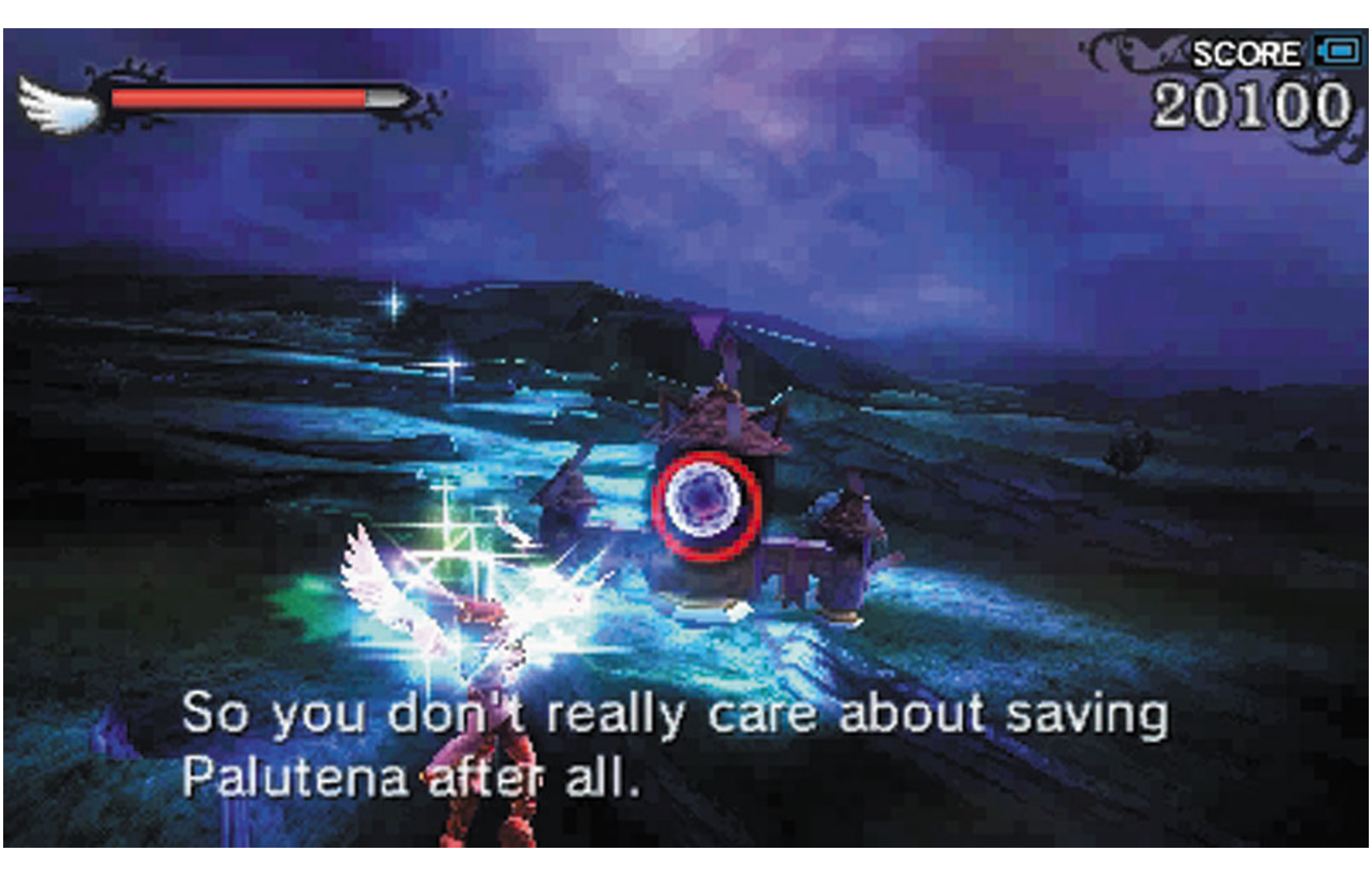
You will want to take a weapon into this chapter that has good ranged capability! Taking a club weapon into the Land Battle can be a frustrating ordeal.

Underworld troops on the scene!

Underworld troops on the scene!

That sounds AWESOME!

The shield Palutena has around her temple is impossibly strong. Viridi suggests that you borrow the one thing that can shatter such a barrier: the Lightning Chariot. The Underworld Army is out in force to prevent this, however.



So you don't really care about saving Palutena after all.

Fort Oinks take a lot of firepower to beat, and while they are still alive, they are bringing more Underworld goons to the fray. Ignoring the small fry while trying to bring down the fort is possible, but make sure you're staying alert for incoming fire.

SCORE
38430

Have you ever been to the circus, Pit?

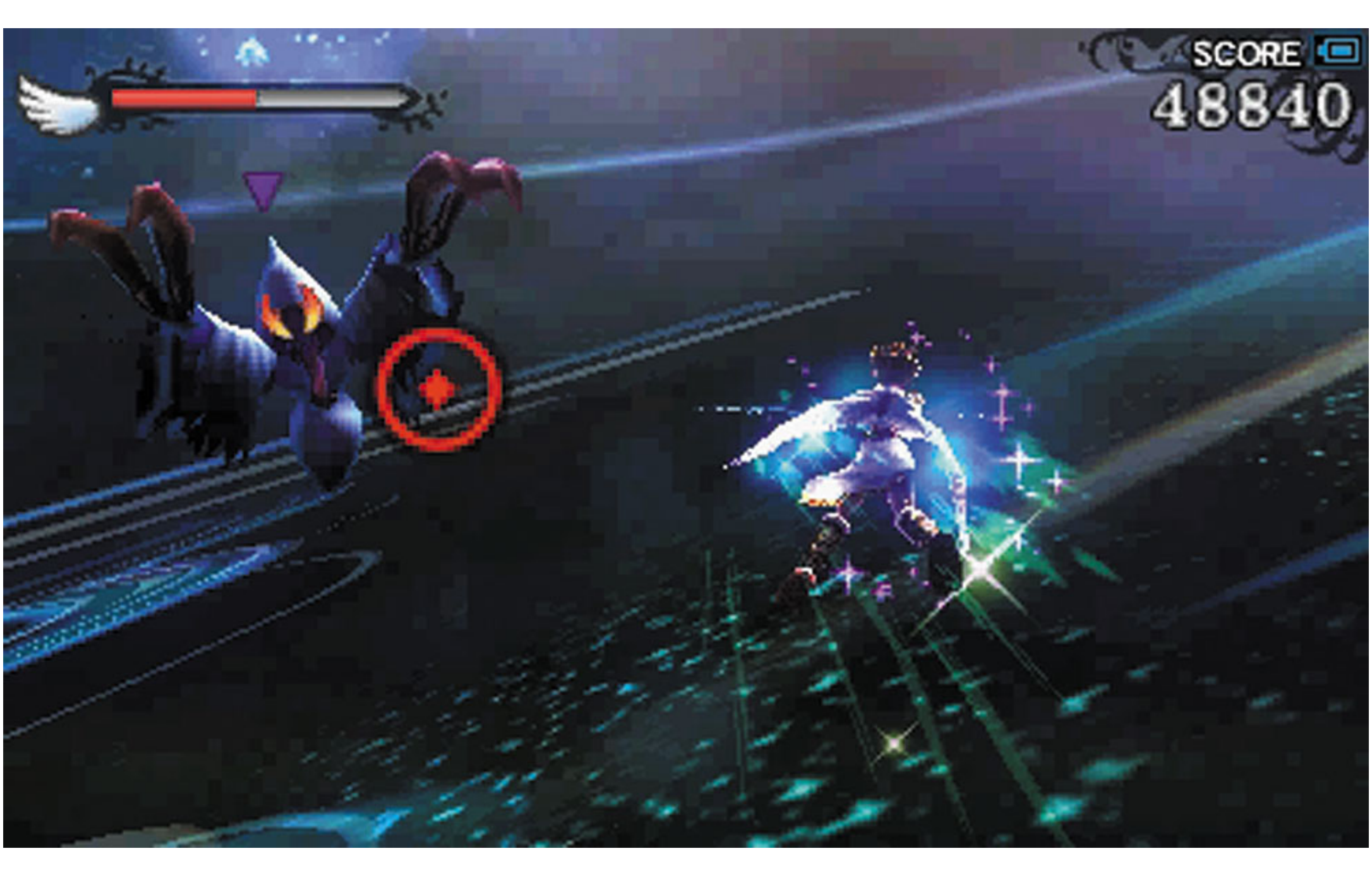
SCORE
44800

Ugh, you're so boring! Where's your sense of adventure?

SCORE
46140

FIRE!

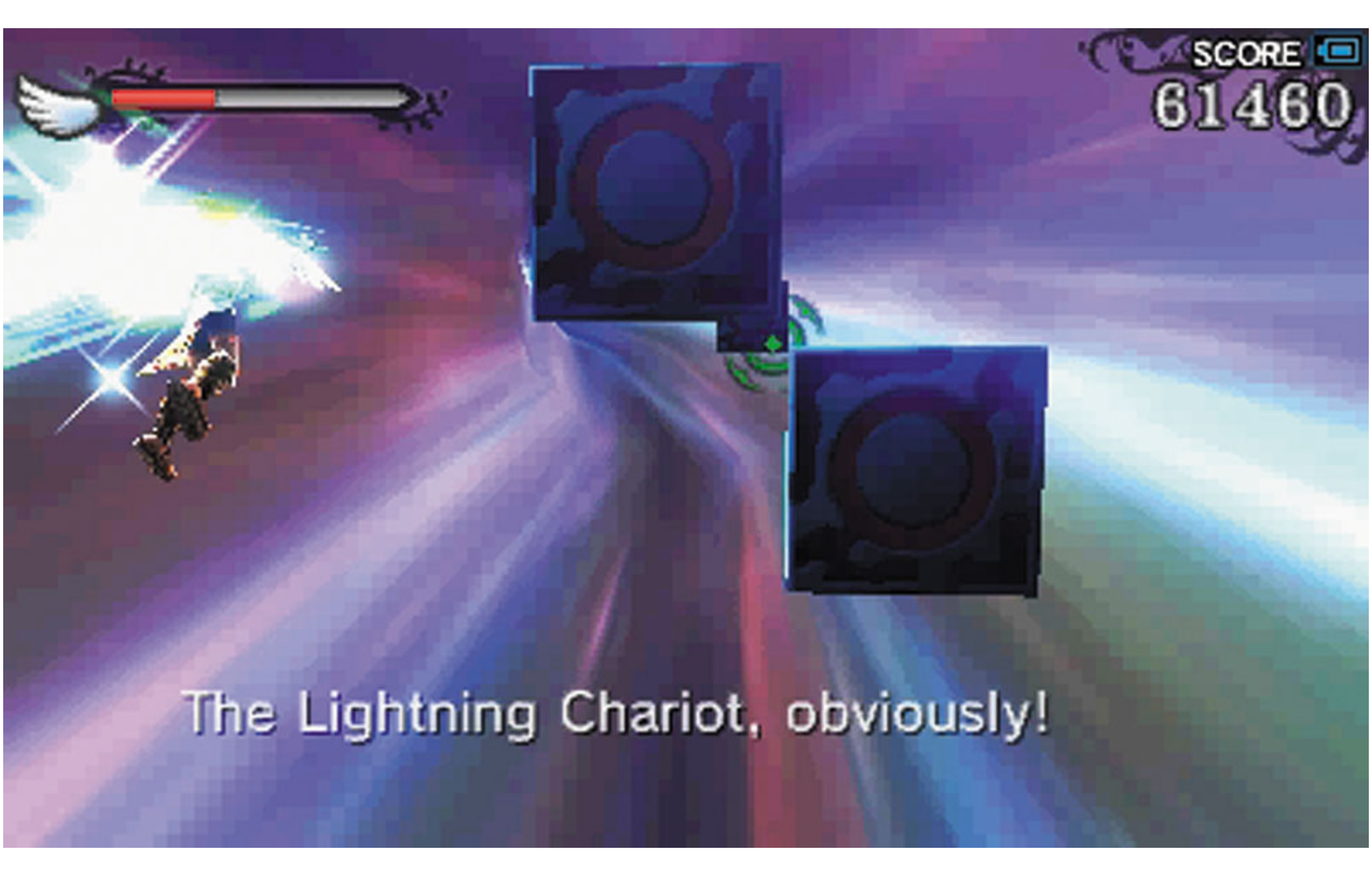
Viridi suggests that the best way to reach the chariot is to use a massive cannon to propel Pit into the heavens it rides through. As you approach the cannon, you can collect Recovery Orbs. Keep Pit safe until Viridi flies him into the weapon and launches him to the stars.



SCORE
52930

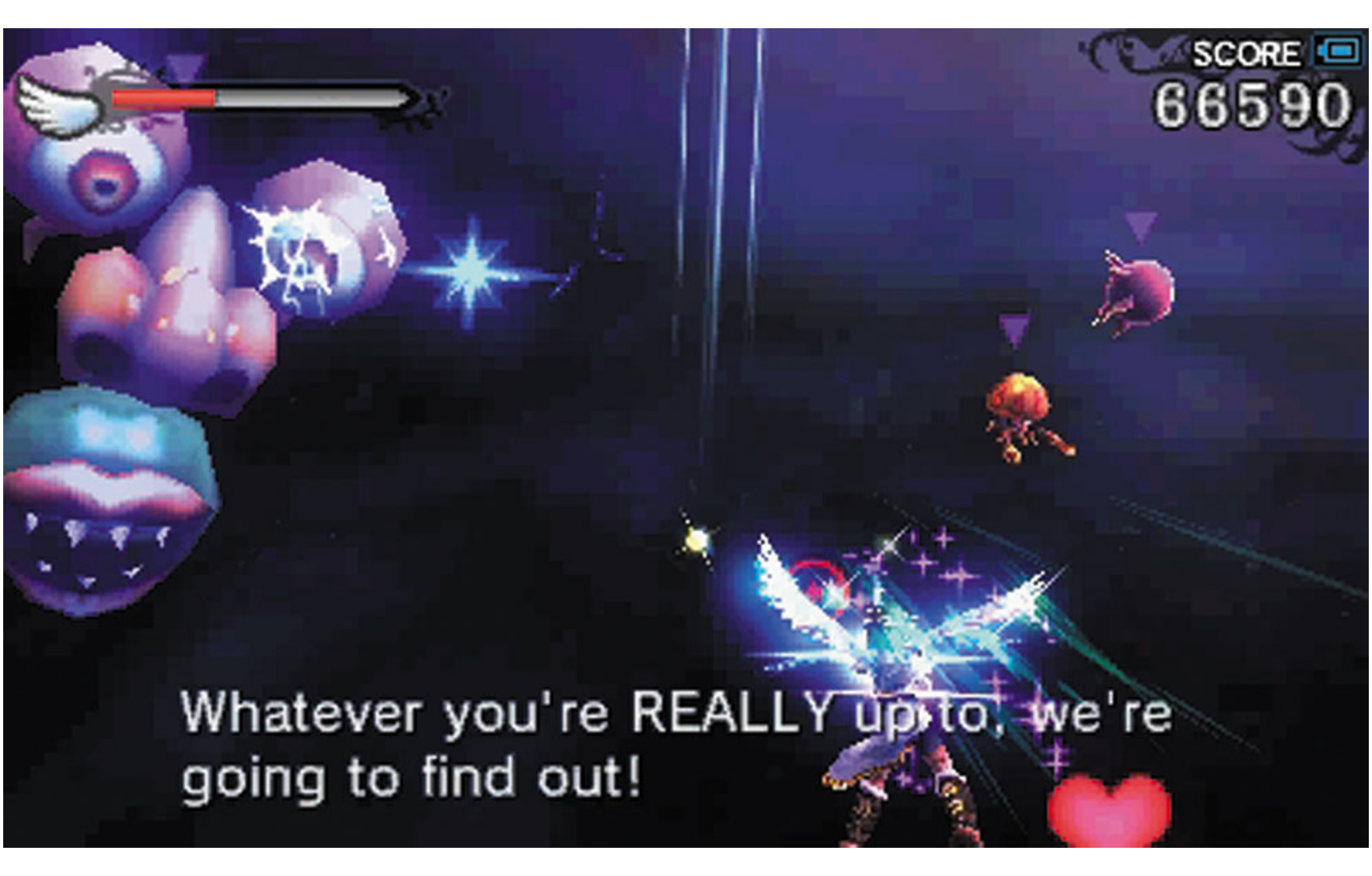
SCORE
58980

Even in space, Pit isn't safe. The Underworld has pursued the Lightning Chariot this far as well, but they are having some difficulty just keeping up with it.



The Lightning Chariot, obviously!

The chariot opens a warp tunnel that Viridi has Pit follow. Avoid the various Monoliths that are scattered throughout the warp. Hades's decides to chime in around this time. It seems the Lightning Chariot is supposed to be quite the goddess magnet.



Whatever you're REALLY up to, we're going to find out!

Watch for a Monomiknose to attack shortly after escaping the warp tunnel. Consisting of multiple monsters, a Monomiknose can absorb some punishment before going down. It will try to close in on Pit to attack, so be ready to counter with melee or dodge should it survive its charge.

SCORE
71200

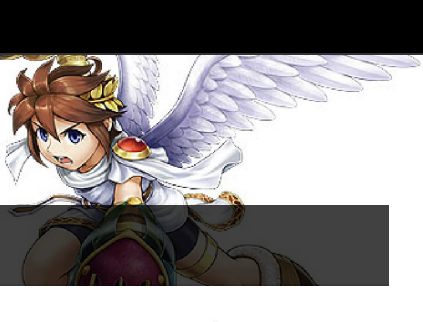
Just ignore him, Pit.

SCORE
77540

Affirmative!

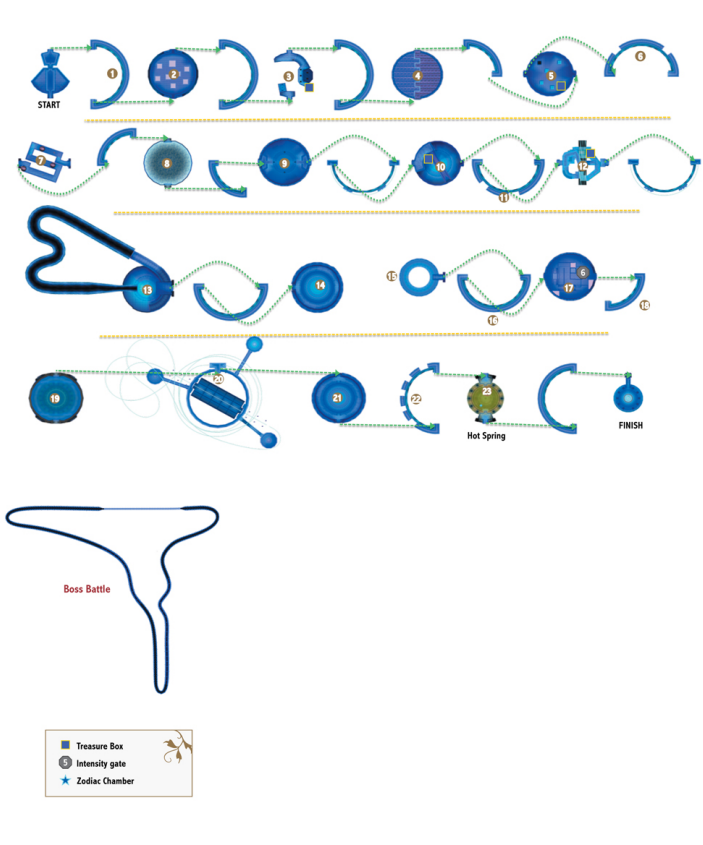
Lightning bolts begin to crash down throughout the sky, complicating the approach to the Chariot's resting place. The tower housing the chariot is massive, so Viridi logically drops Pit off at the very bottom floor after breaking through the final waves of enemies, ensuring that the angel must fight his way up every floor to reach the Lightning Chariot and its master.

You're probably going to question her logic quite a bit here.

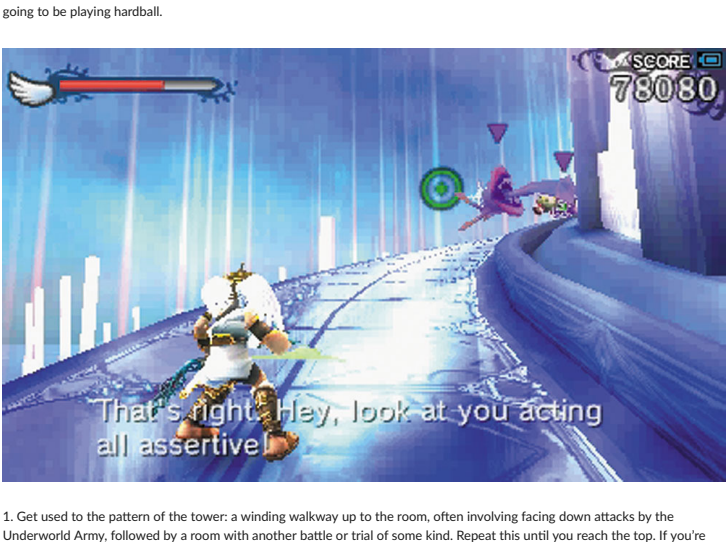


Chapter 19: The Lightning Chariot

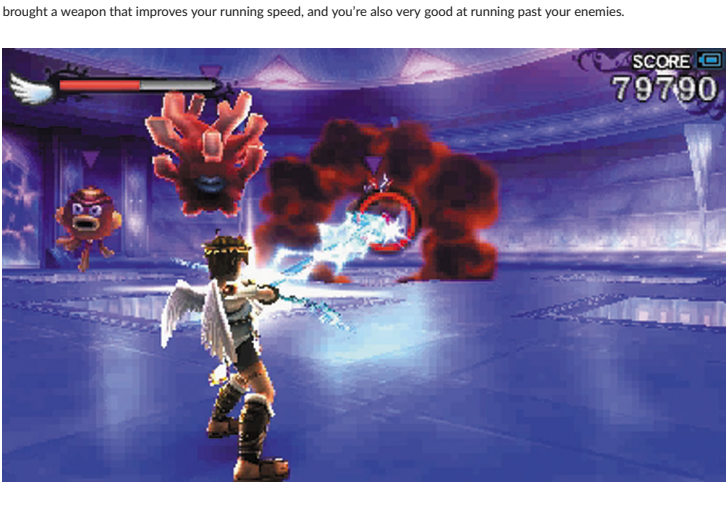
Land Battle

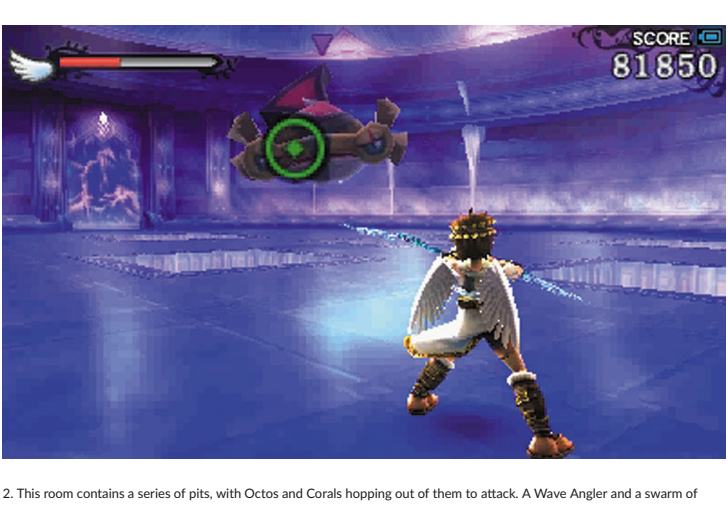

START
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
Hot Spring
FINISH
Boss Battle
Treasure Box
Intensity gate
Zodiac Chamber

This is the single longest Land Battle in the entire game. While there are other endurance tests to come, this chapter is arguably the hardest to clear at higher Intensities due to the sheer size of the tower. There's a lot of time from start to finish to find ways to screw up. You really need to pace yourself, as healing items aren't exactly common, and the Underworld Forces going to be playing hardball.

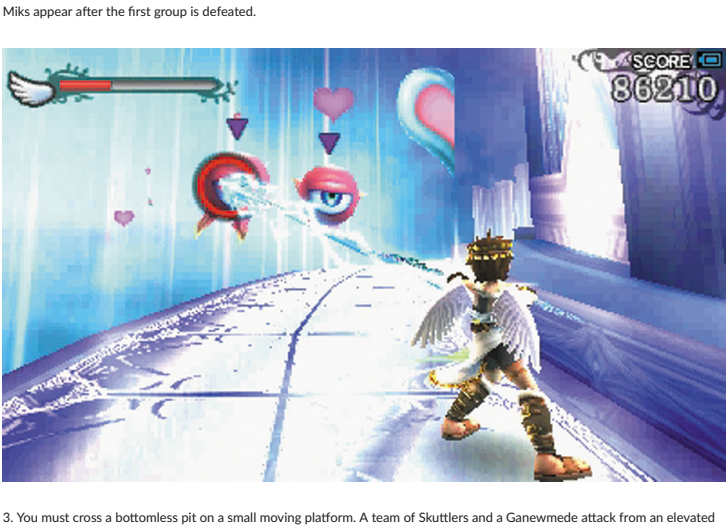

SCORE
78080
That's right. Hey, look at you acting all assertive!

1. Get used to the pattern of the tower: a winding walkway up to the room, often involving facing down attacks by the Underworld Army, followed by a room with another battle or trial of some kind. Repeat this until you reach the top. If you're trying to snag the Treasure Hunt achievement for beating this chapter under a certain time limit, hopefully you will have brought a weapon that improves your running speed, and you're also very good at running past your enemies.


SCORE
79790

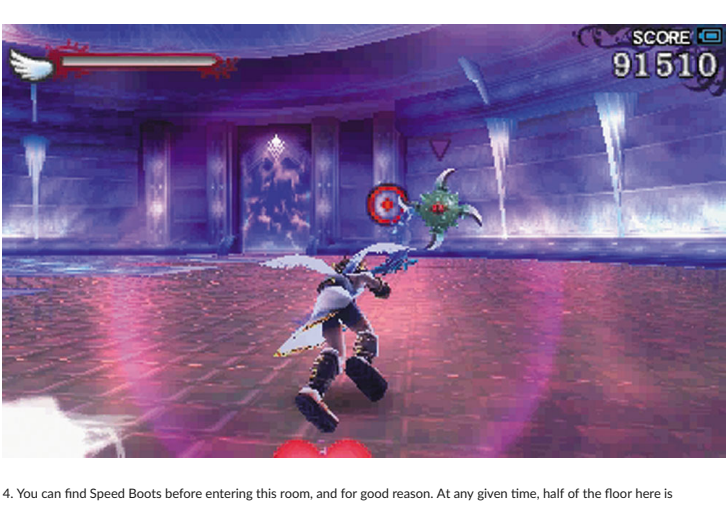

SCORE
81850

2. This room contains a series of pits, with Octos and Corals hopping out of them to attack. A Wave Angler and a swarm of Miks appear after the first group is defeated.

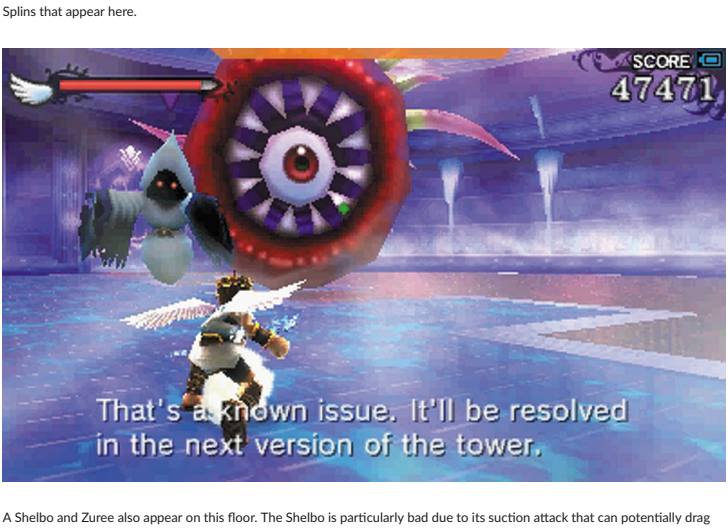

SCORE
86210

3. You must cross a bottomless pit on a small moving platform. A team of Skuttlers and a Ganewmede attack from an elevated perch on one side of the room. You can fall off the moving platform, so watch your footing. Try to avoid shooting the Ganewmede until you get to the other side of the room because the spiked balls it counterattacks with are tough to avoid with everything else that the Skuttlers are doing. Once you cross the chasm, you can leave this room even without destroying all of the enemies. Defeating all of the enemies within this area spawns a Treasure Box.

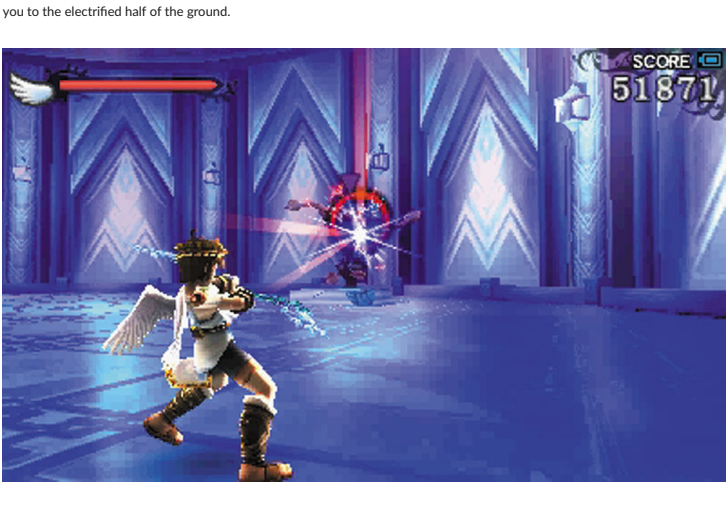
SCORE
91100


SCORE
91510

4. You can find Speed Boots before entering this room, and for good reason. At any given time, half of the floor here is electrified, alternating halves at regular intervals. The extra speed will help you get to safety, while also helping you fight the Splins that appear here.

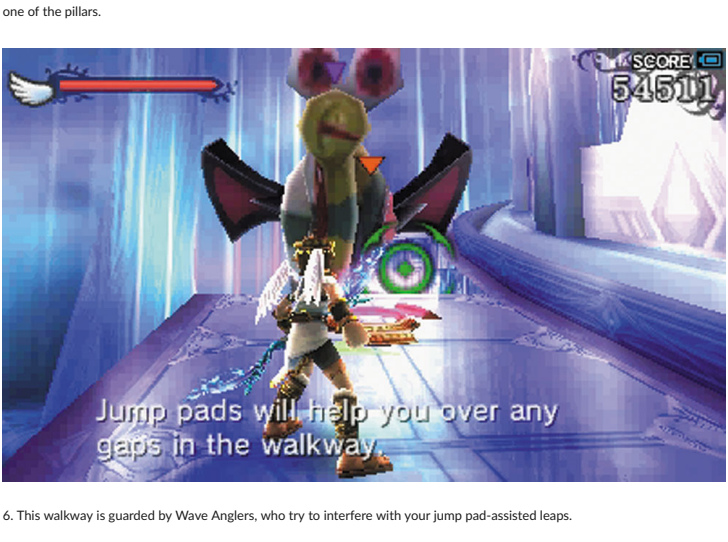

SCORE
47471
That's a known issue. It'll be resolved in the next version of the tower.

A Shelbo and Zuree also appear on this floor. The Shelbo is particularly bad due to its suction attack that can potentially drag you to the electrified half of the ground.


SCORE
51871

SCORE
53191

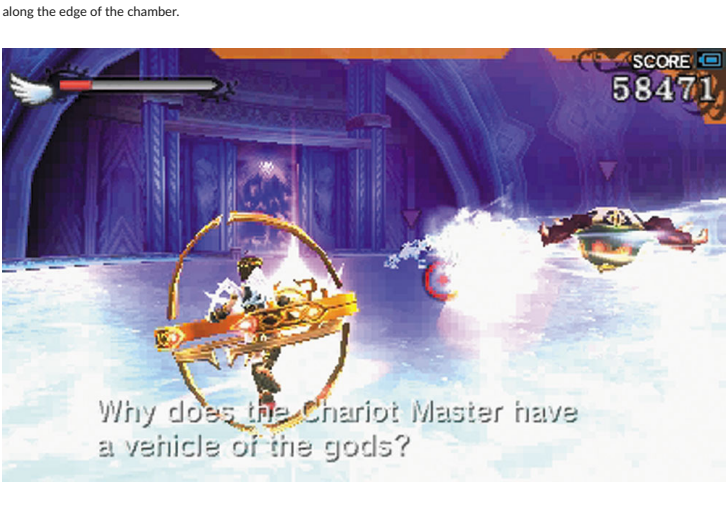
5. The pillars in this room must be destroyed to bring two Zurrets here down to your level. A treasure box can be found atop one of the pillars.


SCORE
54511
Jump pads will help you over any gaps in the walkway.

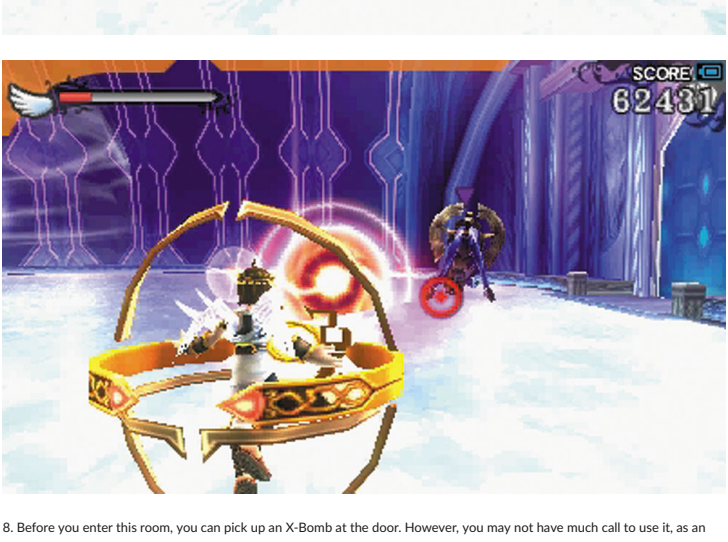
6. This walkway is guarded by Wave Anglers, who try to interfere with your jump pad-assisted leaps.

SCORE
57151
Ok, so we've got rolling obstacles.

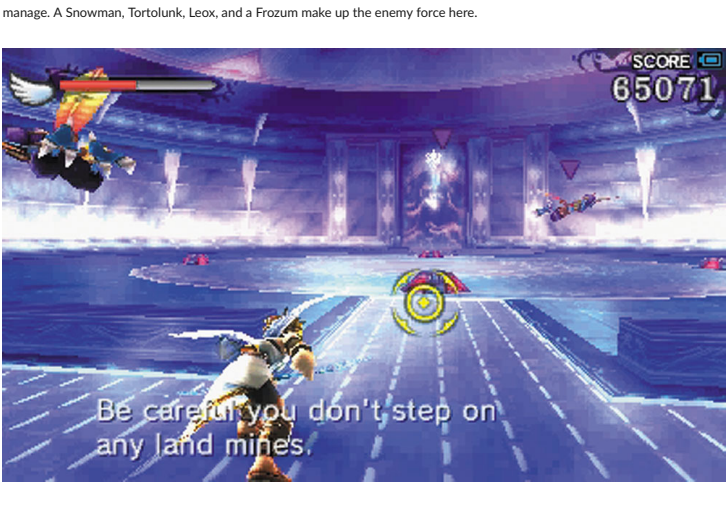
7. The walkway in this room is equipped with jump pads for a reason: boulders roll through the area. A trio of Miks also patrol along the edge of the chamber.

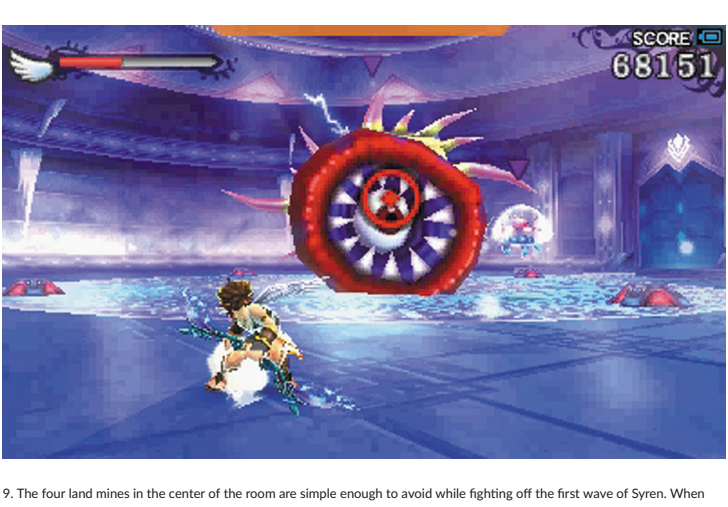

SCORE
58471
Why does the Chariot Master have a vehicle of the gods?

SCORE
58471
Isn't it obvious?

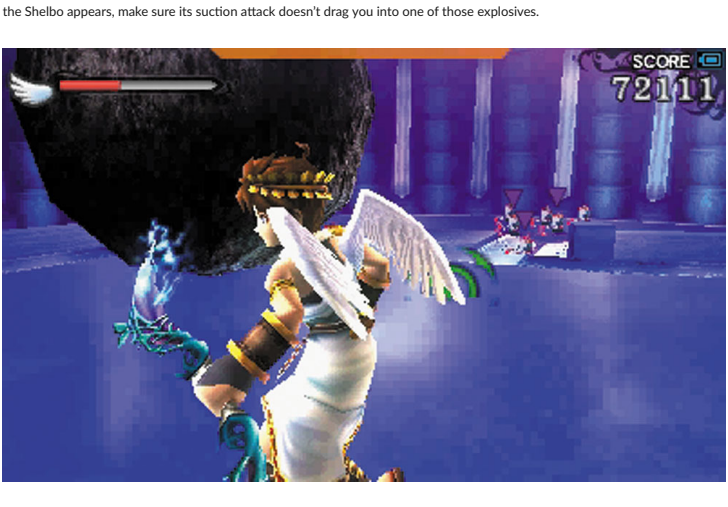

SCORE
62431

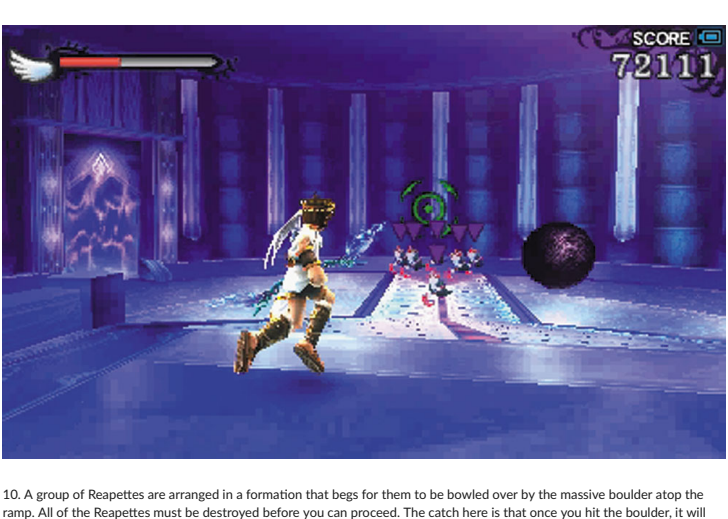
8. Before you enter this room, you can pick up an X-Bomb at the door. However, you may not have much call to use it, as an Aether Ring is found in this area. The floor is covered in ice, so you'll want to use the vehicle to make the battle here easier to manage. A Snowman, Tortolunk, Leox, and a Frozum make up the enemy force here.


SCORE
65071
Be careful you don't step on any land mines.


SCORE
68151

9. The four land mines in the center of the room are simple enough to avoid while fighting off the first wave of Syren. When the Shelbo appears, make sure its suction attack doesn't drag you into one of those explosives.

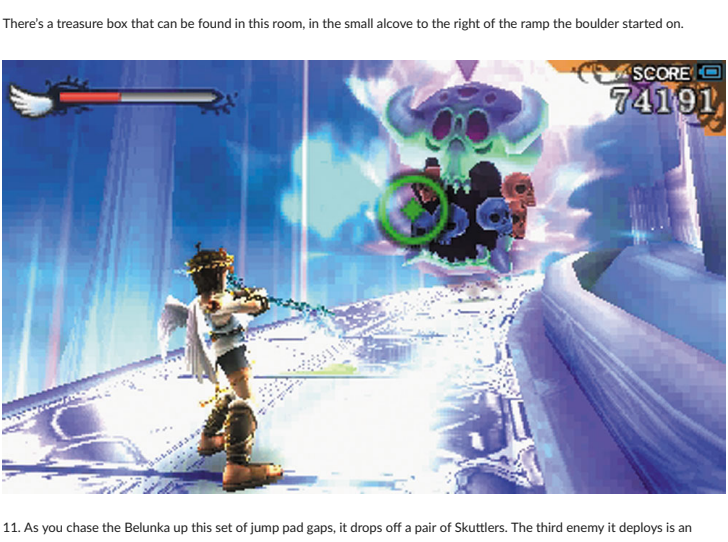

SCORE
72111


SCORE
72111

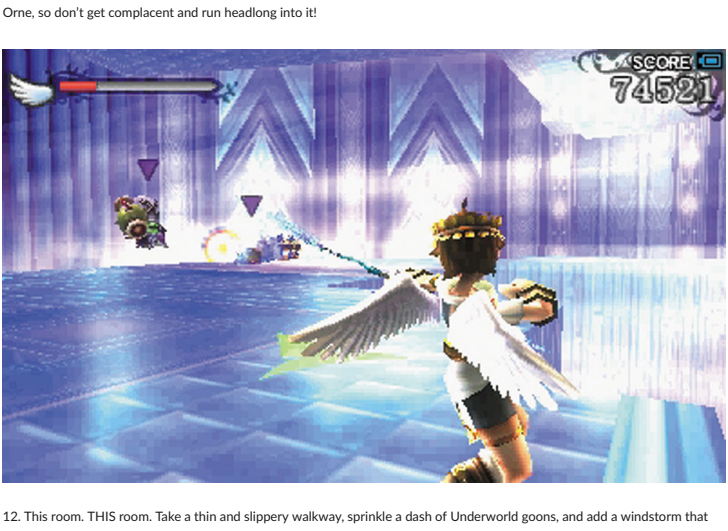
10. A group of Reapettes are arranged in a formation that begs for them to be bowled over by the massive boulder atop the ramp. All of the Reapettes must be destroyed before you can proceed. The catch here is that once you hit the boulder, it will never stop bouncing off the walls. This can make running for the exit a bit tense.

SCORE
73431

There's a treasure box that can be found in this room, in the small alcove to the right of the ramp the boulder started on.

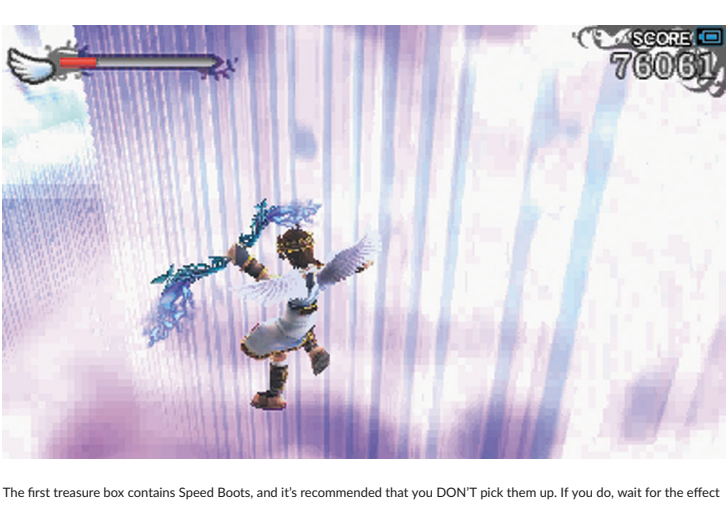

SCORE
74191

11. As you chase the Belunka up this set of jump pad gaps, it drops off a pair of Skuttlers. The third enemy it deploys is an Orne, so don't get complacent and run headlong into it!

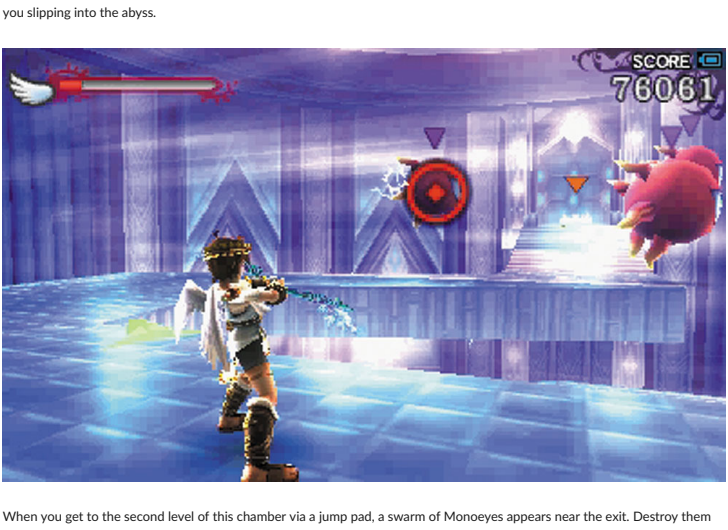

SCORE
74521

12. This room. THIS room. Take a thin and slippery walkway, sprinkle a dash of Underworld goons, and add a windstorm that constantly blows through the center of the room and threatens to knock you into a bottomless pit, and you have one of the more frustrating sections in the entire tower. Don't be surprised if you actually die in this room the first time you try to pass it.

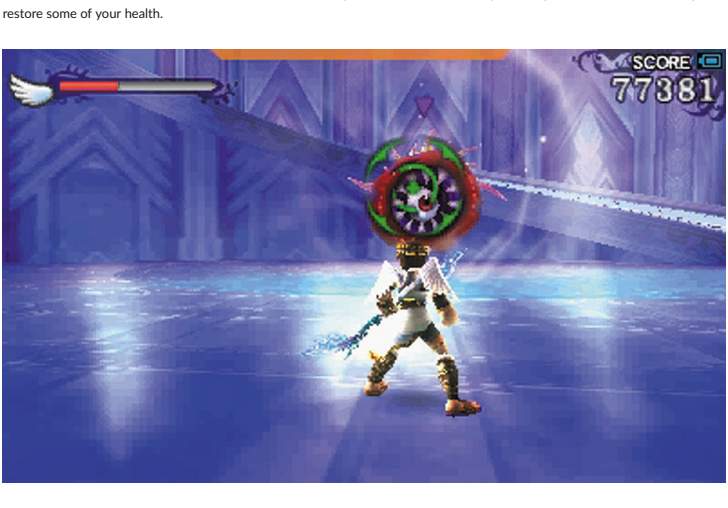
SCORE
76061

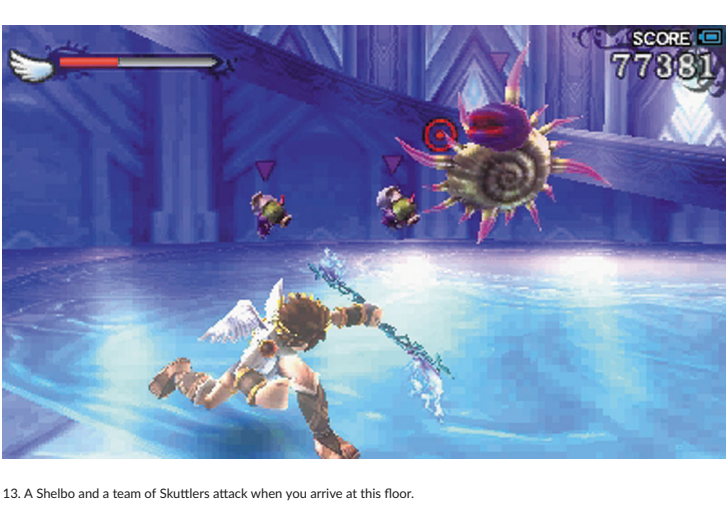

SCORE
76061

The first treasure box contains Speed Boots, and it's recommended that you DON'T pick them up. If you do, wait for the effect to wear off before continuing. There's enough to worry about in here without having to also deal with the extra speed sending you slipping into the abyss.

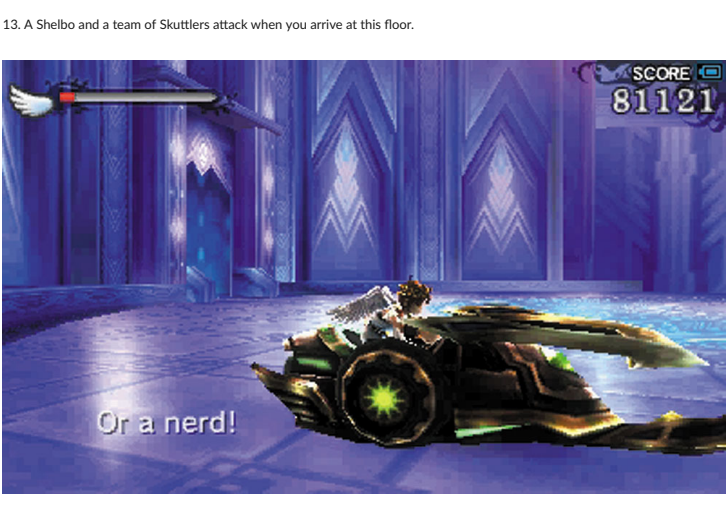

SCORE
76061

When you get to the second level of this chamber via a jump pad, a swarm of Monoeyes appears near the exit. Destroy them all before attempting to proceed, as their shots can knock you off the walkway. Remember, every time you fall here, you lose health and have to start from the room entrance! Fortunately, in a show of some mercy, food is placed near the exit to help restore some of your health.

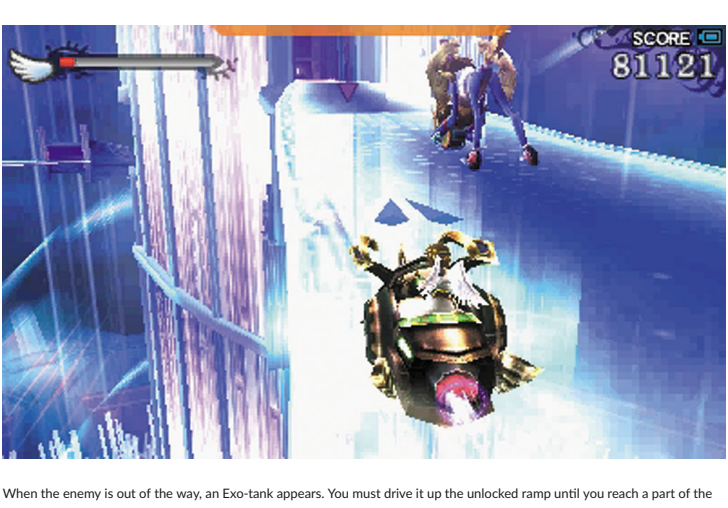

SCORE
77381


SCORE
77381

13. A Shelbo and a team of Skuttlers attack when you arrive at this floor.


SCORE
81121
Or a nerd!

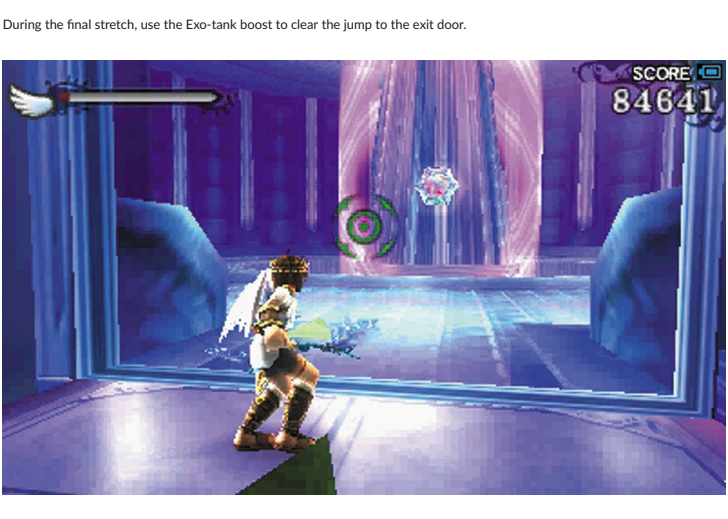
SCORE
81121
Well, this is a nice design flourish.


SCORE
81121

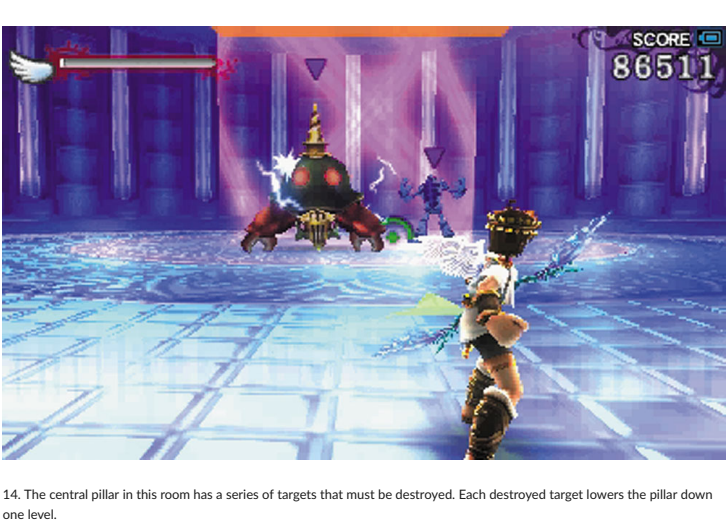
When the enemy is out of the way, an Exo-tank appears. You must drive it up the unlocked ramp until you reach a part of the track that contains no safety guard rails. There's no reason to rush during the turns!

SCORE
83321

During the final stretch, use the Exo-tank boost to clear the jump to the exit door.


SCORE
84641

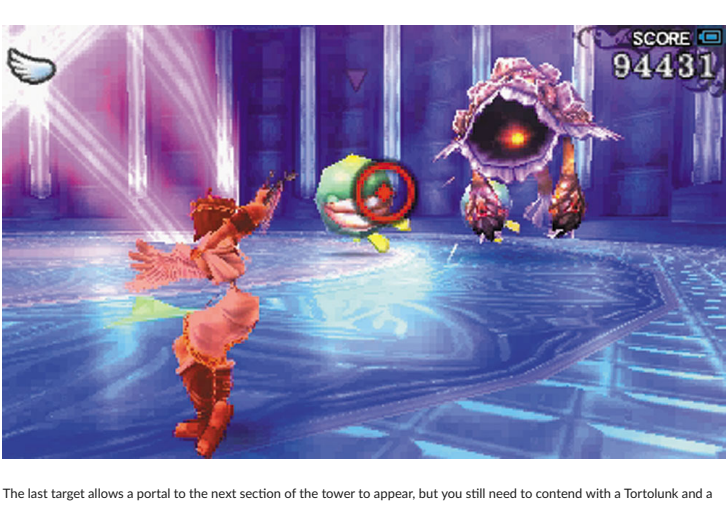
SCORE
84971


SCORE
86511

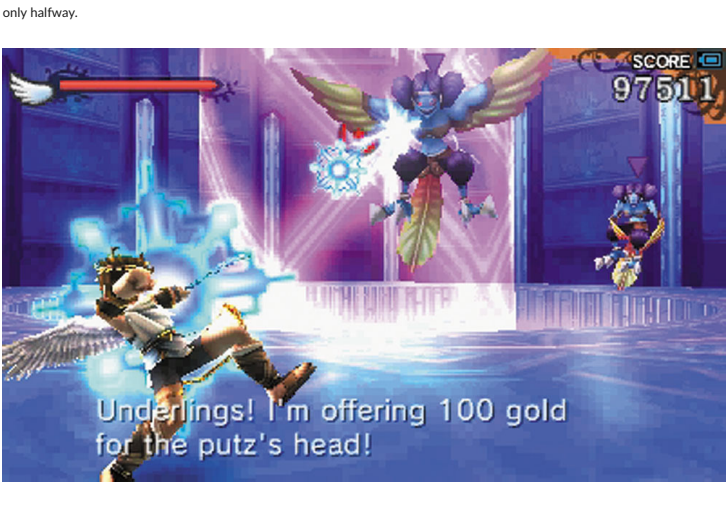
14. The central pillar in this room has a series of targets that must be destroyed. Each destroyed target lowers the pillar down one level.

SCORE
90471

SCORE
90471


SCORE
94431

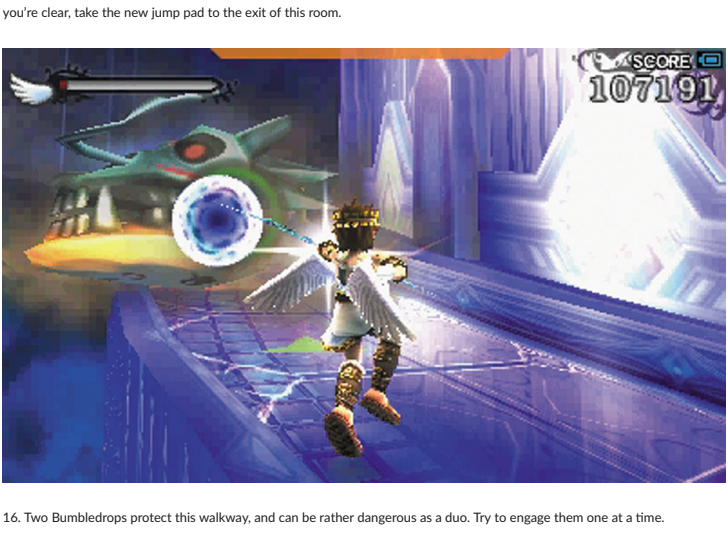
The last target allows a portal to the next section of the tower to appear, but you still need to contend with a Tortolunk and a Snowman. Once they are destroyed, Handoras and a Snong attack. Finally, a wave of Miks and a Vakloom descend onto the field. Once they are all destroyed, a Drink of the Gods appears near the portal. You're halfway to the Lightning Chariot. Yes, only halfway.


SCORE
97511
Underlings! I'm offering 100 gold for the putz's head!

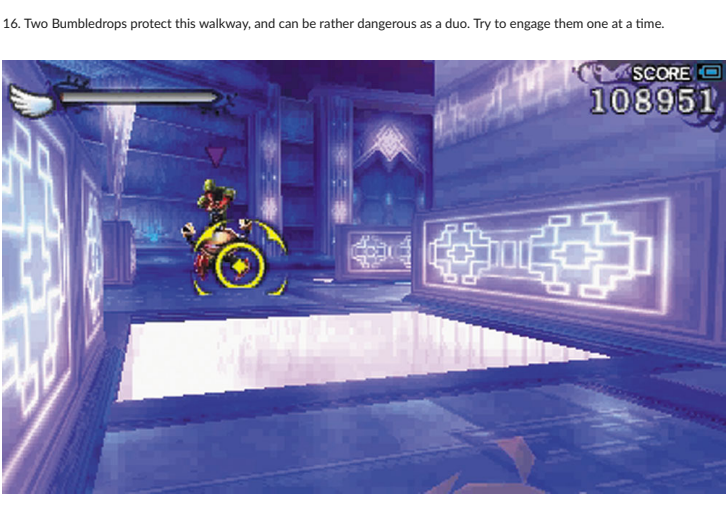
SCORE
99711
Wow, you really are clueless.

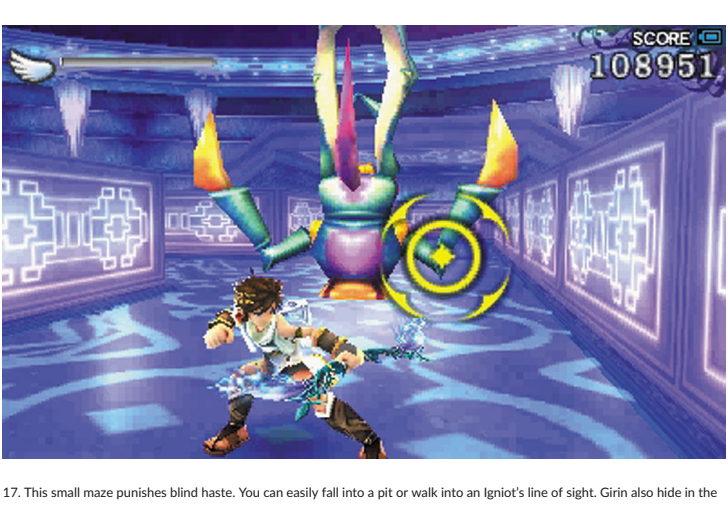
SCORE
104111

15. Syren attack as soon as you arrive at this next section of the tower, followed by a Shildeen and a pair of Handora. An Igniot and a Mik appear for the third group of enemies. You can fall off the edges of the ring you battle on here, so be careful. After you're clear, take the new jump pad to the exit of this room.


SCORE
107191

16. Two Bumbledrops protect this walkway, and can be rather dangerous as a duo. Try to engage them one at a time.


SCORE
108951

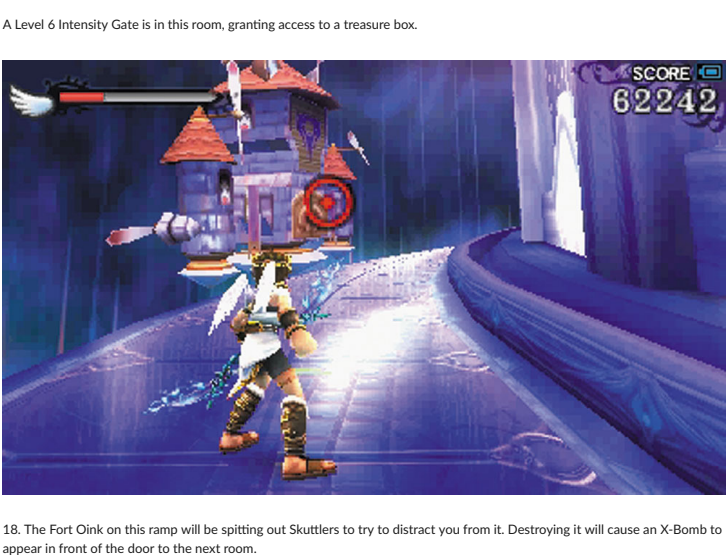

SCORE
108951

17. This small maze punishes blind haste. You can easily fall into a pit or walk into an Igniot's line of sight. Girin also hide in the floors here. Preserve your health by paying attention to the floor and making sure you know what is on the path you're about to turn down.

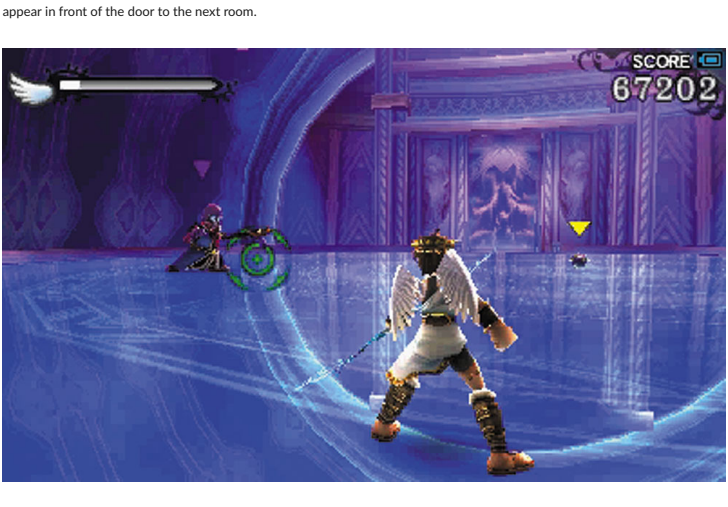
SCORE
62242
6

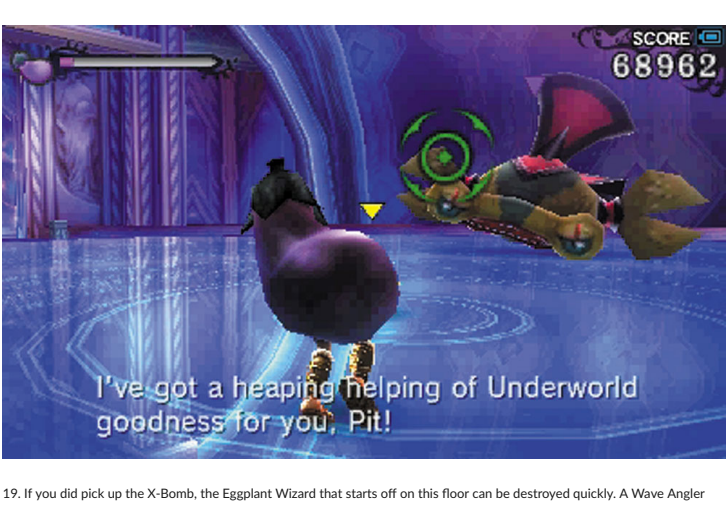
SCORE
164850

A Level 6 Intensity Gate is in this room, granting access to a treasure box.

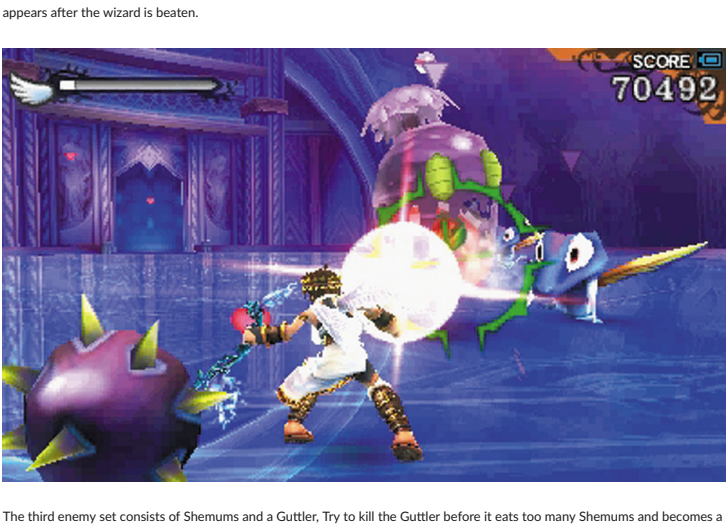

SCORE
62242

18. The Fort Oink on this ramp will be spitting out Skuttlers to try to distract you from it. Destroying it will cause an X-Bomb to appear in front of the door to the next room.

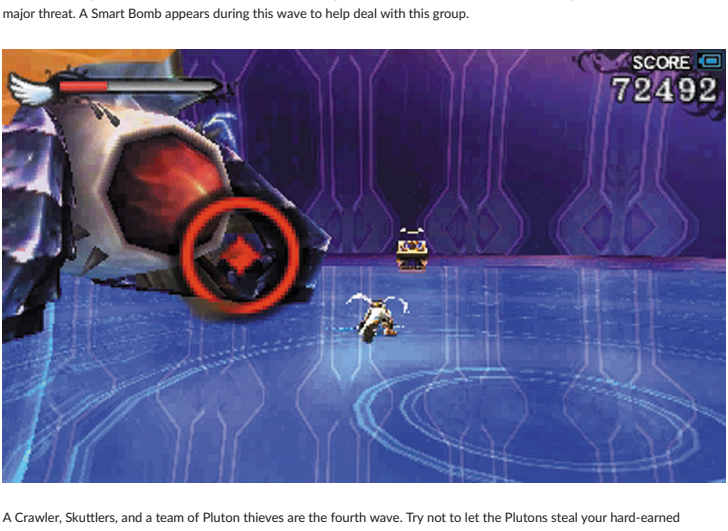

SCORE
67202


SCORE
68962
I've got a heaping helping of Underworld goodness for you, Pit!

19. If you did pick up the X-Bomb, the Eggplant Wizard that starts off on this floor can be destroyed quickly. A Wave Angler appears after the wizard is beaten.

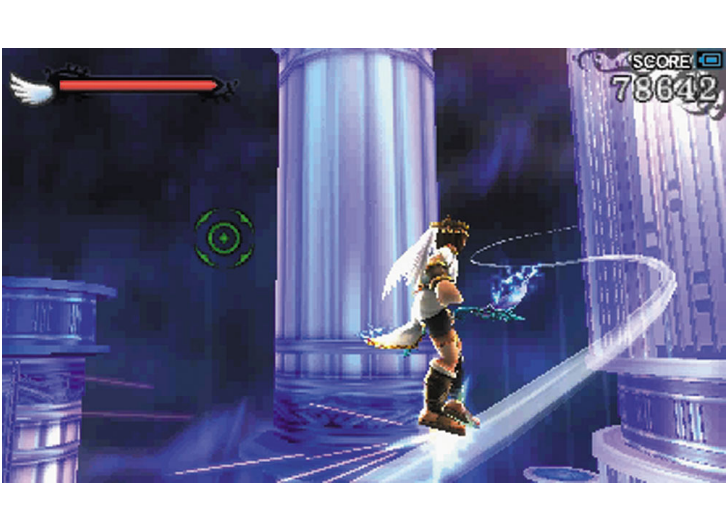

SCORE
70492

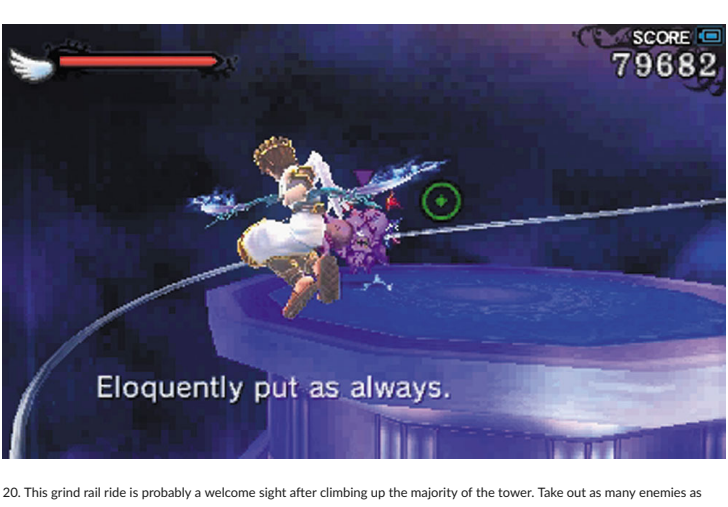
The third enemy set consists of Shemums and a Guttler. Try to kill the Guttler before it eats too many Shemums and becomes a major threat. A Smart Bomb appears during this wave to help deal with this group.


SCORE
72492

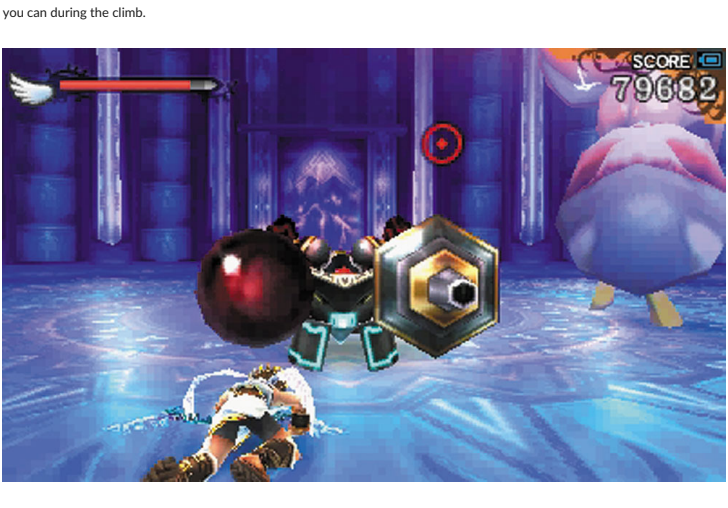
A Crawler, Skuttlers, and a team of Pluton thieves are the fourth wave. Try not to let the Plutons steal your hard-earned treasures. It's almost worth it to focus on them first, as long as you keep moving you're relatively safe from the Crawler's firepower.

Survive all of this, and a Drink of the Gods appears near the exit. You have to be getting close to the top of this tower, right?

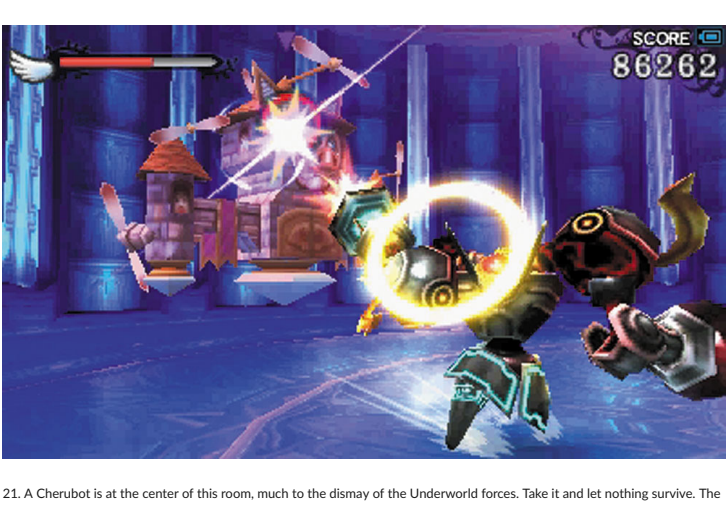

SCORE
78642


SCORE
79682
Eloquently put as always.

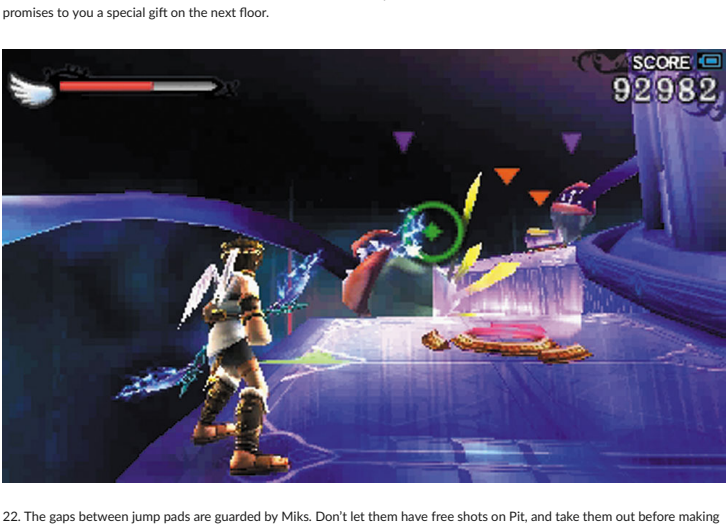
20. This grind rail ride is probably a welcome sight after climbing up the majority of the tower. Take out as many enemies as you can during the climb.


SCORE
79682

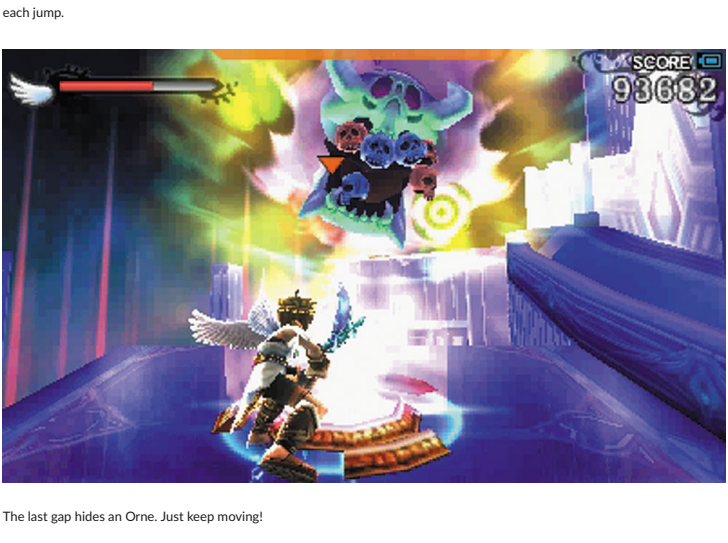
SCORE
82142
The Cherubot is pure mechanical brawn wrapped in an adorable package.


SCORE
86262

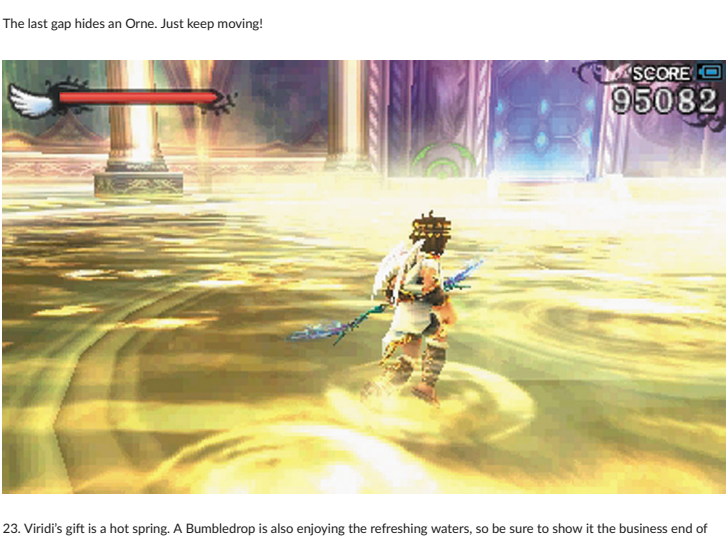
21. A Cherubot is at the center of this room, much to the dismay of the Underworld forces. Take it and let nothing survive. The last foe of this room is another Fort Oink, but when faced with the power of the Cherubot, it should fall in short order. Viridi promises to you a special gift on the next floor.


SCORE
92982

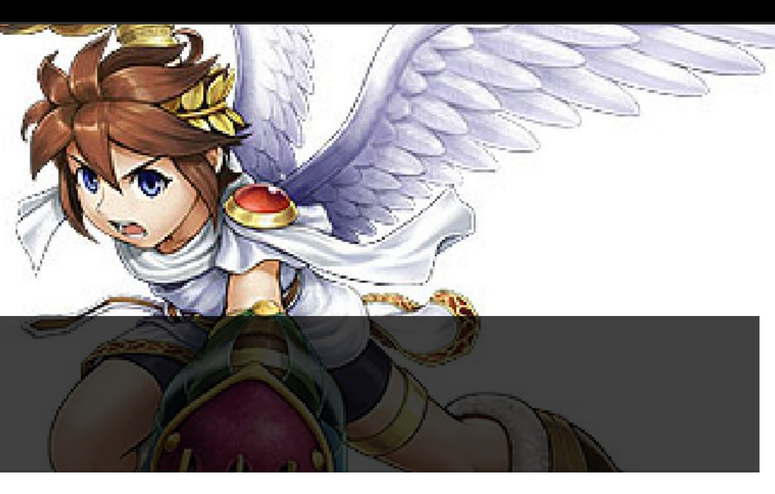
22. The gaps between jump pads are guarded by Miks. Don't let them have free shots on Pit, and take them out before making each jump.


SCORE
93682

The last gap hides an Orne. Just keep moving!

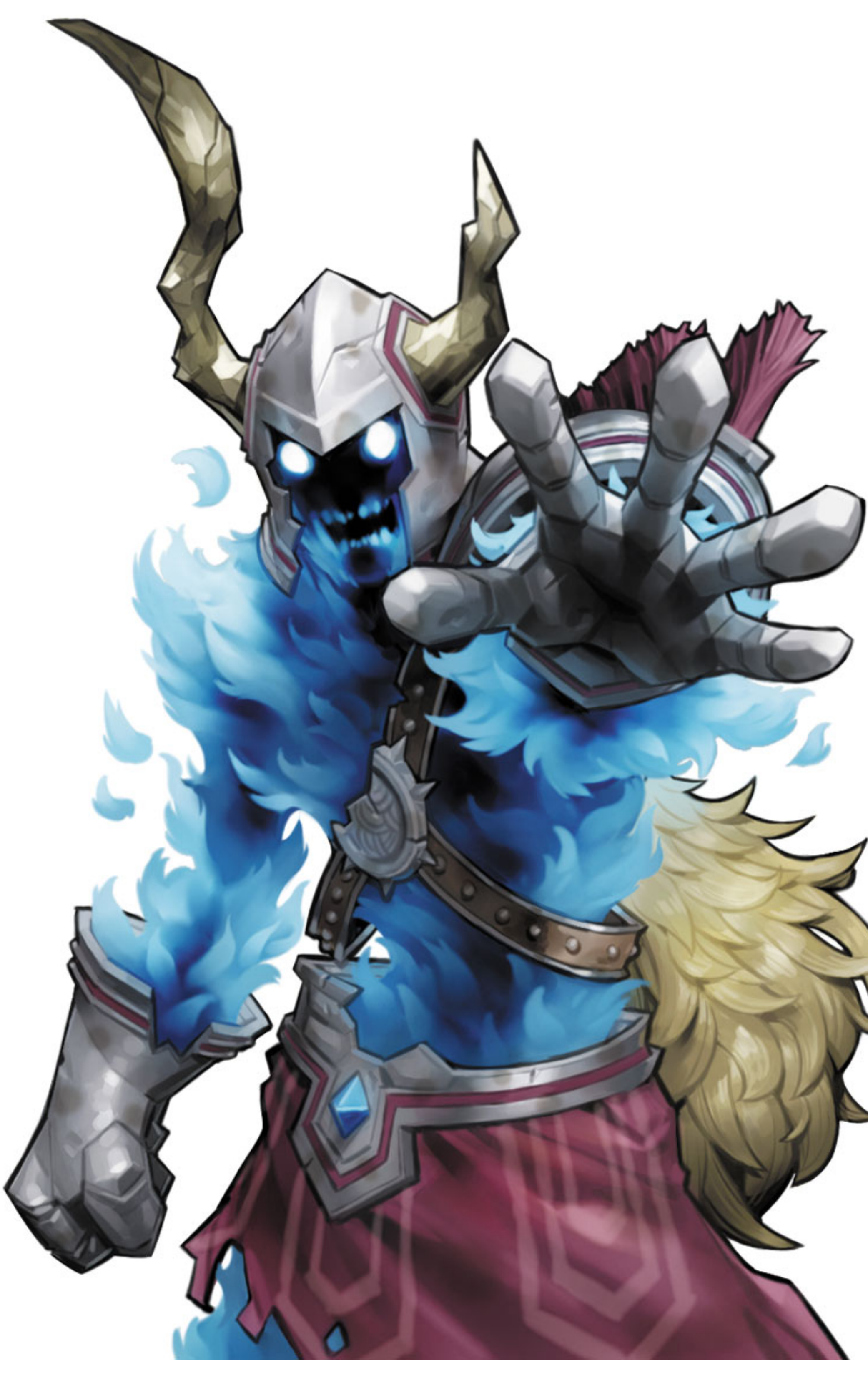

SCORE
95082

23. Viridi's gift is a hot spring. A Bumbledrop is also enjoying the refreshing waters, so be sure to show it the business end of your weapon. After the recharging at the hot spring, make your way up one last ramp to reach the portal that takes you to the Chariot Master. You've made it to the top!



Chapter 19: The Lightning Chariot

Boss Battle: Chariot Master



Health Range	
Min Health	Max Health
350	1750

You misunderstand. This is no gift.

The Chariot Master offers one of his steeds to Pit in order to test his resolve and see if the angel is worthy of the Lightning Chariot. You must steer the Chariot around the racetrack, evading obstacles and the master's attacks, while keeping a steady aim on him.

SCORE
95082
If you want the Lightning Chariot,
you must prove your worth.

SCORE
95082
If you want the Lightning Chariot,
you must prove your worth.

The Chariot Master often leaves trails of explosive mines. You generally have time to see these coming if you're far enough back, but there's a real danger of getting hit if you're riding too close to him. He also casts large bolts of lightning that you need to go around.

SCORE
95082
You need two unicorns to pull the
Lightning Chariot.

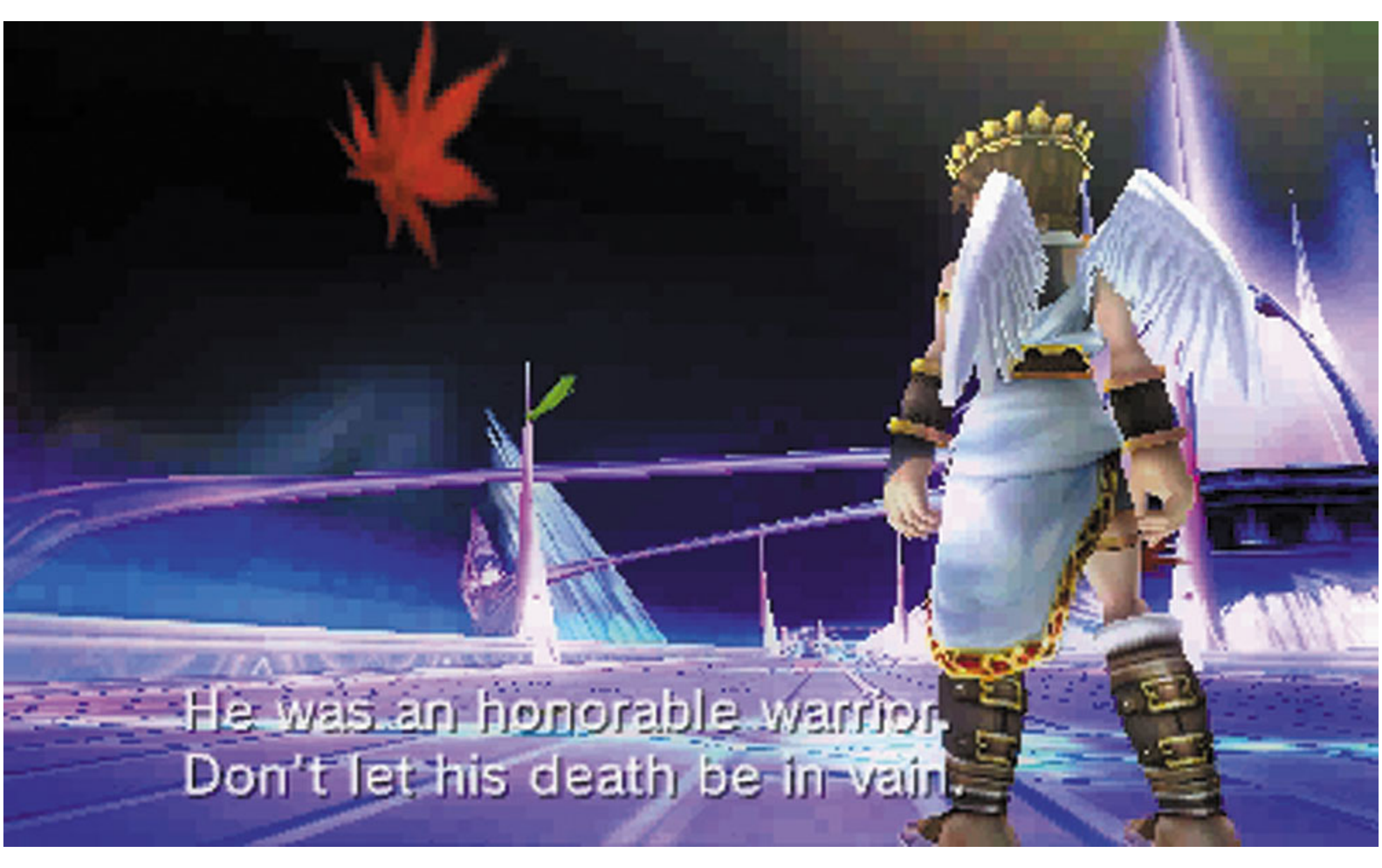
SCORE
95082
This isn't how I wanted things to go, but
I have to save Lady Palutena.

When blue flames appear just above the Chariot Master, he's preparing a barrage of fireballs. The flames act as small turrets that spew smaller shots at Pit. If you're moving fast enough, these shots will never hit Pit, falling just short of him every time.

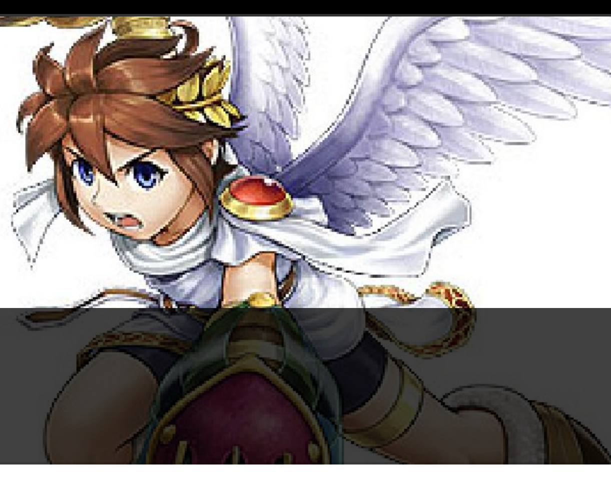
Tip

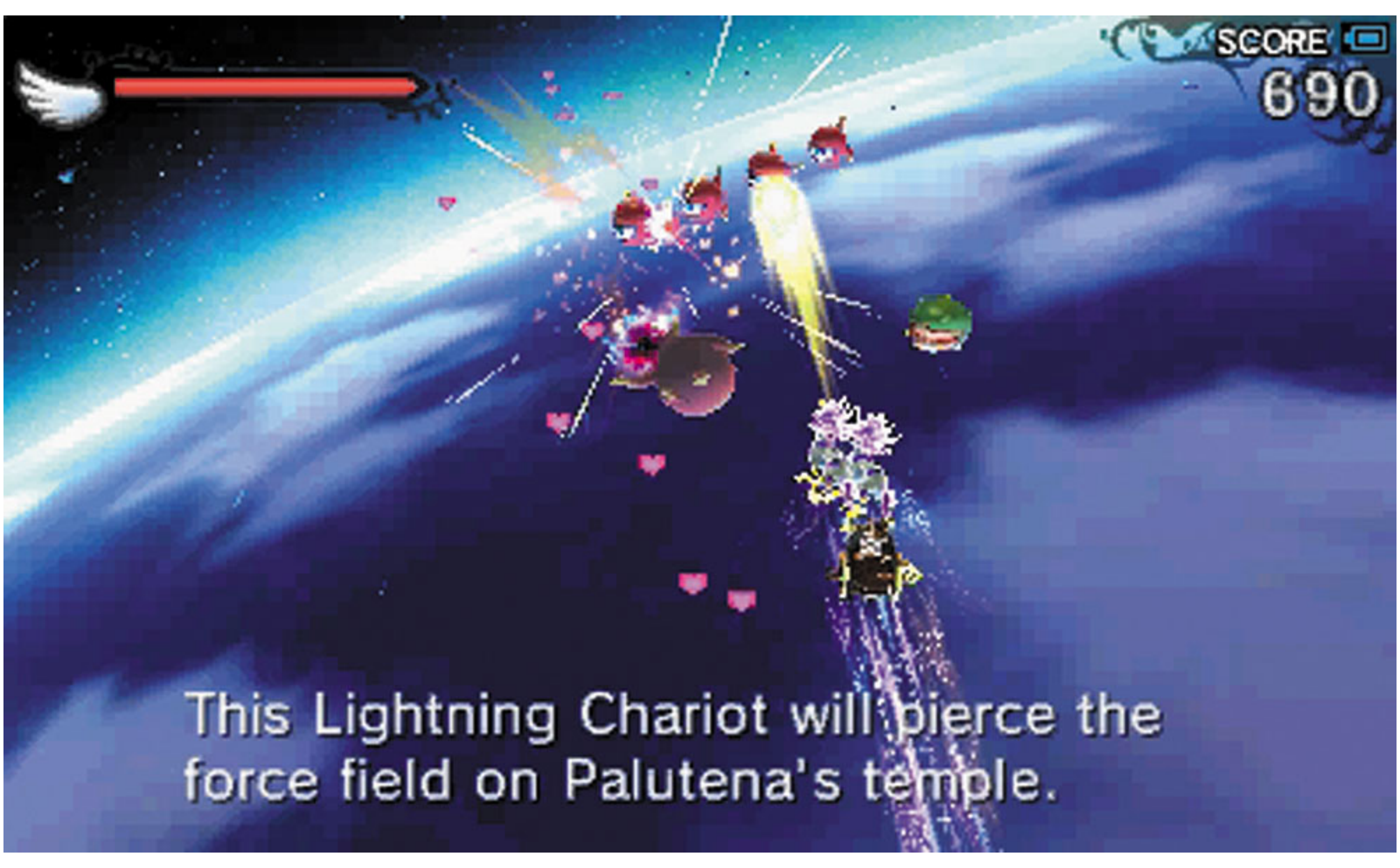
Remember that you can dash and dodge while on the chariot just as you are able to on foot! Avoiding damage is much easier this way, as opposed to just trying to steer normally. You also want to use your charged dash shots to cause as much harm to the Chariot Master as possible.

Ah heh heh... I seem to have drowned
in your reservoir of strength.

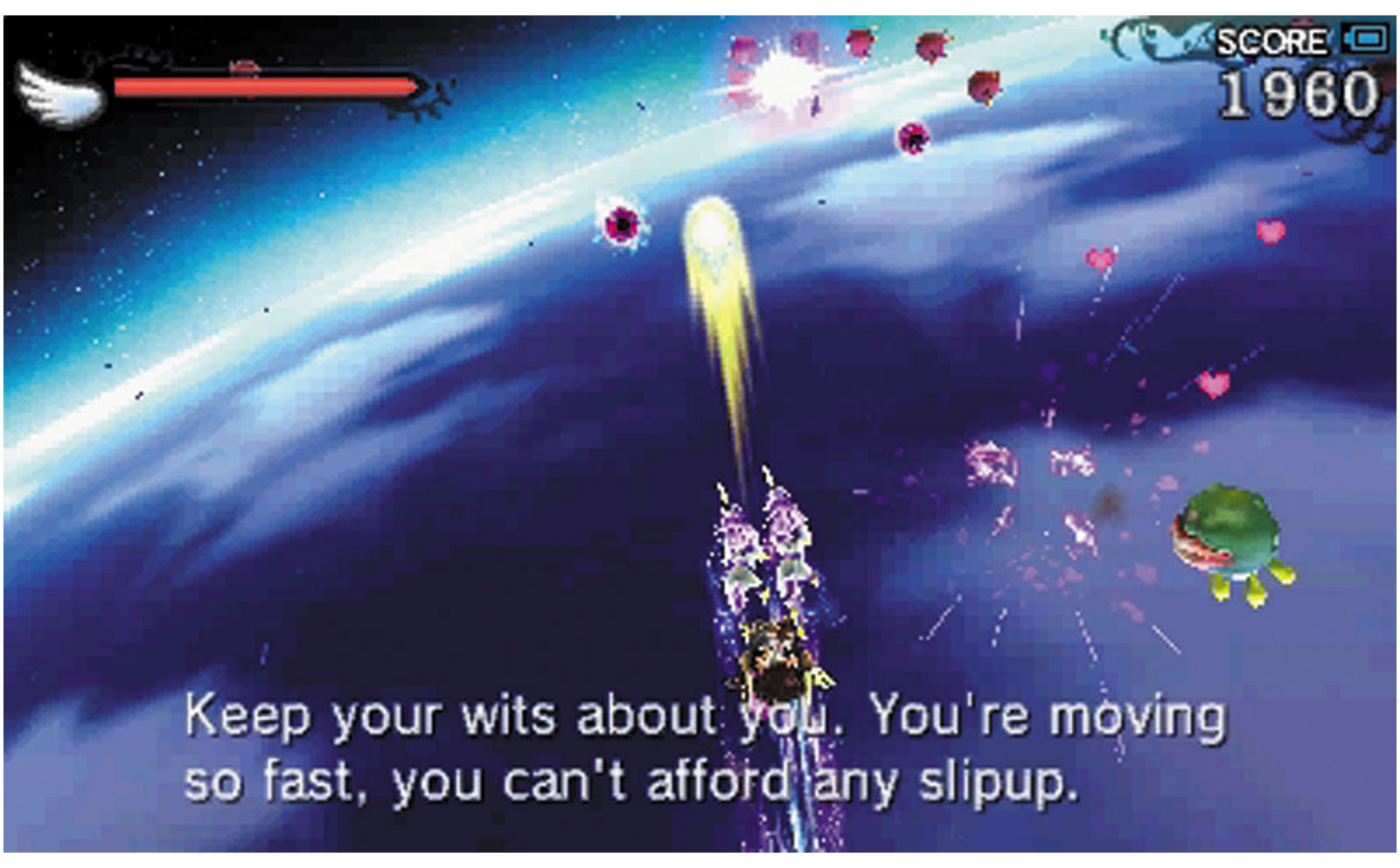

He was an honorable warrior.
Don't let his death be in vain.

Once you overcome the Chariot Master, he formally entrusts both the Lightning Chariot and the realm to Pit before vanishing from existence. With the Chariot in their possession, Viridi and Pit are now ready to save Palutena from herself.

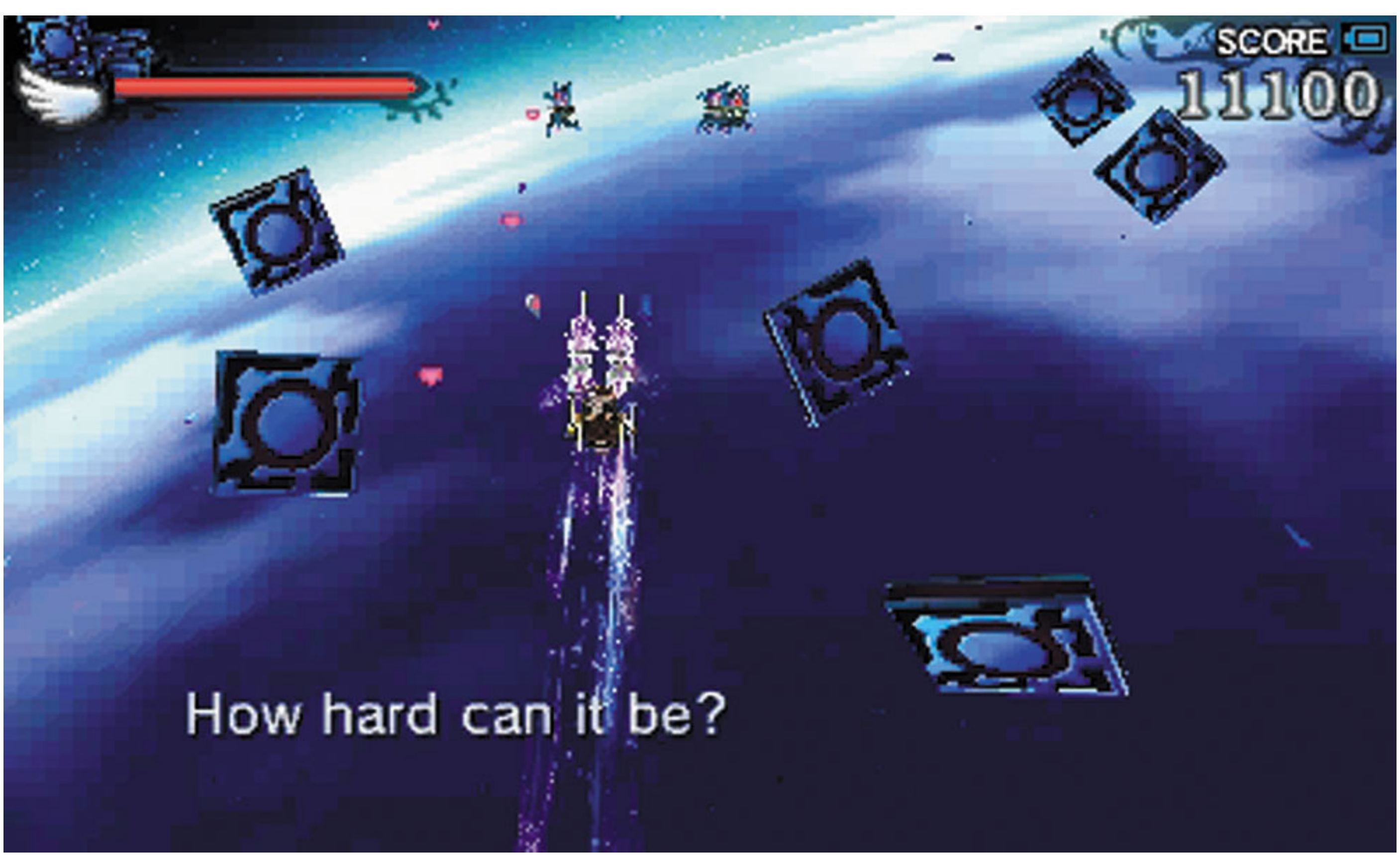




This Lightning Chariot will pierce the force field on Palutena's temple.



Keep your wits about you. You're moving so fast, you can't afford any slipup.

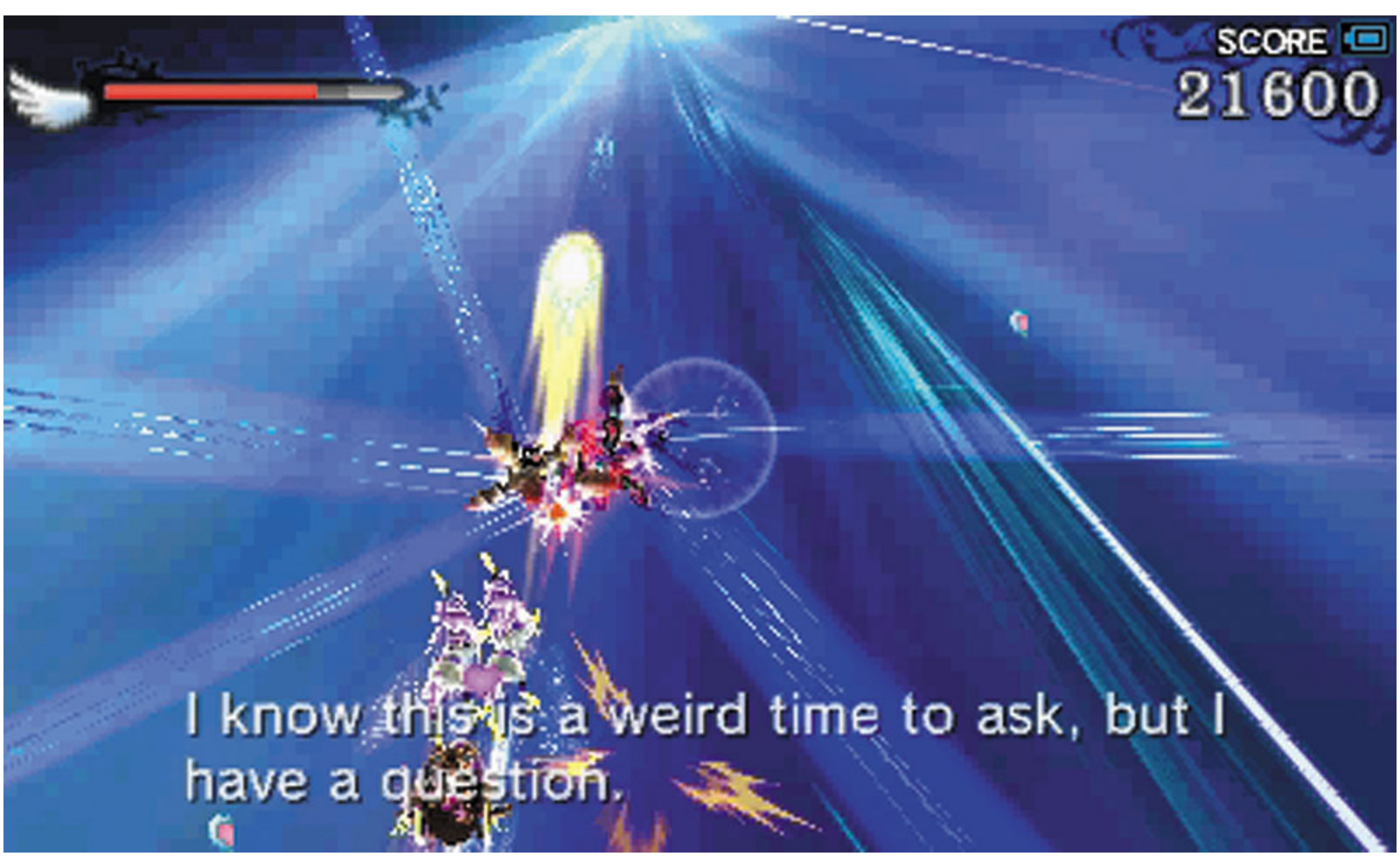


How hard can it be?

Flying the Lightning Chariot to Palutena's Temple is a bit different from your usual flying battles. The camera is situated above the chariot, much like an old-school vertical shooter. The shooting controls are the same as always: Hold down the fire button for rapid shots. If you don't shoot for a short time, you gather up a charge shot that can pierce through formations of the enemy. Watch out for obstacles you can't destroy and fly around them.

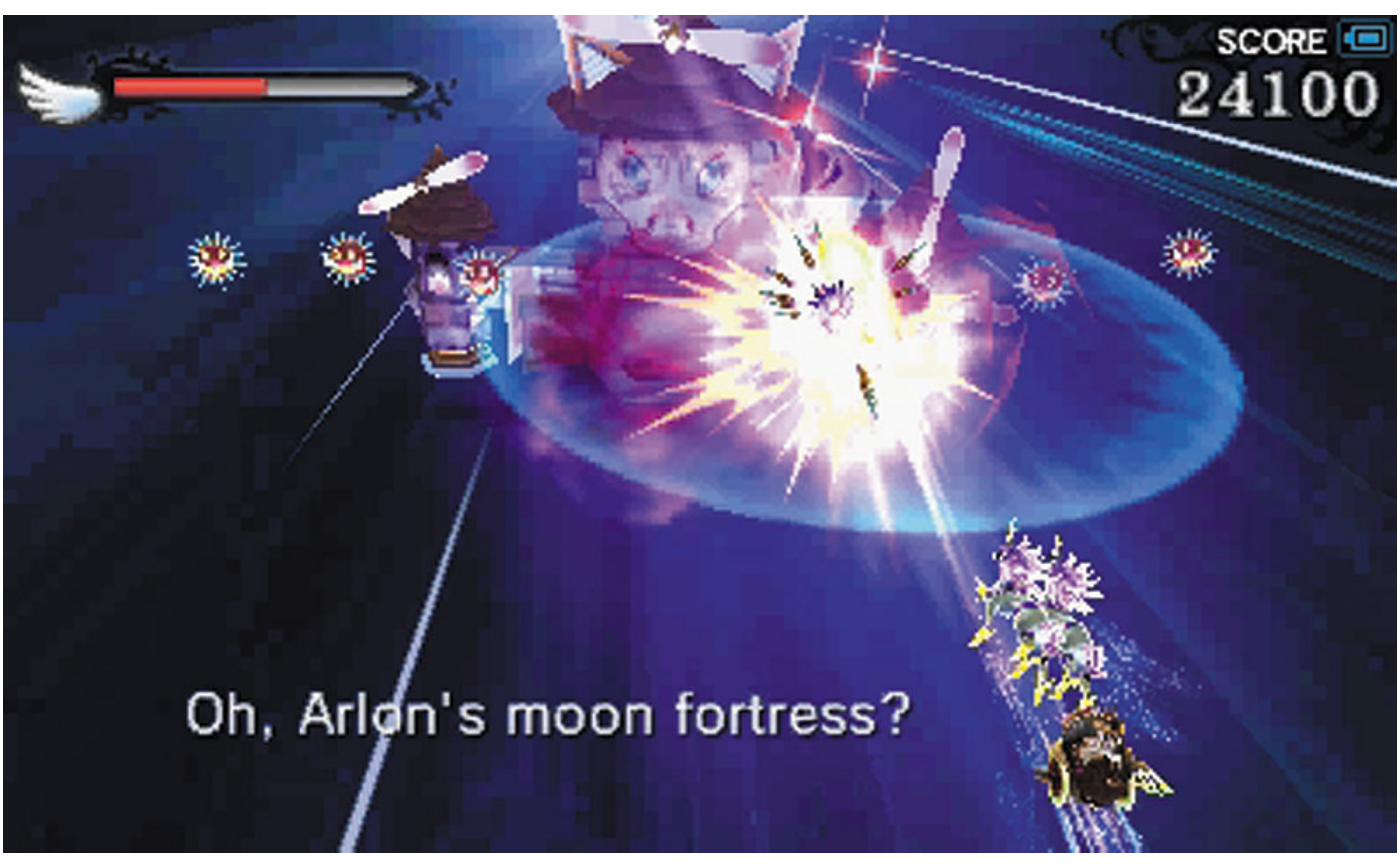
Note that the unicorns, Phox and Lux, don't count as part of the Lightning Chariot's hit box. Even if incoming shots graze them, you do not take any damage, as long as neither Pit nor the chariot cart are hit.

You don't have access to your screen-clearing special attack during this chariot ride.



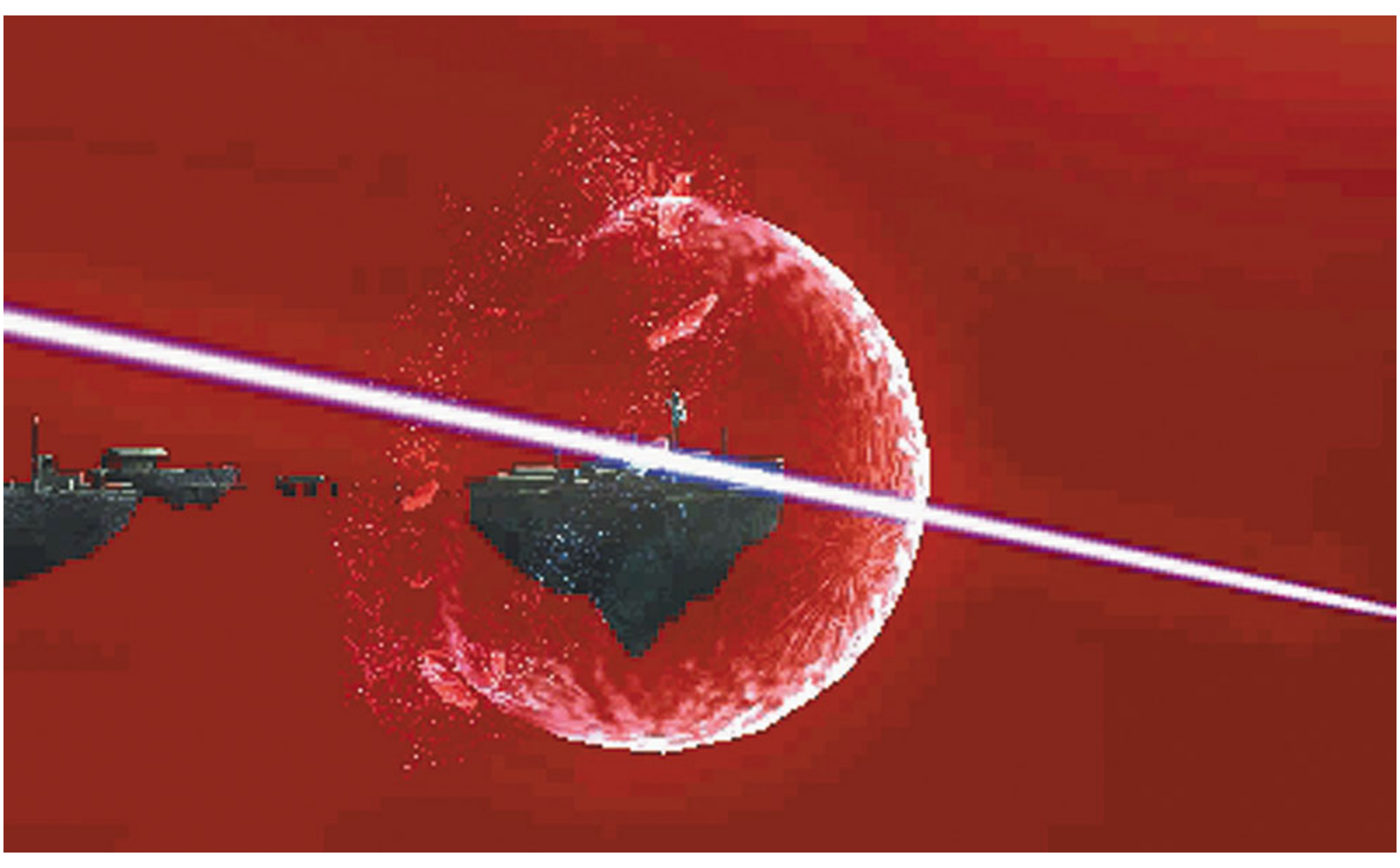
I know this is a weird time to ask, but I have a question.

The chariot picks up some serious speed when you reach the warp tunnel and the enemy begins throwing groups of Gyrazers to try to fill the whole field with bullets. Try to wipe out clusters of them with a charged shot.

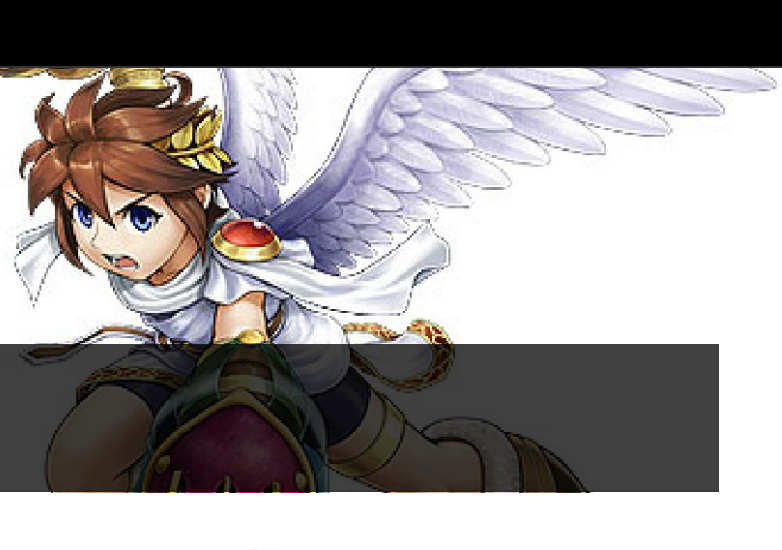


Oh, Arlon's moon fortress?

A Fort Oink also tries to seal off the tunnel, spawning various enemies while trying to ram into you. Be especially alert when it spawns a group of Gyrazers. They can scatter across the entire field and before you know it you'll have shots coming at you from many directions. During this encounter, you find out that Hades's was right. Pit and Palutena are responsible for the chaos that began three years ago. The destruction of the Lunar Sanctum freed the prisoner it held: the Chaos Kin. Before Viridi can explain what that is, you arrive at Palutena's Temple.

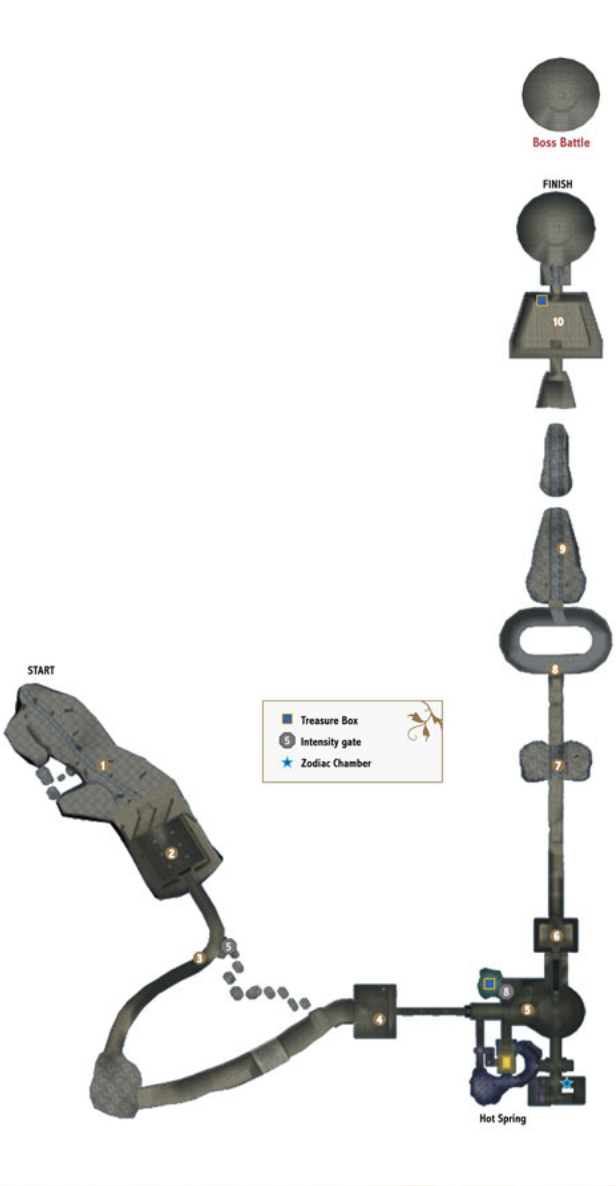


Forcibly.



Chapter 20: Palutena's Temple

Land Battle


Boss Battle
FINISH
10
9
8
7
6
5
4
3
2
1
START
Treasure Box
Intensity gate
Zodiac Chamber
Hot Spring

Ha HA! Success! You still alive there, Pit?

SCORE
27730
I let the people grow arrogant and betray the heavenly order.

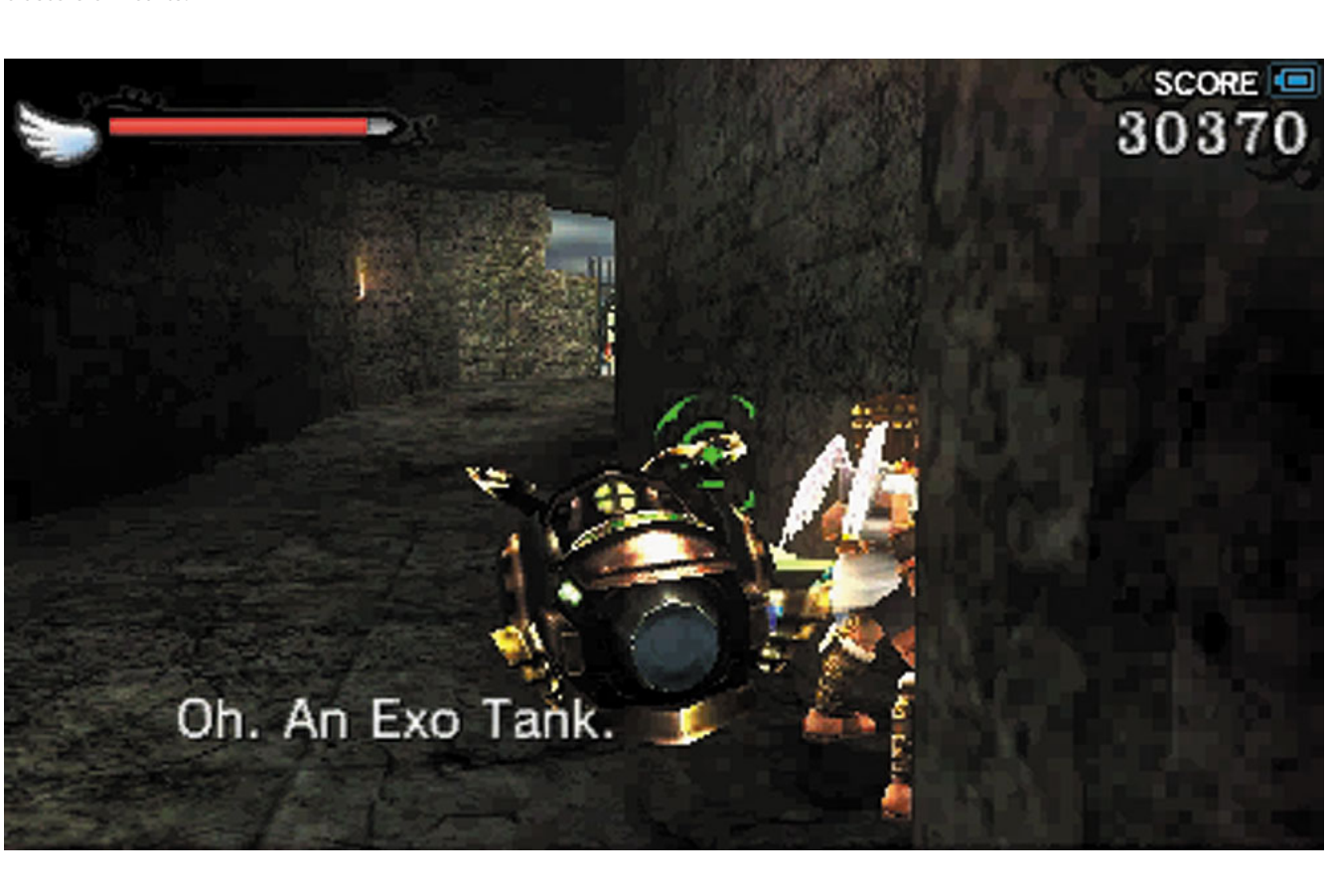
SCORE
27730
I can't even count all the times I've risked my life for you!

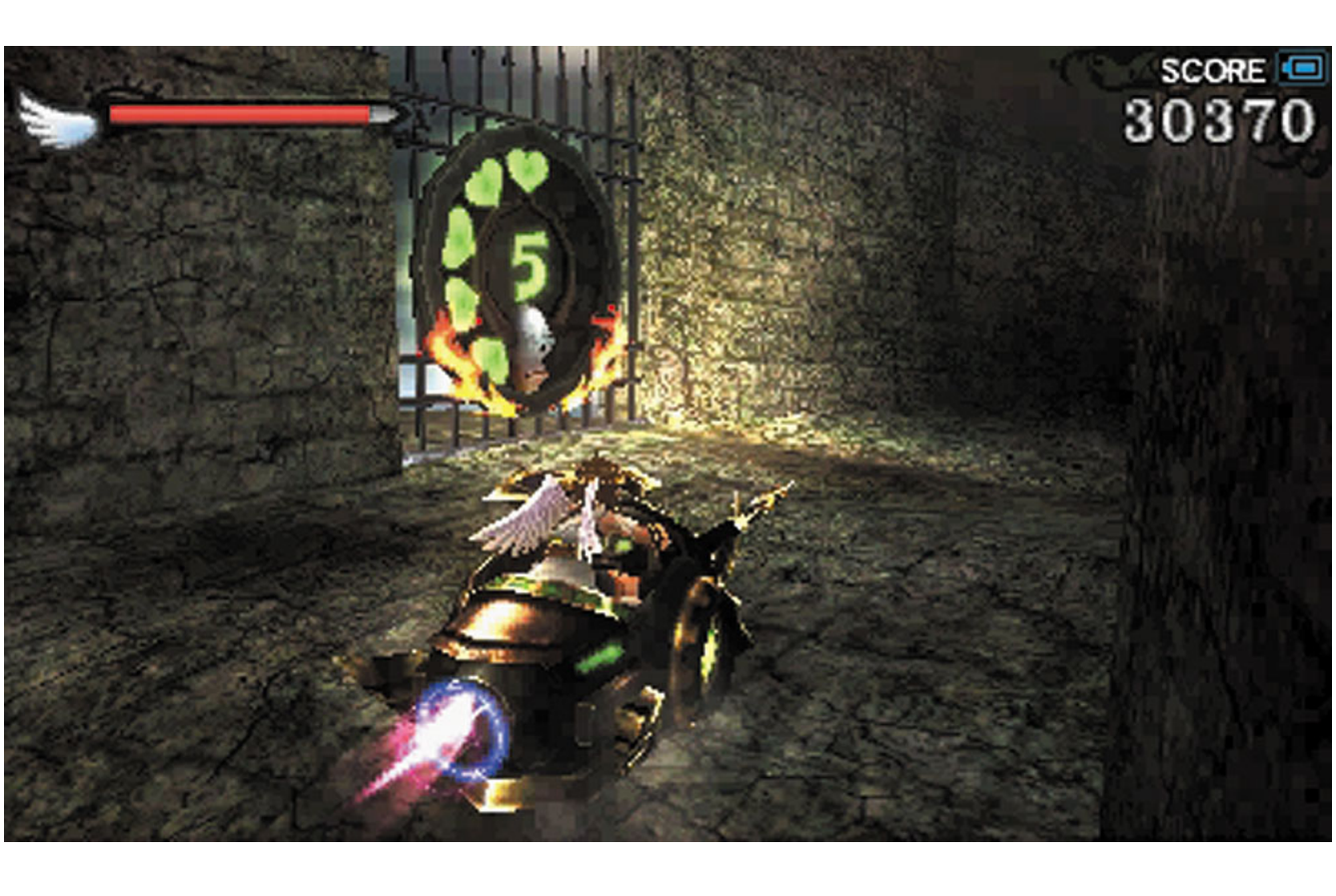
1. The entrance to Palutena's Temple is the site of a battle between the front line of her Centurion guards and a determined Underworld attack. You could skip past all the combat and enter the temple right away, but you'd be missing out on hearts from all the enemies you can destroy.

SCORE
28610
Don't get me wrong. I appreciate how easy that's made things for me.

SCORE
28610
Don't get me wrong. I appreciate how easy that's made things for me.

2. A centurion strongarm attacks you among the statues inside this building. Note that you can destroy the statues to uncover clusters of hearts.


SCORE
30370
Oh. An Exo Tank.


SCORE
30370
5

3. You can ride an Exo-tank through this section of a former race course, or you can bypass the track altogether by means of a Level 5 Intensity Gate.

SCORE
30370
It melts them down and then slowly chews away at them.

The way beyond the Intensity Gate requires you to make jumps between small stone platforms while fighting off Syrens.

SCORE
35100

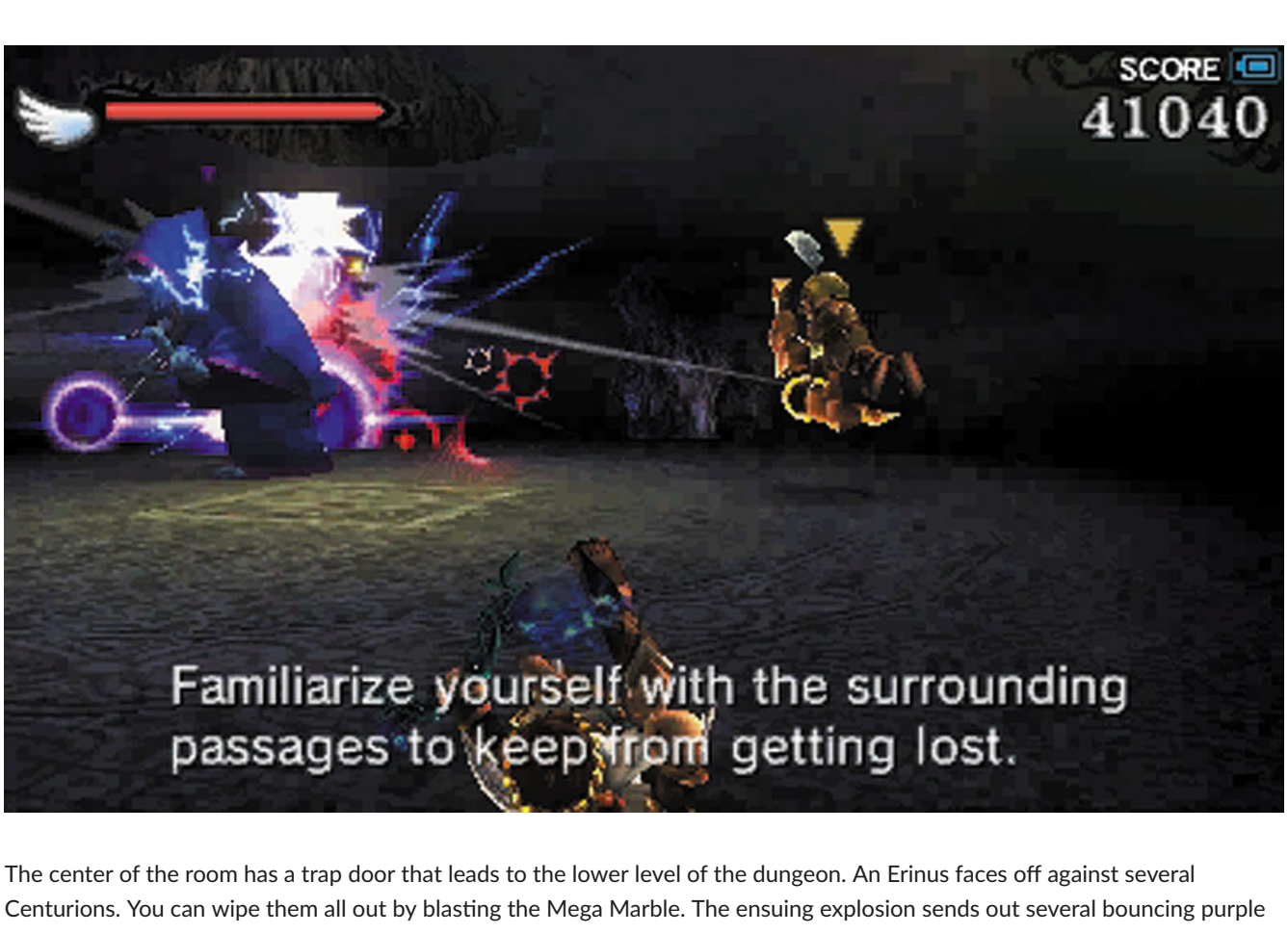
SCORE
36750

4. A wall of Centurions and Centurion knights greet you in this room. Don't get careless with Centurion arrows, there are enough of them in this room that each hit can add up quickly.

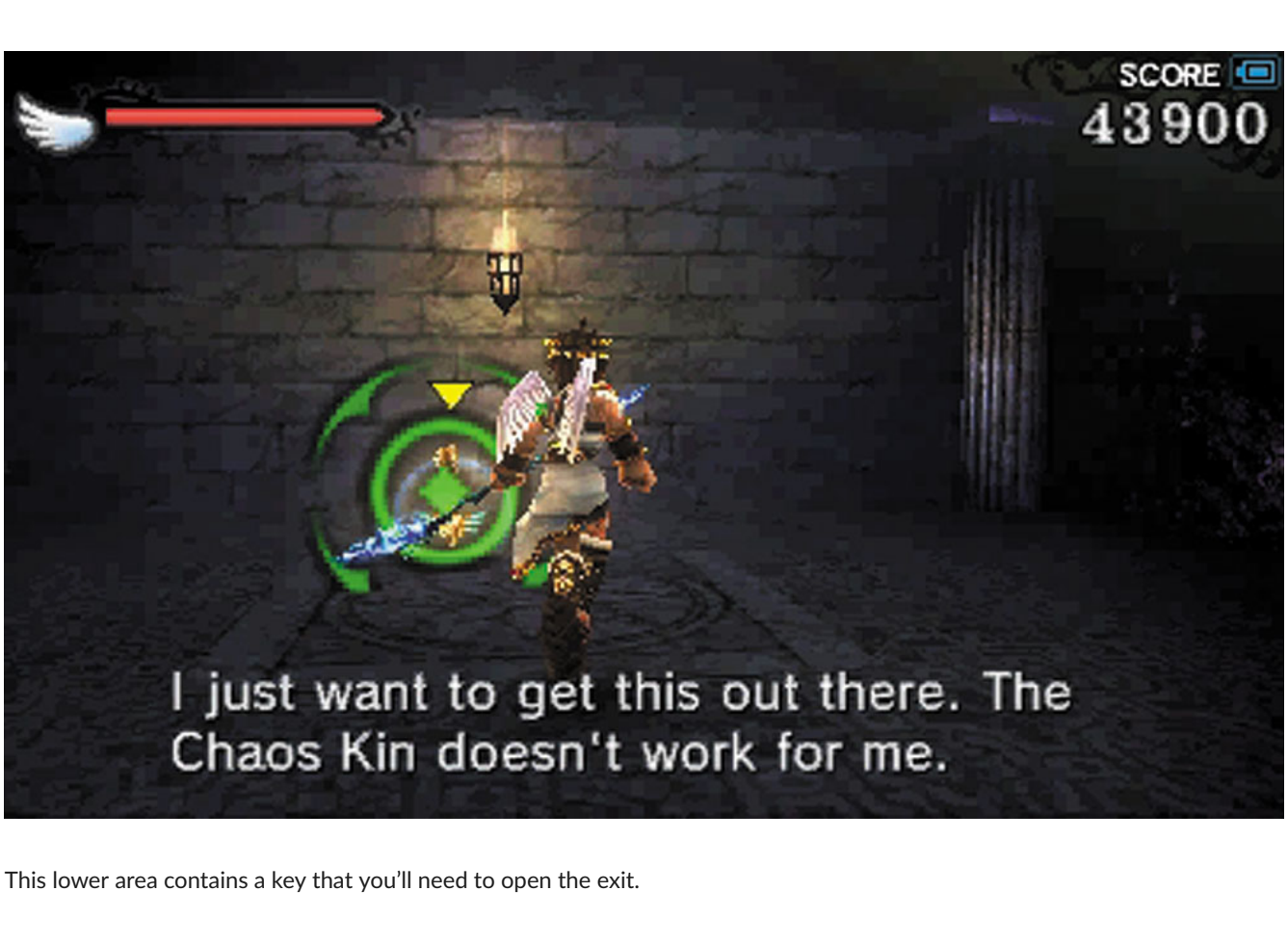
SCORE
39390
I'll say it's twisted! Skyworld never needed jails before!

5. The Skyworld jail warrants exploration before you move on. Defeat the group of Centurions and Underworld goons, then start searching around.

SCORE
41040
It's a maze. That's what I meant when I said it's twisted.

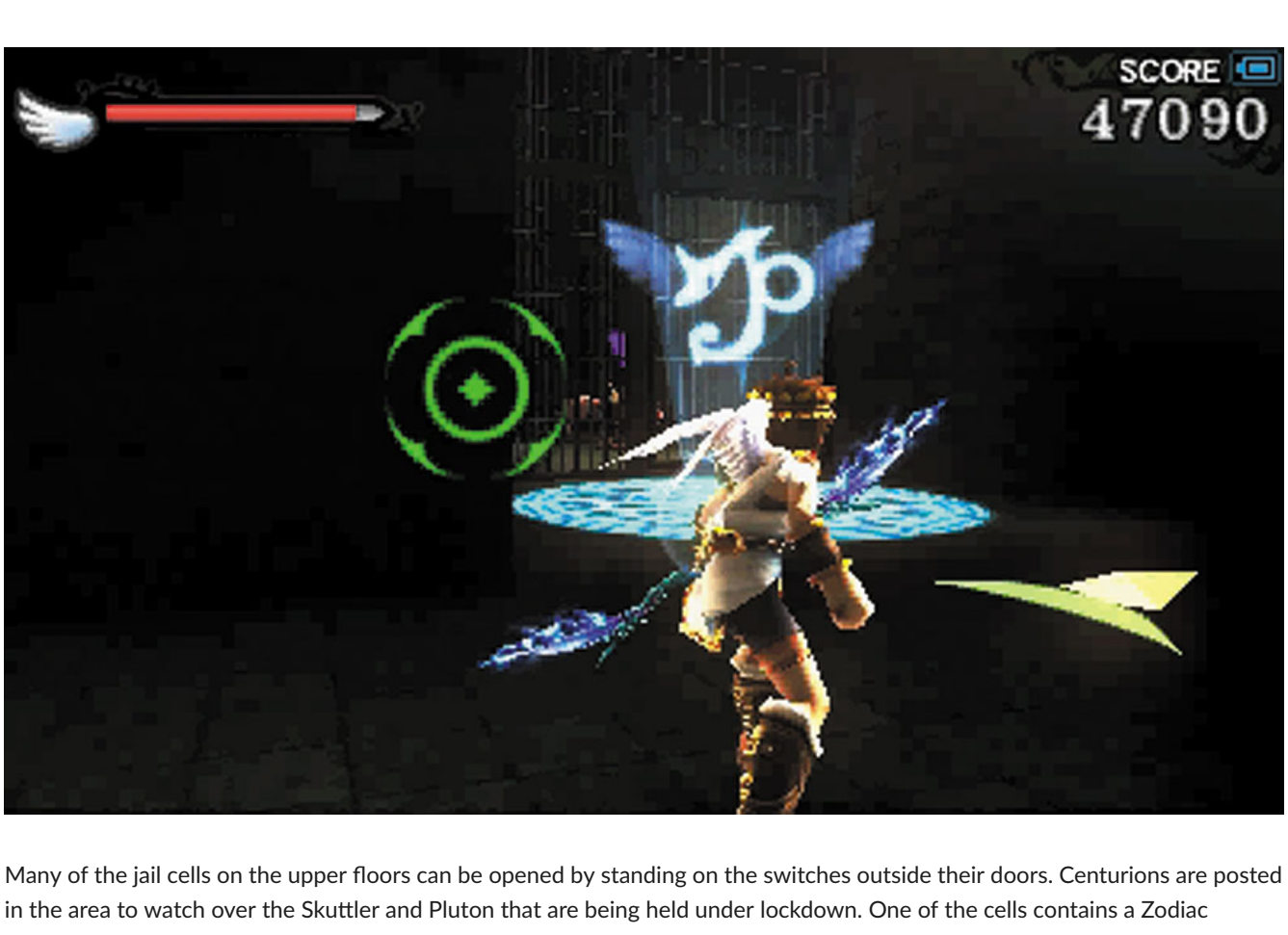

SCORE
41040
Familiarize yourself with the surrounding passages to keep from getting lost.

The center of the room has a trap door that leads to the lower level of the dungeon. An Erinus faces off against several Centurions. You can wipe them all out by blasting the Mega Marble. The ensuing explosion sends out several bouncing purple projectiles that will eliminate the enemies they touch.

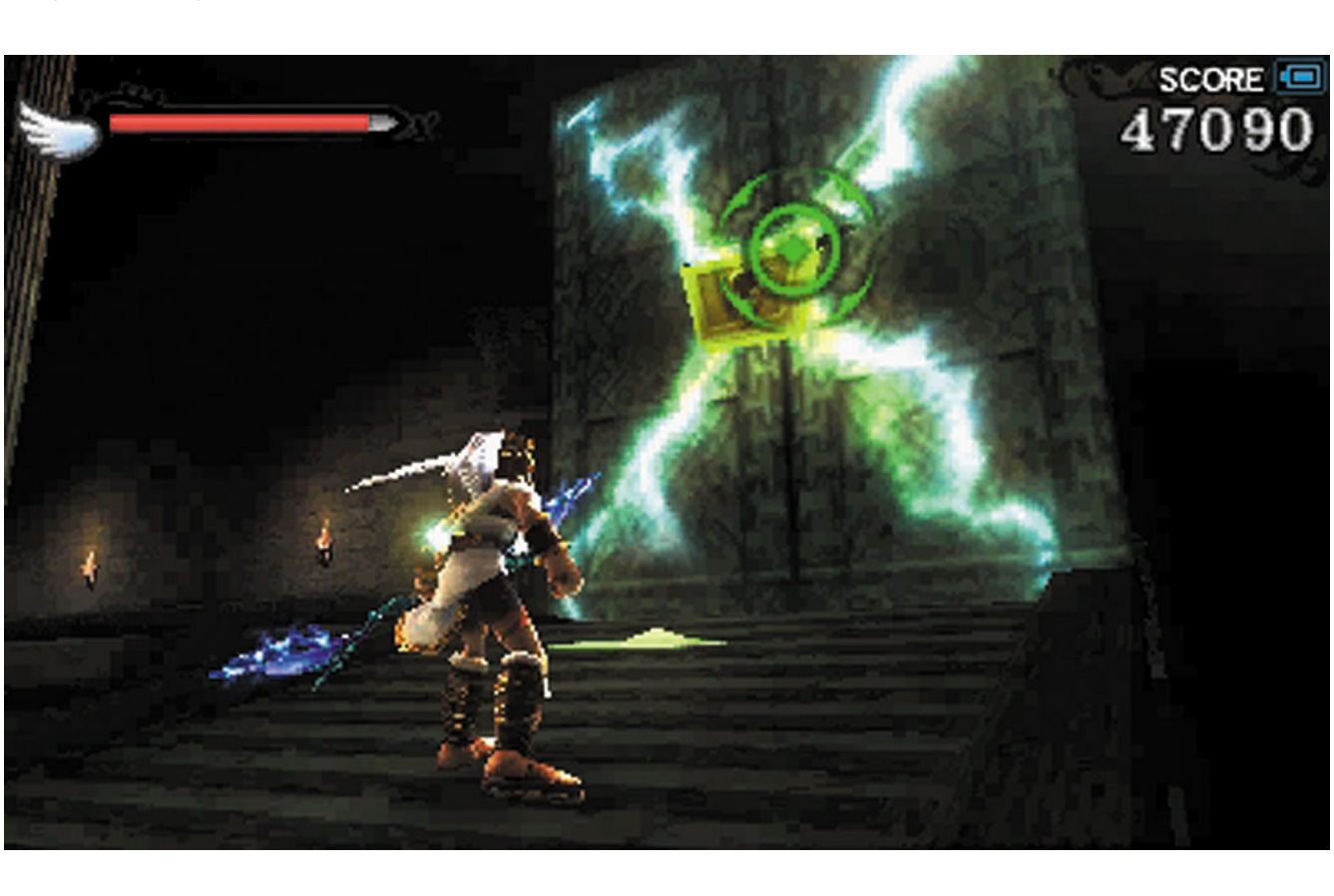

SCORE
43900
I just want to get this out there. The Chaos Kin doesn't work for me.

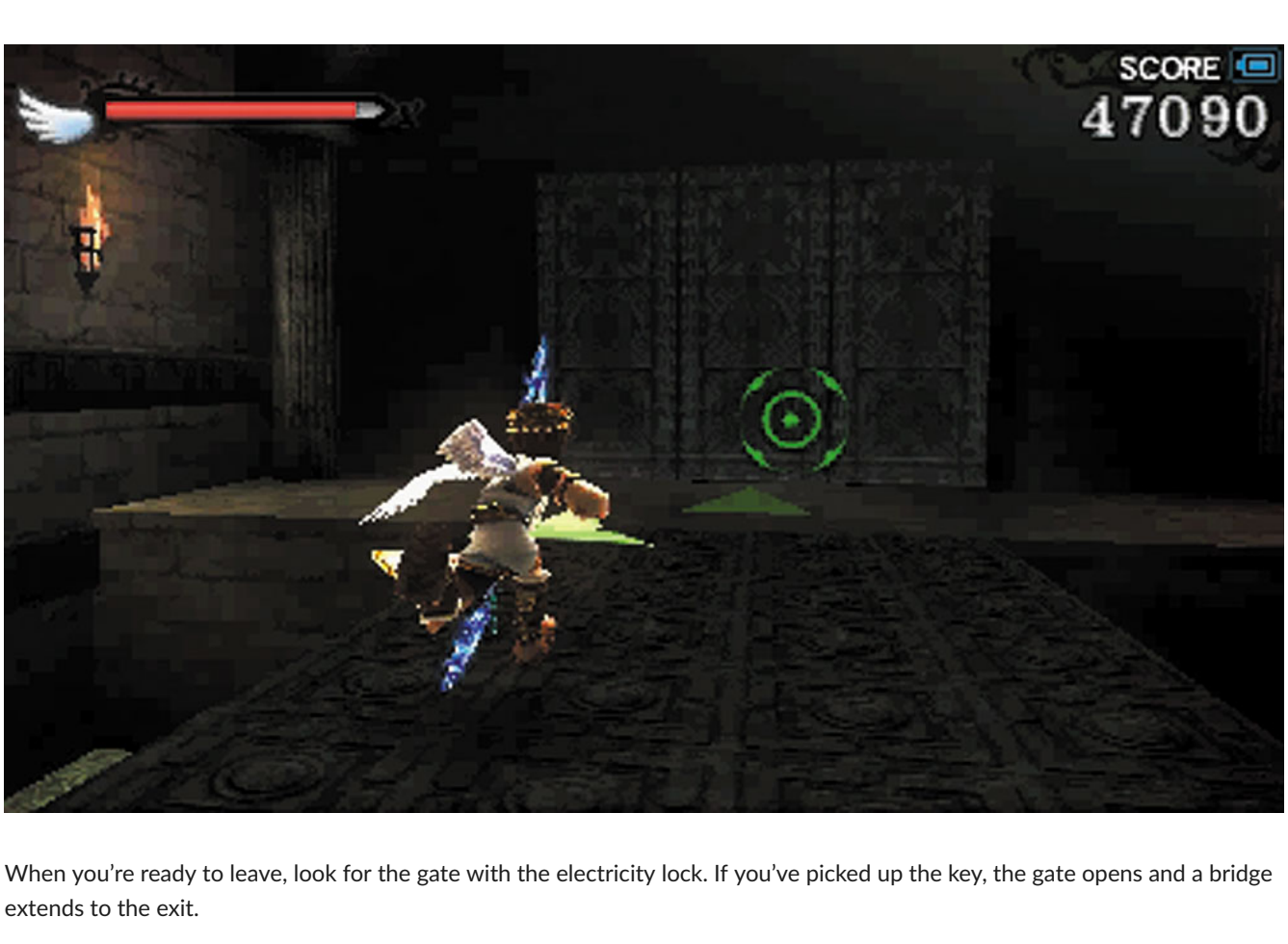
This lower area contains a key that you'll need to open the exit.

SCORE
46210

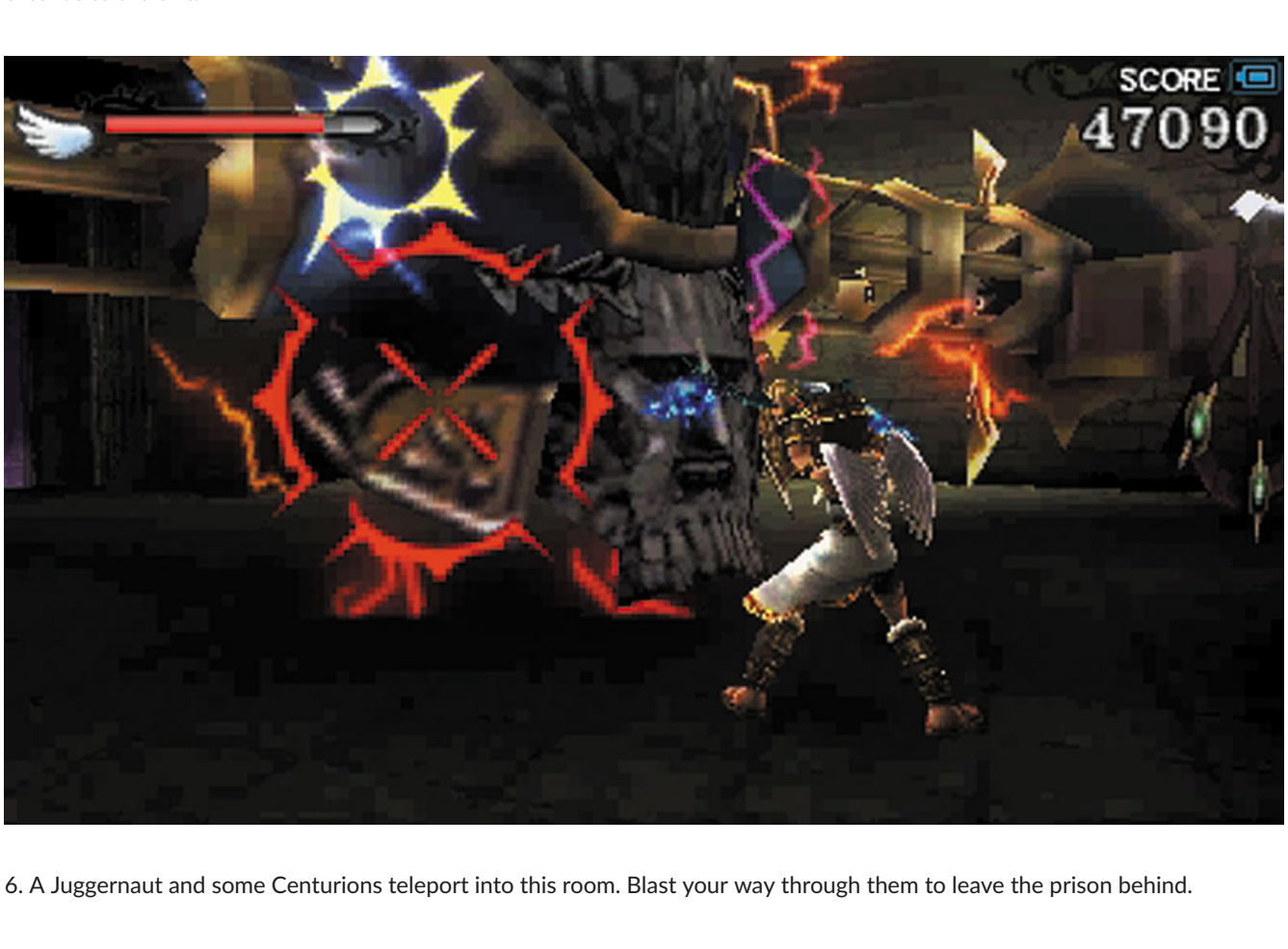

SCORE
47090

Many of the jail cells on the upper floors can be opened by standing on the switches outside their doors. Centurions are posted in the area to watch over the Skuttler and Pluton that are being held under lockdown. One of the cells contains a Zodiac Weapon chamber portal.


SCORE
47090


SCORE
47090

When you're ready to leave, look for the gate with the electricity lock. If you've picked up the key, the gate opens and a bridge extends to the exit.


SCORE
47090

6. A Juggernaut and some Centurions teleport into this room. Blast your way through them to leave the prison behind.

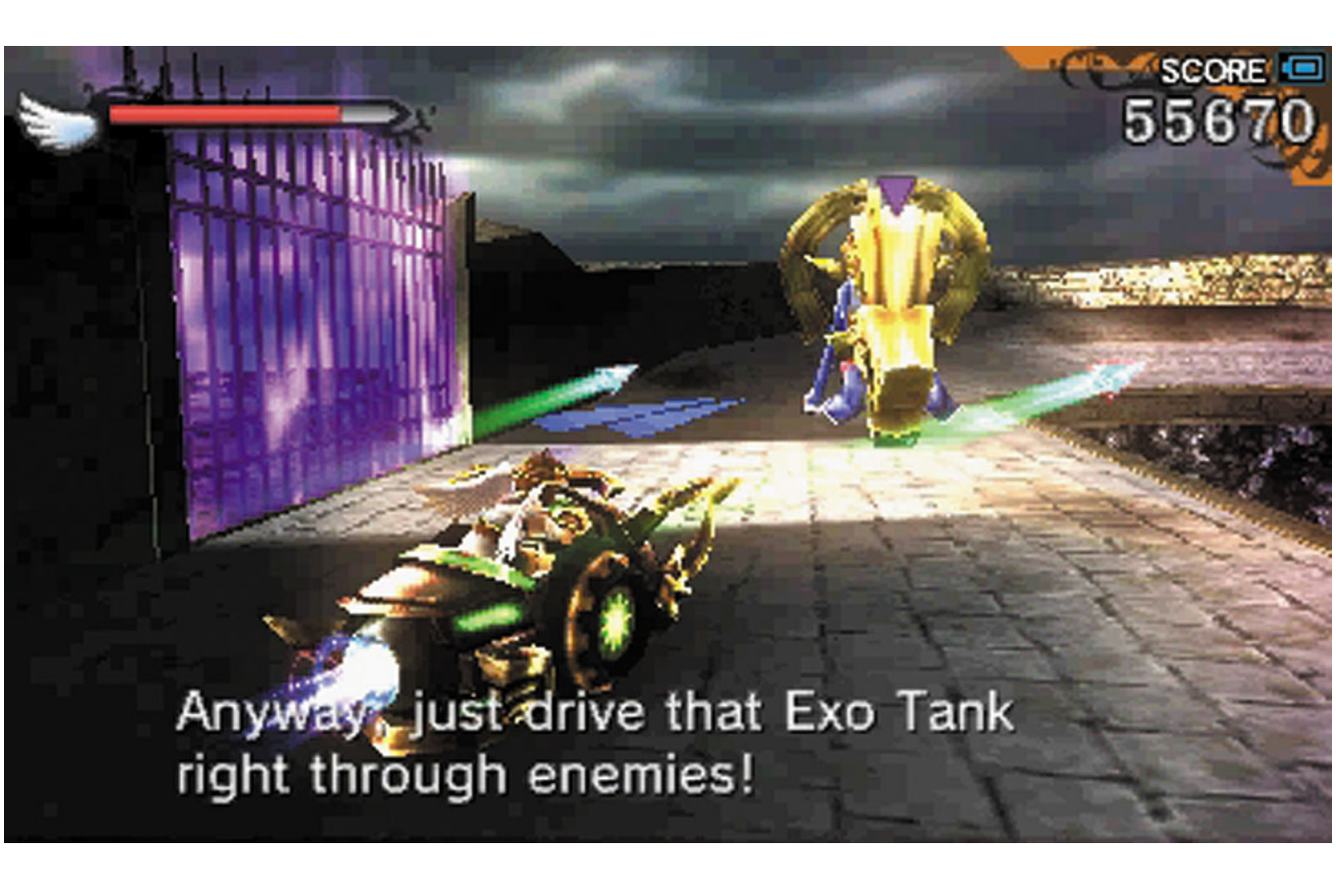
SCORE
51270
So would getting tossed around by the side winds ahead.

SCORE
51270
This isn't her doing!

7. A Tempura Wizard and an Erinus stand guard on this island. Focus on the Tempura Wizard first, then take on the Erinus. Also beware of the severe crosswinds in the area leading to the next section.

SCORE
52150
Looks like someone left a tiny trike behind.

SCORE
52480
It's not a trike! It's an EXO TANK!


SCORE
55670
Anyway, just drive that Exo Tank right through enemies!

8. This race track contains another Exo-tank to ride. Use it to make short work of the Shulms and Daphnes that occupy the course. Once they are beaten, a set of Leox and Monoeyes jump into the fight. As long as you keep the bike on the course and keep firing, you can literally run laps around and through the enemies until they're all finished.

SCORE
57650

SCORE
57650
Excellent job, Pit!

9. This last stretch can be made very simple if you still have the Exo-tank. It's a straight shot to Palutena's main temple—just don't slow down, use the boosters, hit the ramps straight on and you'll make it. Take the jump pad up to the next ledge and collect the food. You must survive another gauntlet before the battle against Palutena.

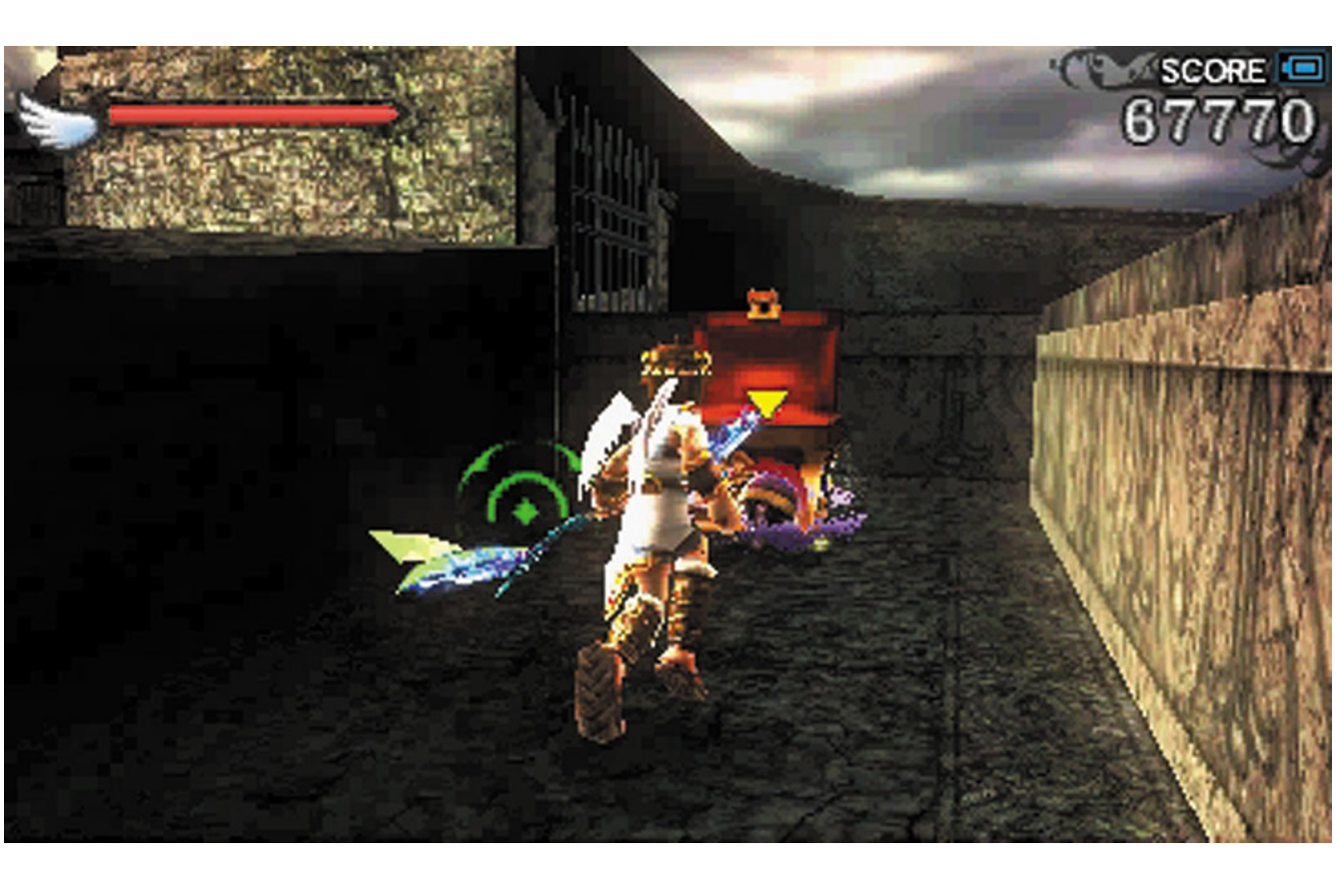
SCORE
57650
So what?! I can take it!

SCORE
57650
So what?! I can take it!

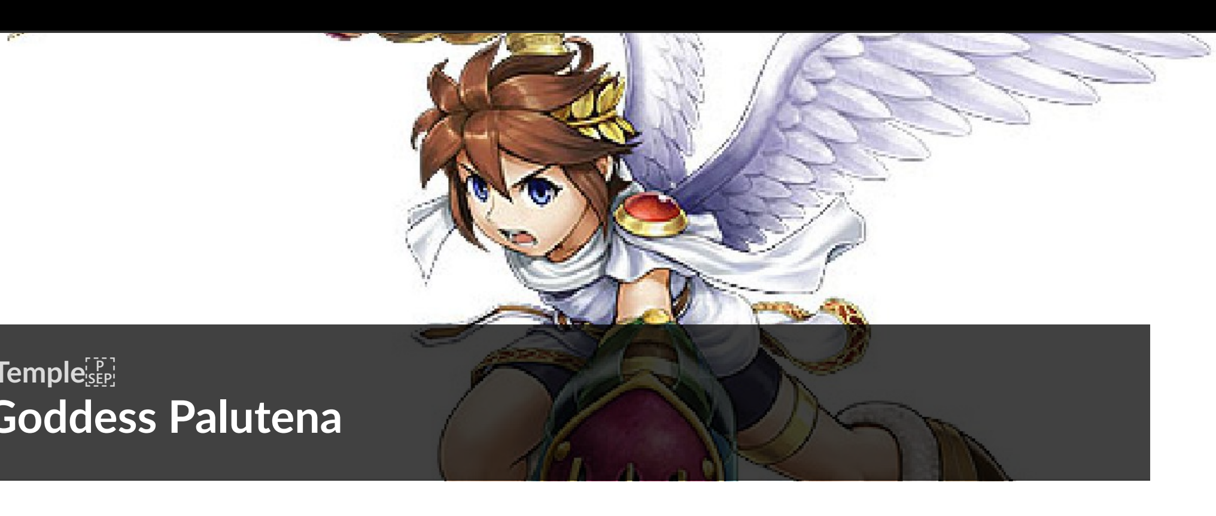
10. Palutena's guards make their stand in this courtyard. The first group consists of Centurions working alongside a centurion Strongarm.

SCORE
62490

SCORE
67770

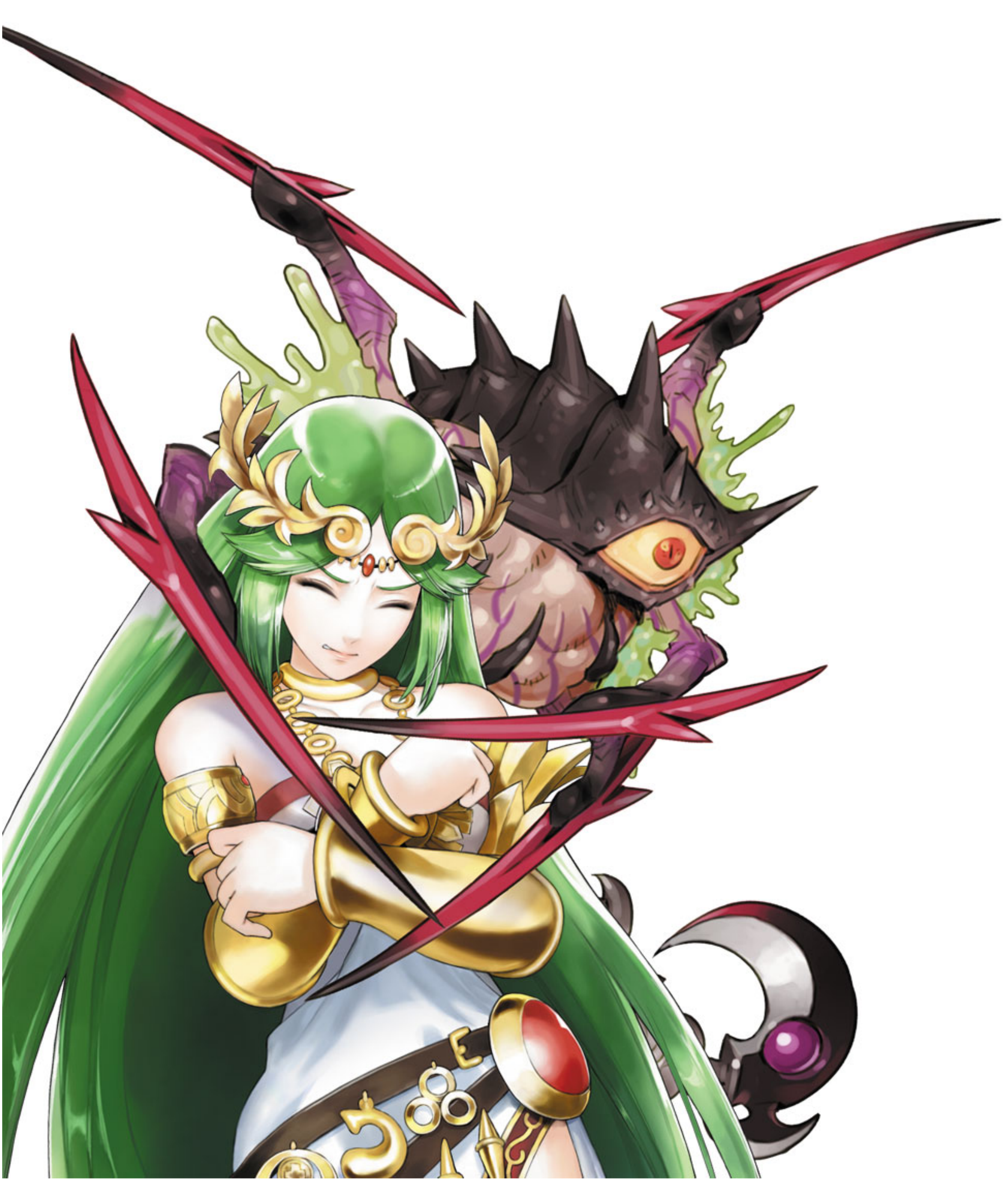

SCORE
67770

The second wave brings another set of Centurions, another Strongarm, and a Juggernaut. After the guards are beaten, a Drink of the Gods appears near the exit, as well as a large Treasure Box in one of gutters lining the courtyard. When you're ready, proceed into the temple and prepare to do battle with a goddess.



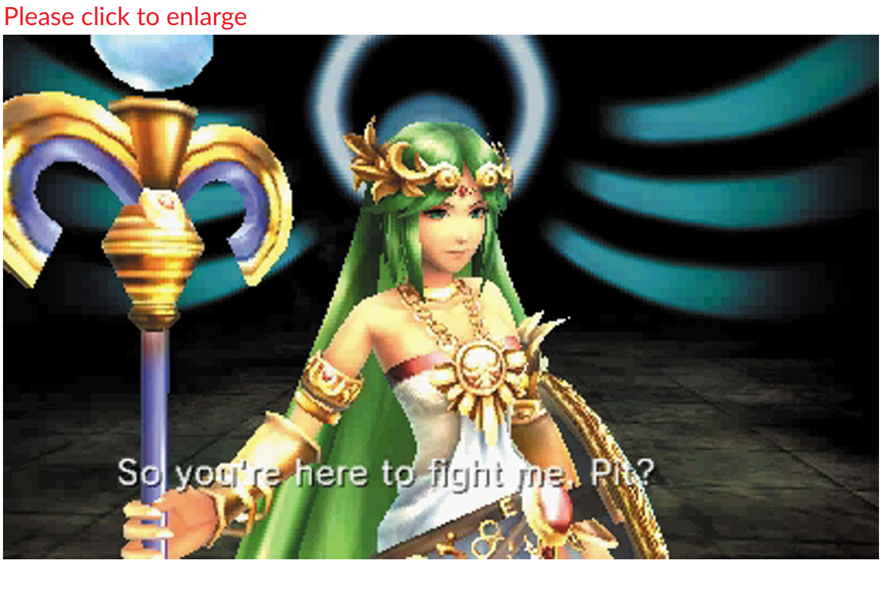
Chapter 20: Palutena's Temple

Boss Battle: Goddess Palutena

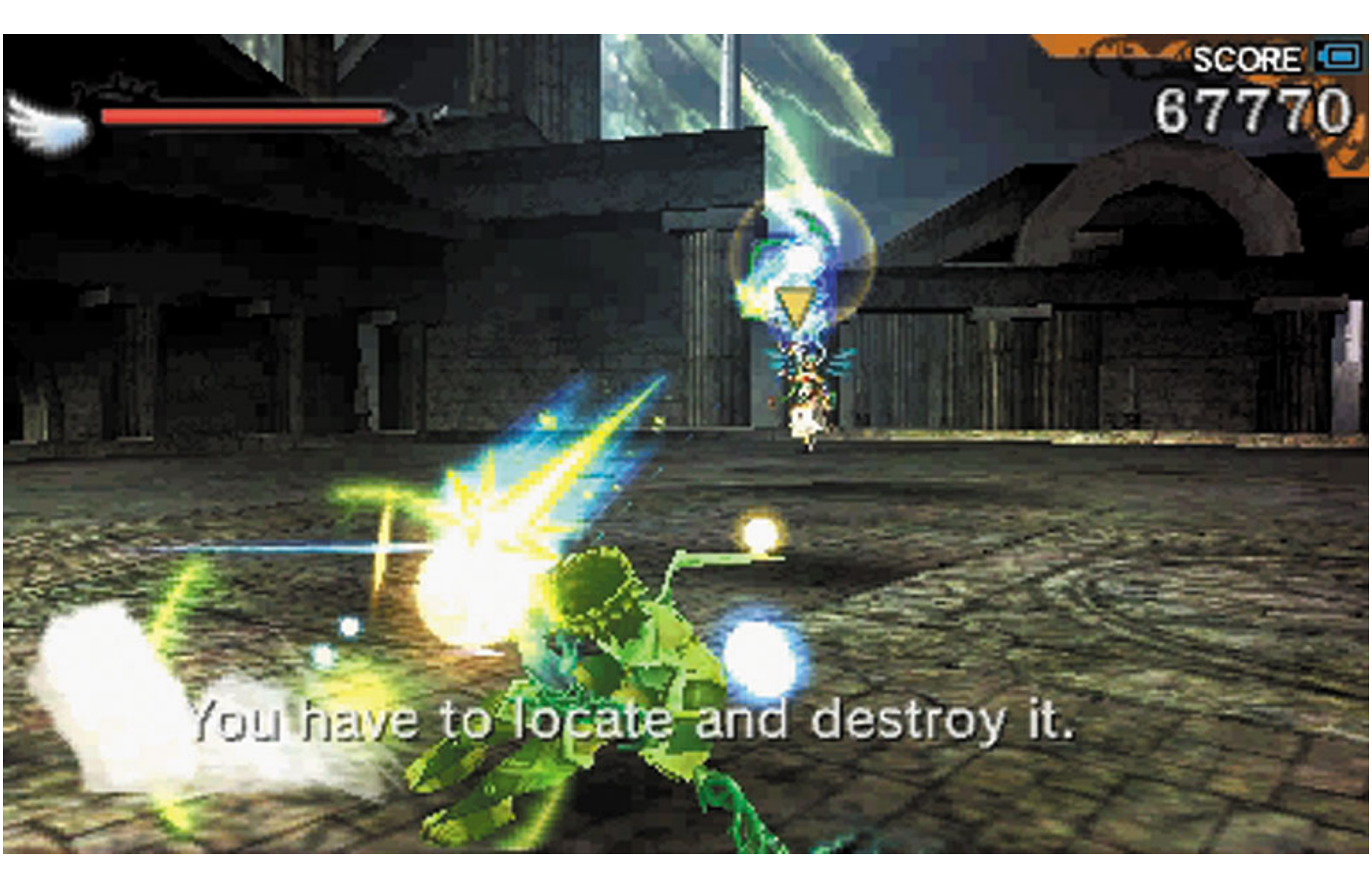


Health Range	
Min Health	Max Health
Palutena: 600 Chaos Kin: 200	Palutena: 150 Chaos Kin: 1000

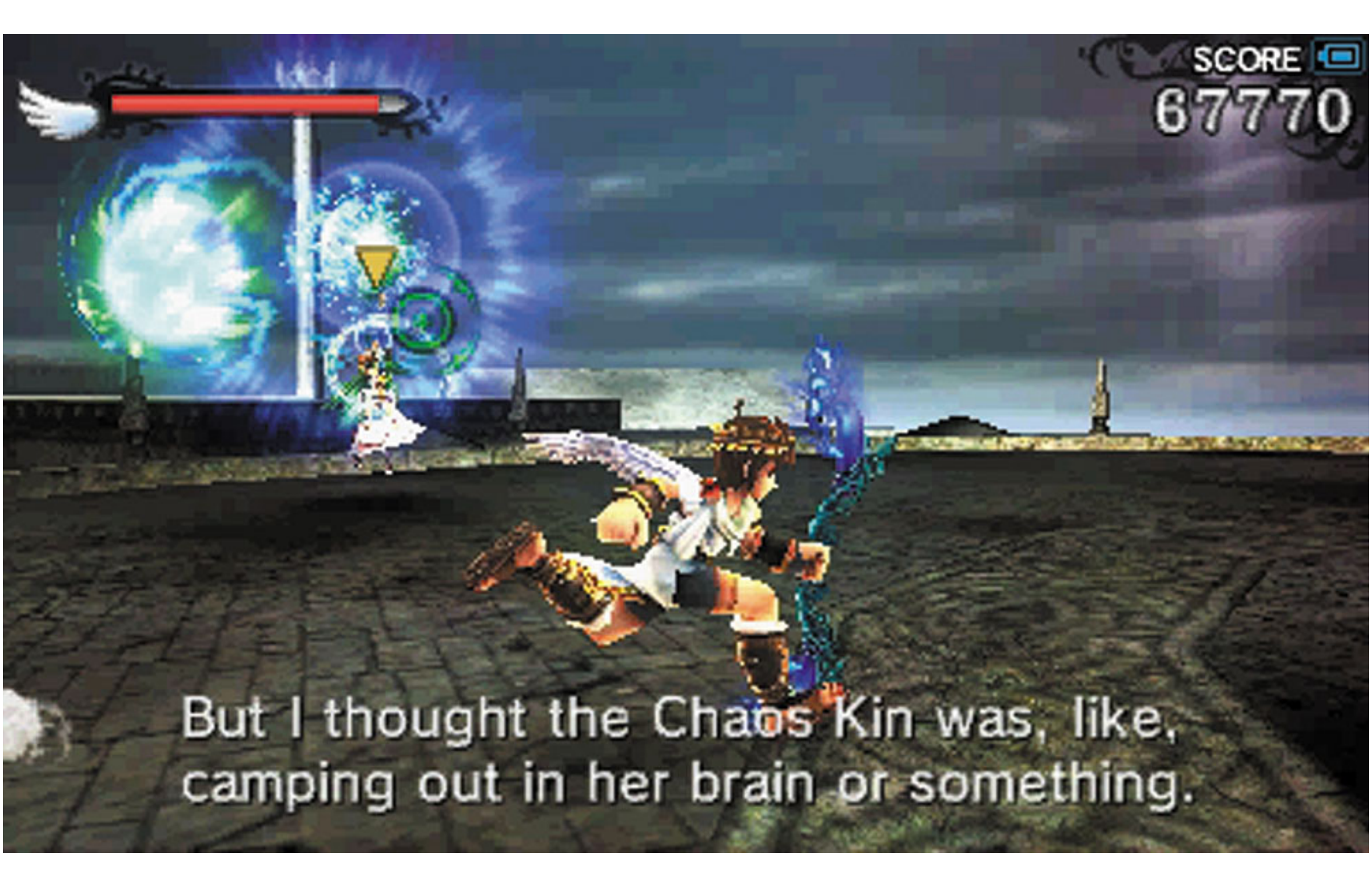
Please click to enlarge

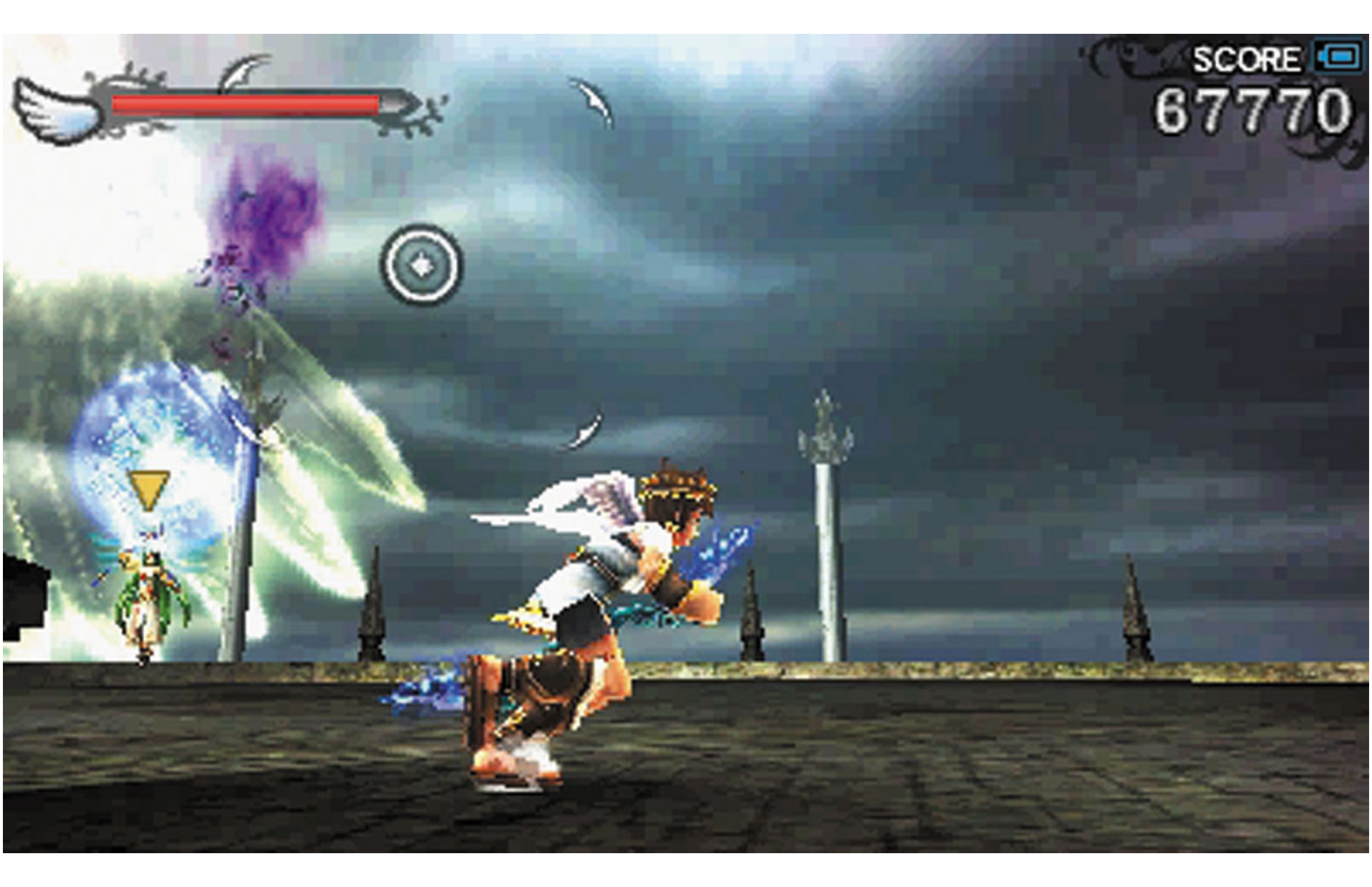

So you're here to fight me, Pit?

No! I'm here to save you!

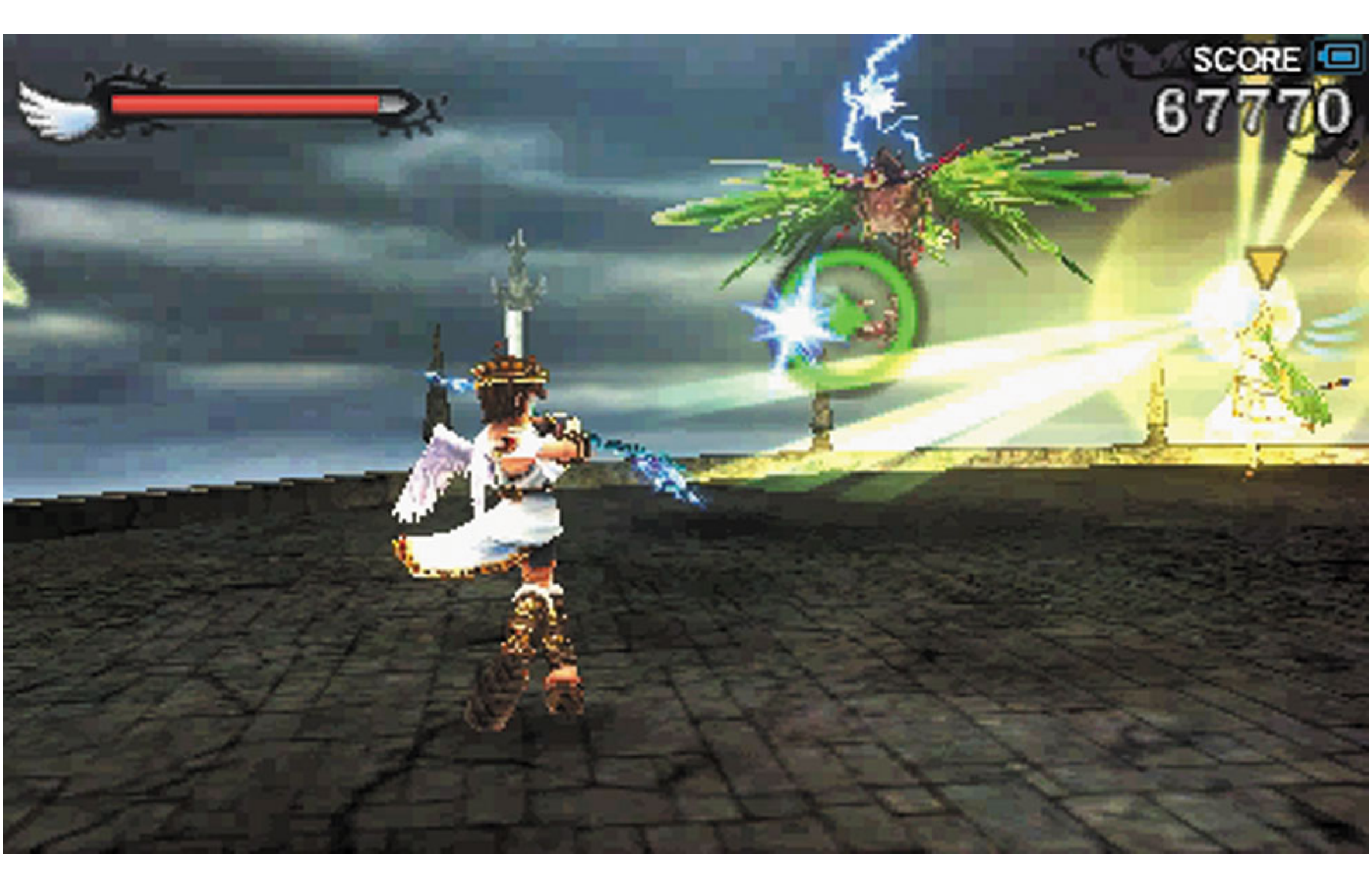

SCORE
67770
You have to locate and destroy it.

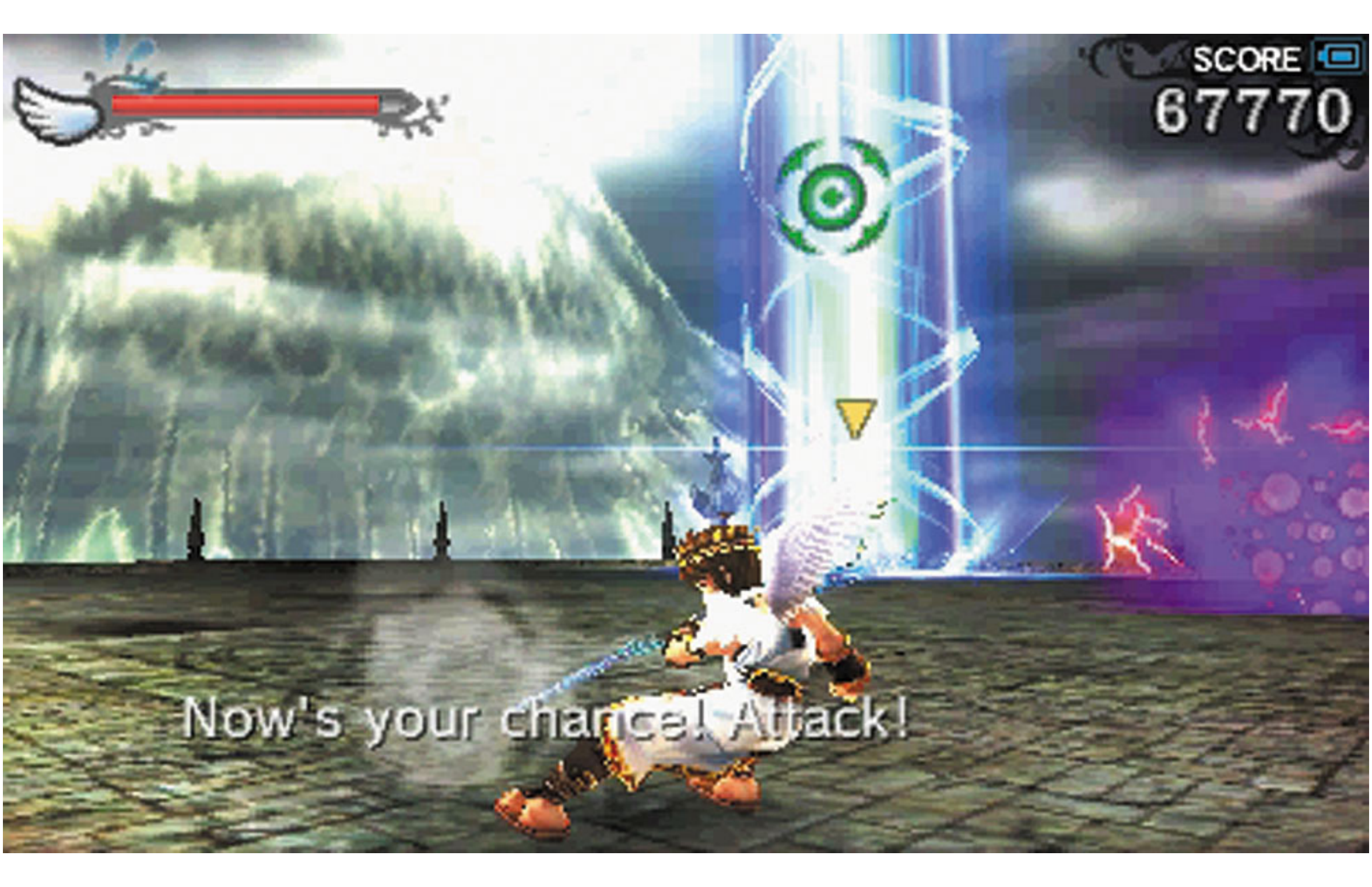
Palutena is predominantly a ranged fighter. She will cast magic blasts at Pit while you try to locate the Chaos Kin. Viridi points out that the monster can be found floating above the goddess, almost completely invisible.

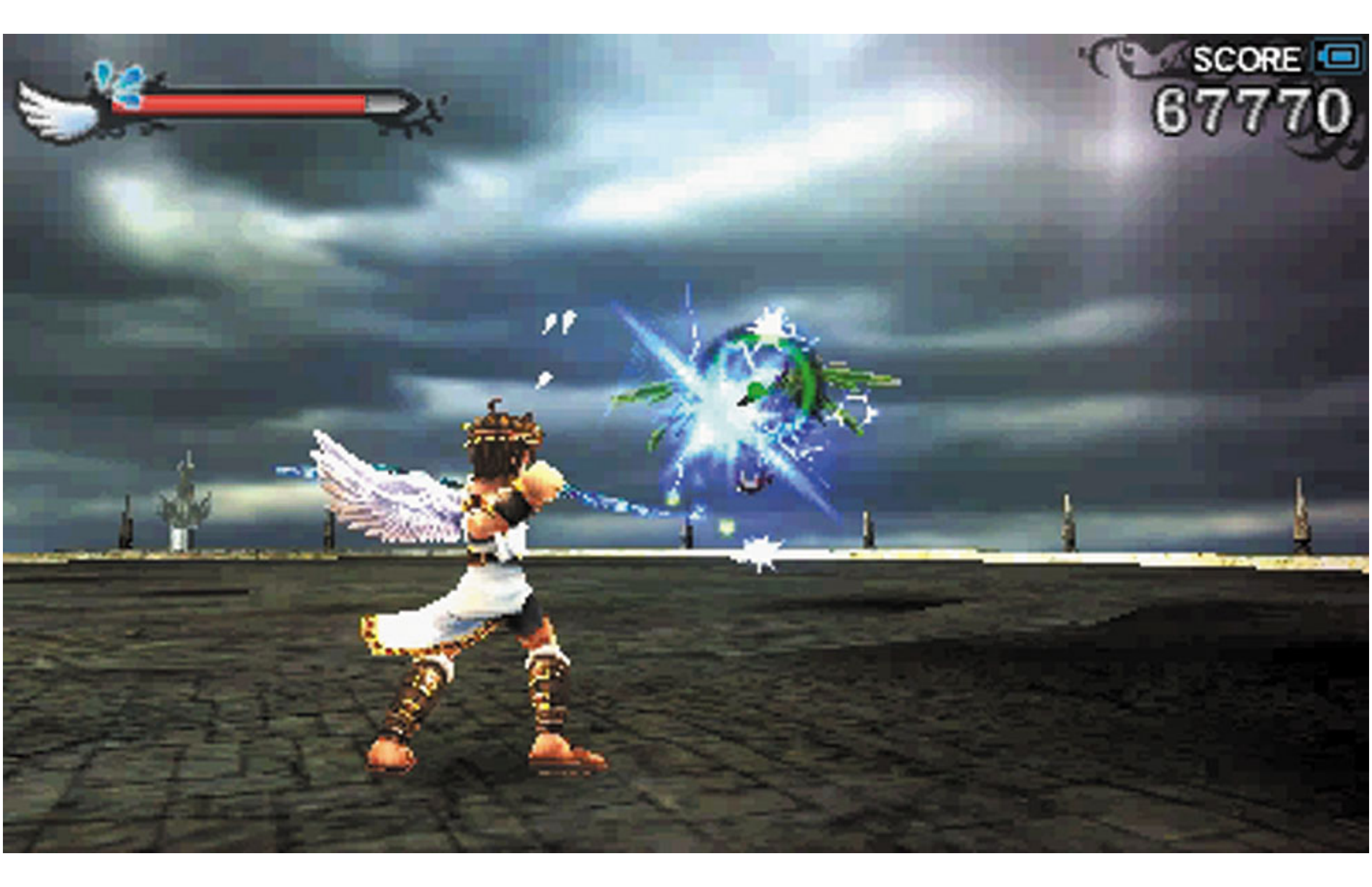

SCORE
67770
But I thought the Chaos Kin was, like,
camping out in her brain or something.


SCORE
67770

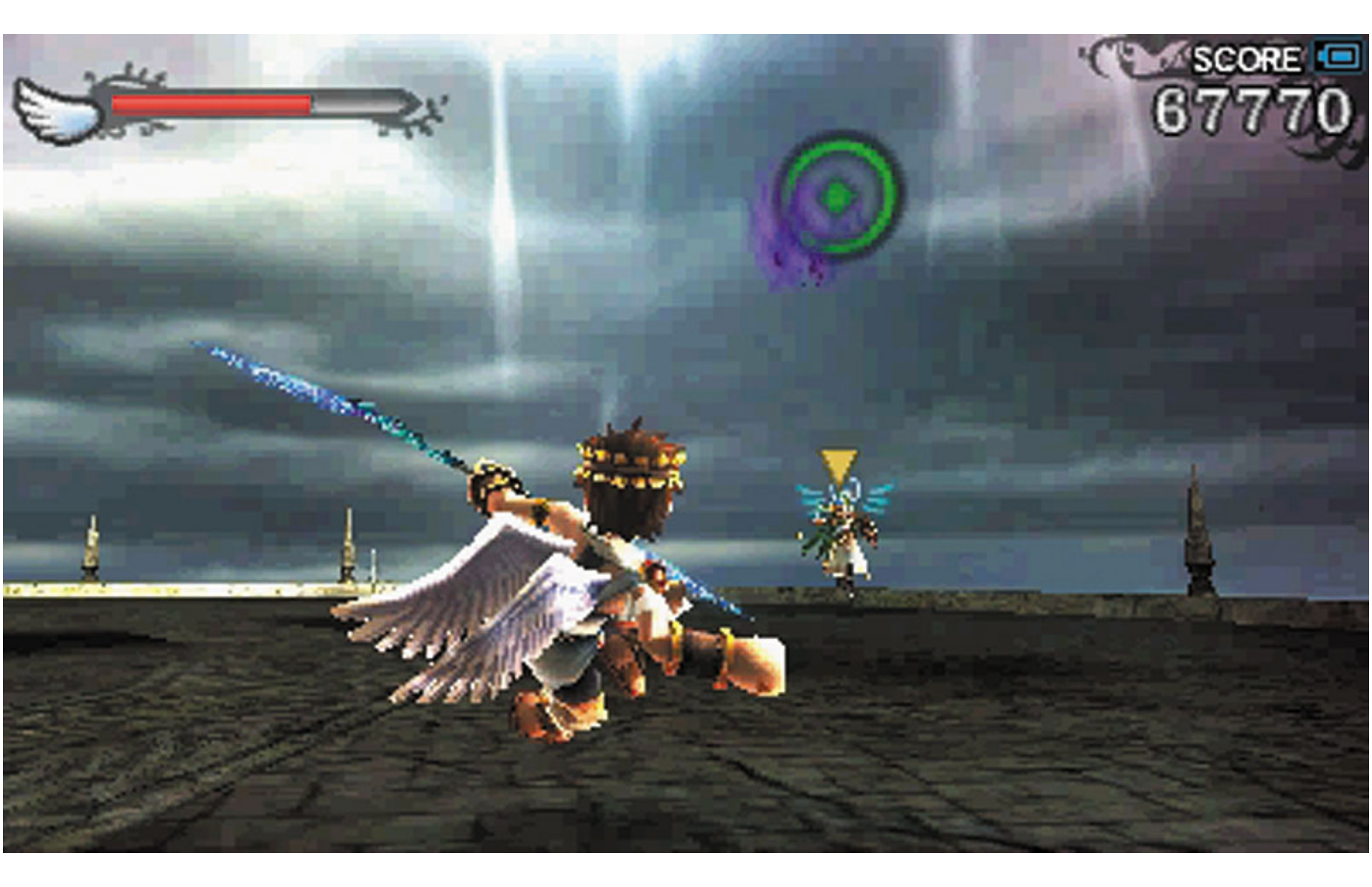
Do not harm Palutena. Instead focus on the distortion above her. The Chaos Kin's invisibility is far from perfect; it occasionally leaks a purple mist into the air. Charged shots are your best bet here, particularly from a solid ranged weapon such as a bow.

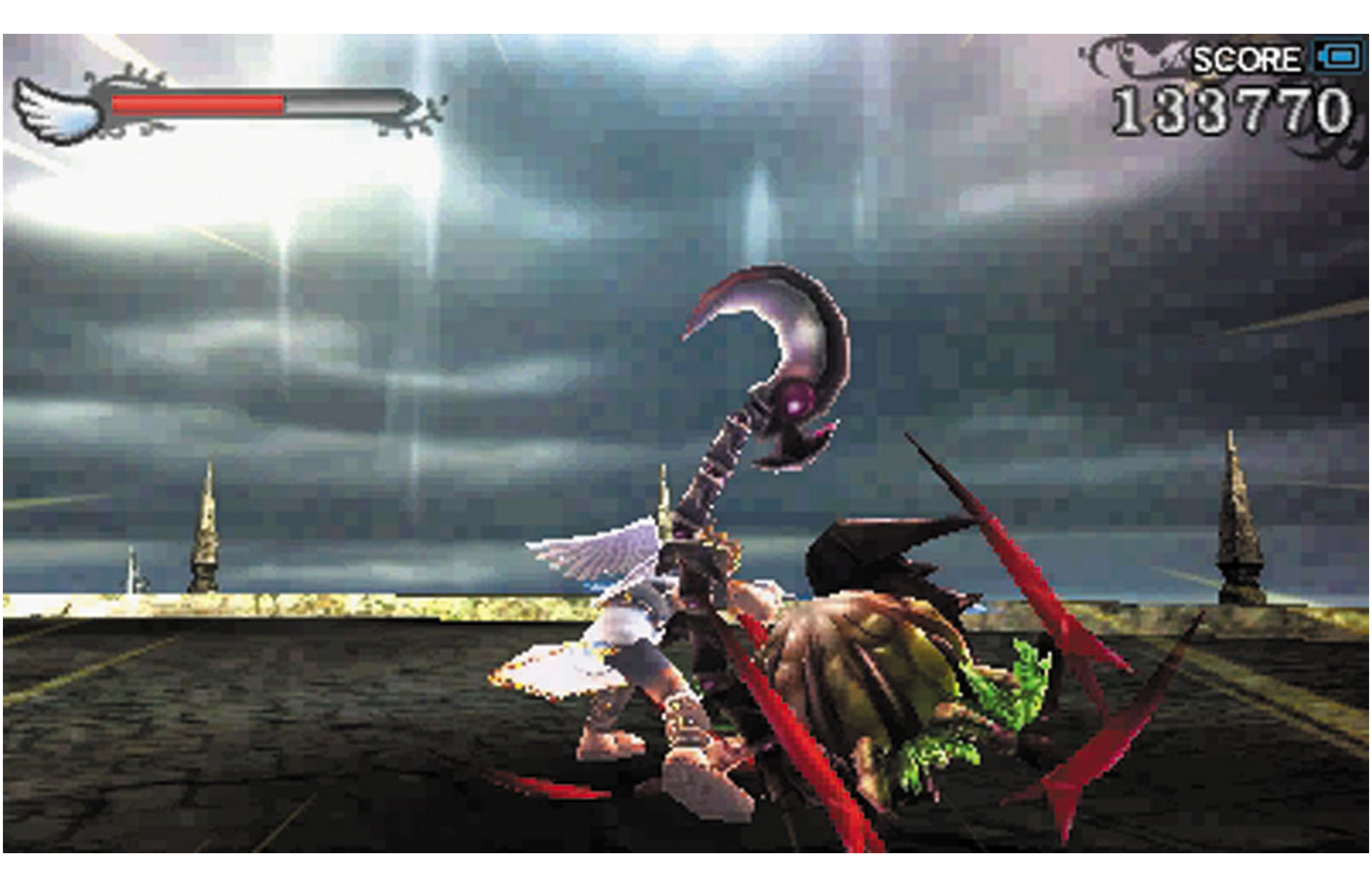

SCORE
67770


SCORE
67770
Now's your chance to attack!


SCORE
67770

After you deal enough damage, the Chaos Kin falls to the ground and you can rush in to cause extra damage while it recovers. The Chaos Kin will force Palutena to use a blinding spell in order to retreat to safety. Don't approach Palutena immediately. She will also summon a column of light to blast you away if you're too close, and she can use it while moving around the arena. The Chaos Kin tries to use her as a shield, flying behind the goddess to avoid your ranged attacks. So wait until it leaves an opening for you to press the attack. Sprint around Palutena and continue to fire charged shots at the parasite.


SCORE
67770

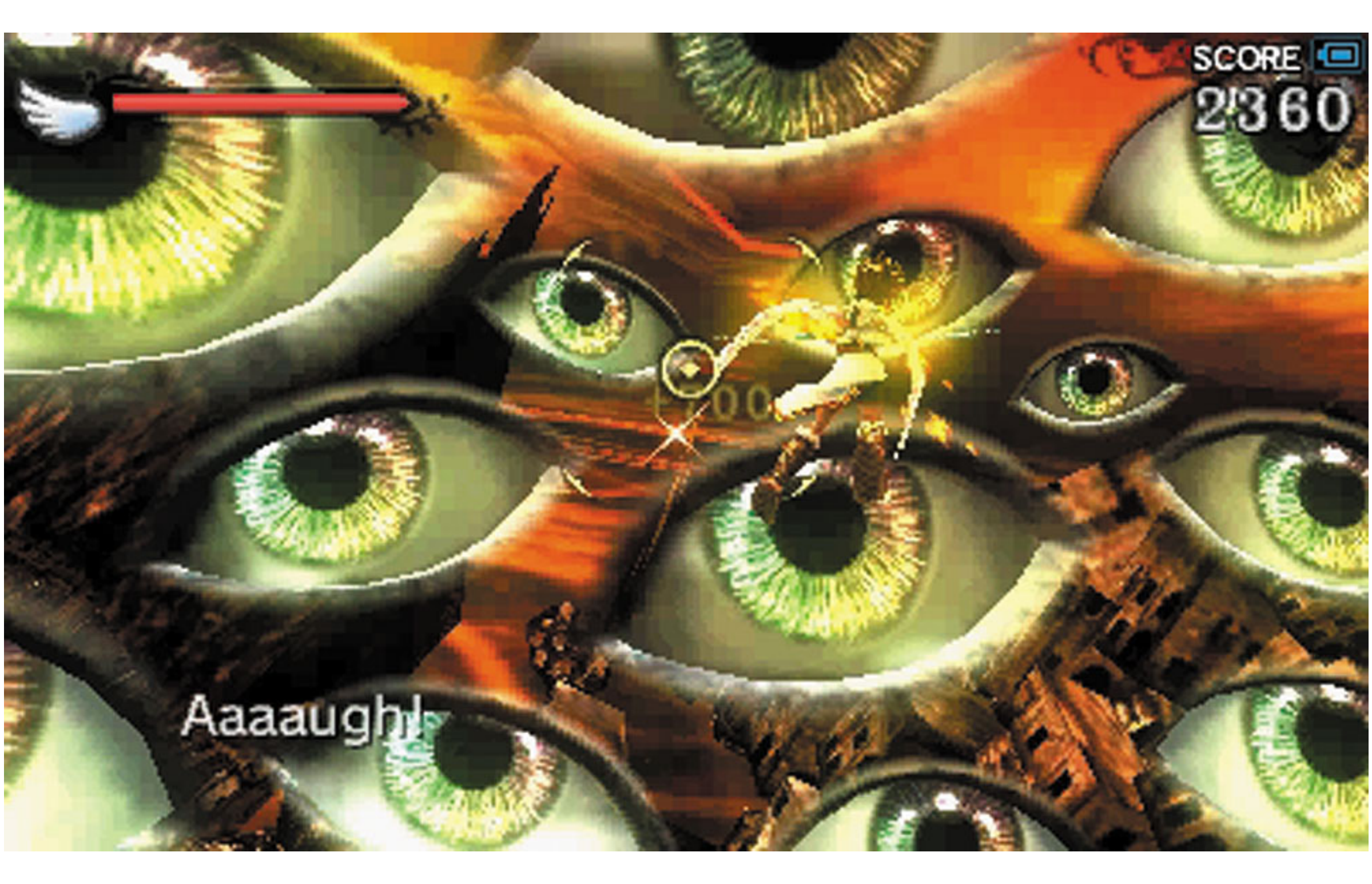

SCORE
133770

The Chaos Kin cloaks itself once more and tries to hide above Palutena, but you're on to its tricks by now. Continue to avoid Palutena's magic while focusing on the Chaos Kin. Eventually, you will break its control over the goddess.

But the Chaos Kin manages to escape through a vortex of its own creation, taking with it something irreplaceable. Pit attempts to pursue, but the vortex seals itself shut.

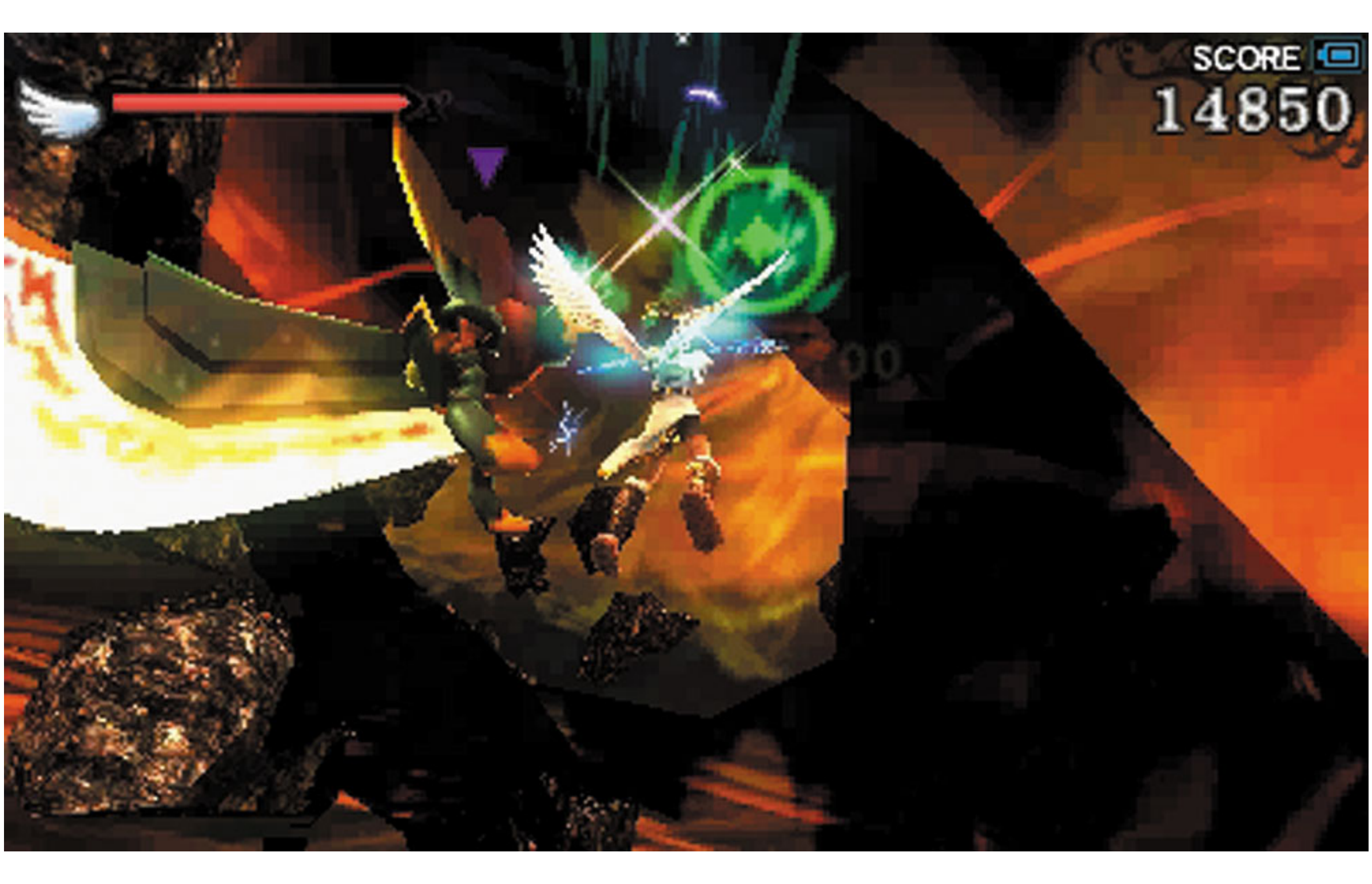
Then Pittoo blasts the vortex wide open with the Lightning Chariot. Even Phosphora has come to help, offering to retrieve the chariot. With the way to the Chaos Kin's dimension opened, the next battle will take place on its home turf.

SCORE
0
This is total chaos.


SCORE
2360
Aaaaugh!

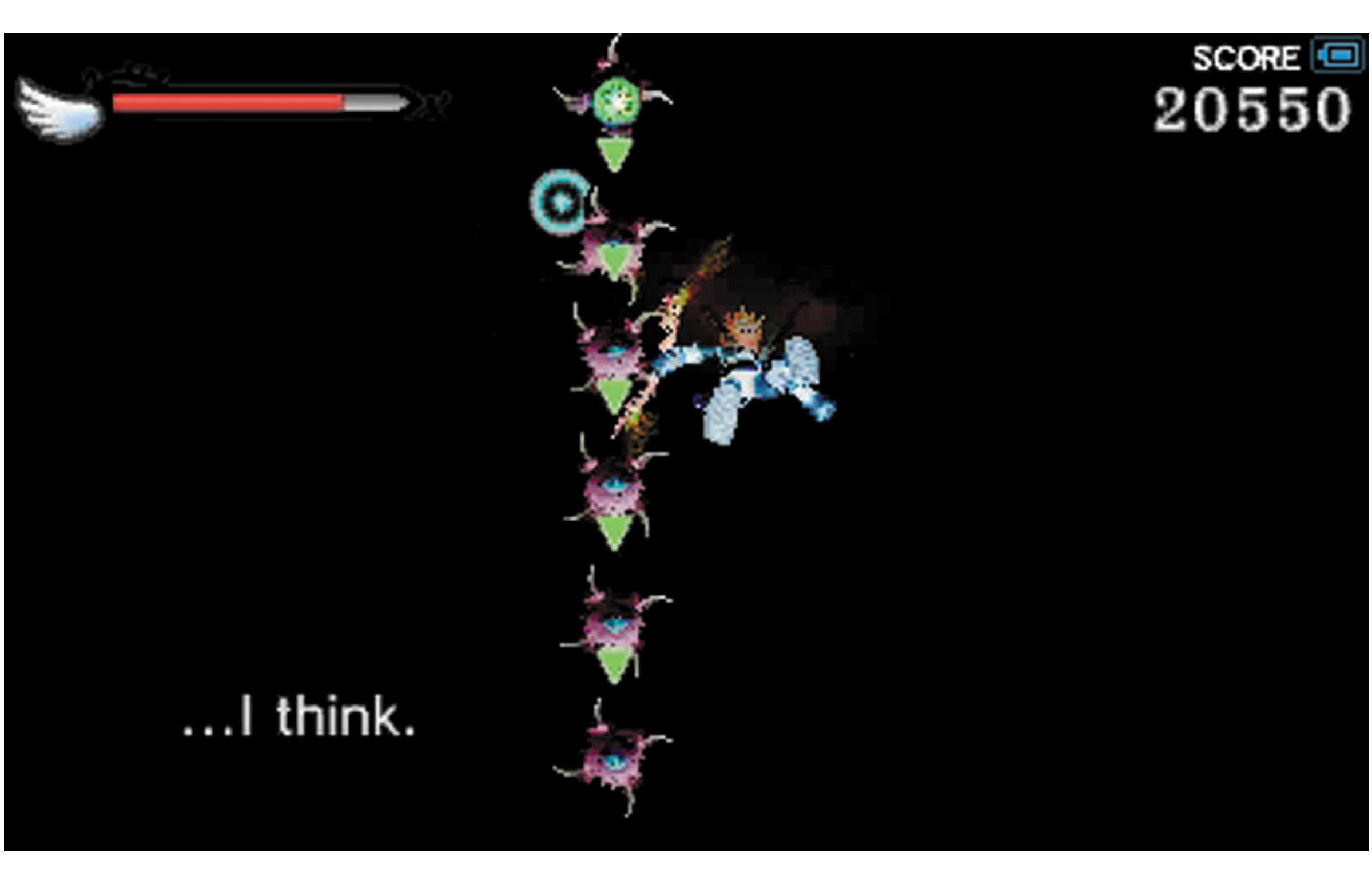
Living up to its name, the Chaos Vortex is a chaotic realm where little makes sense. What does make sense is that there are plenty of baddies crawling out of the woodwork to destroy Pit.

SCORE
12550

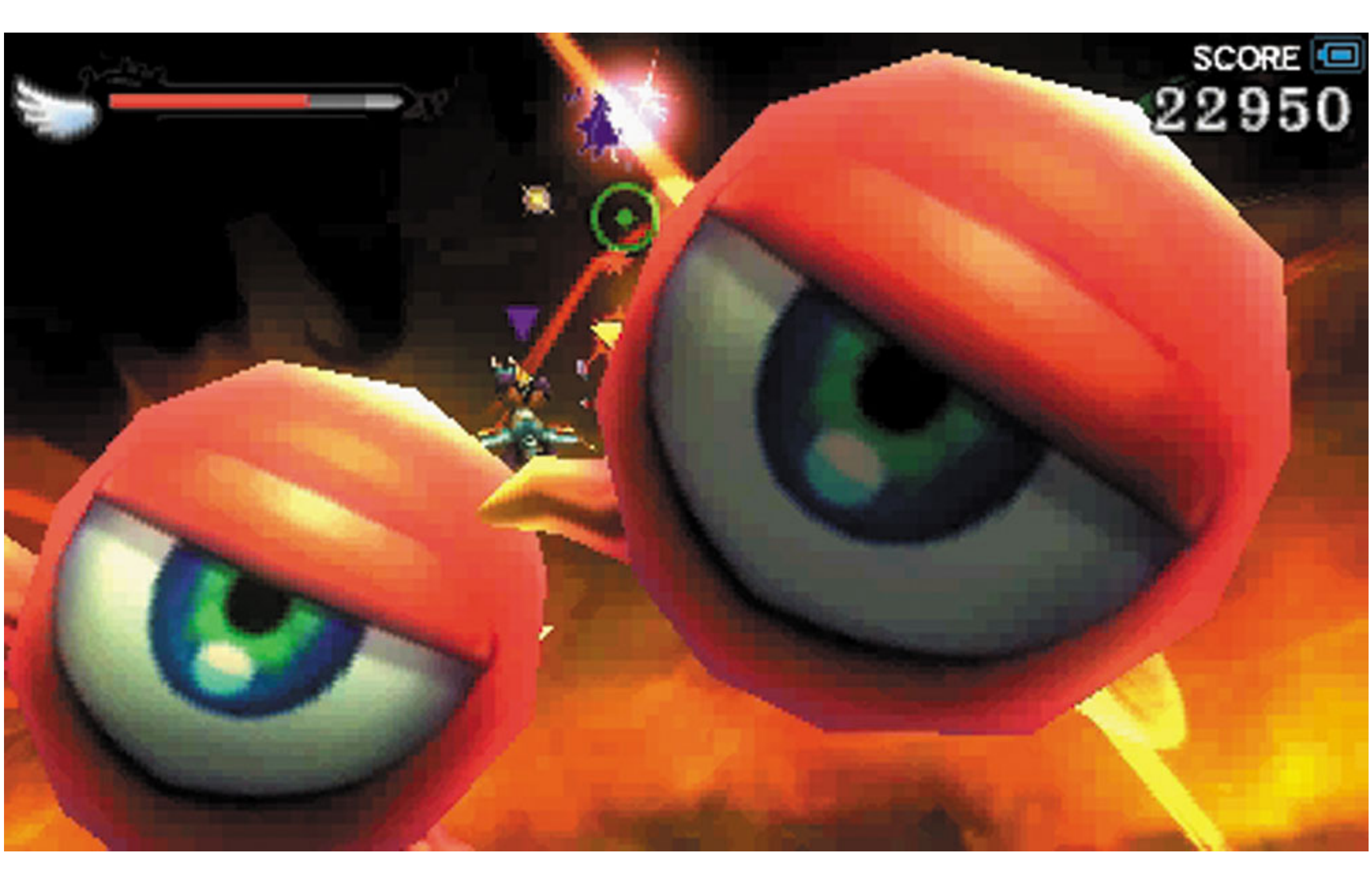

SCORE
14850

Shadowy hands will reach out of nothingness to halt Pit's progress, while various enemies slip between the massive fingers to attack.

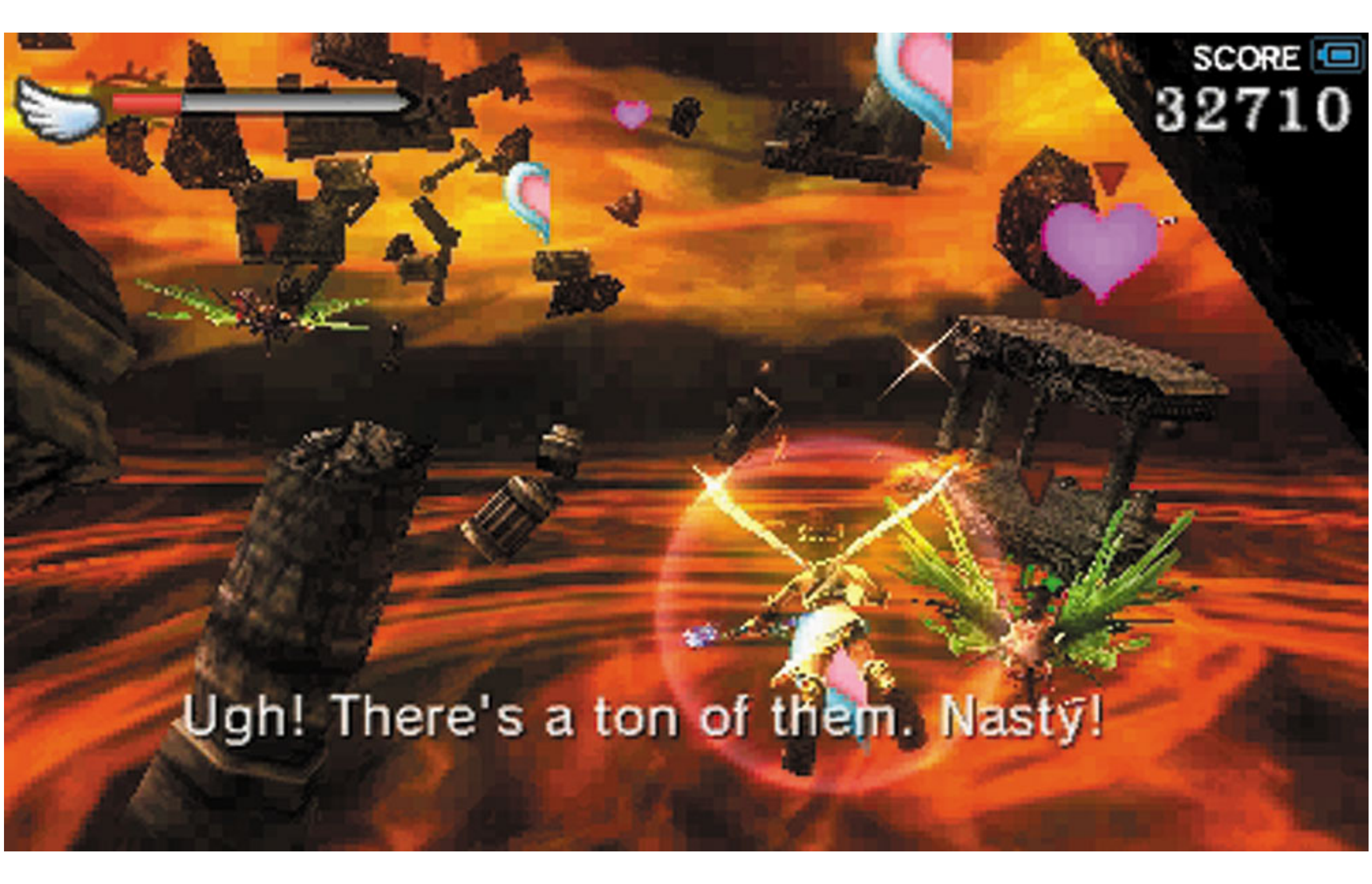
SCORE
18870
This place doesn't run on batteries, dingle brain!


SCORE
20550
...I think.

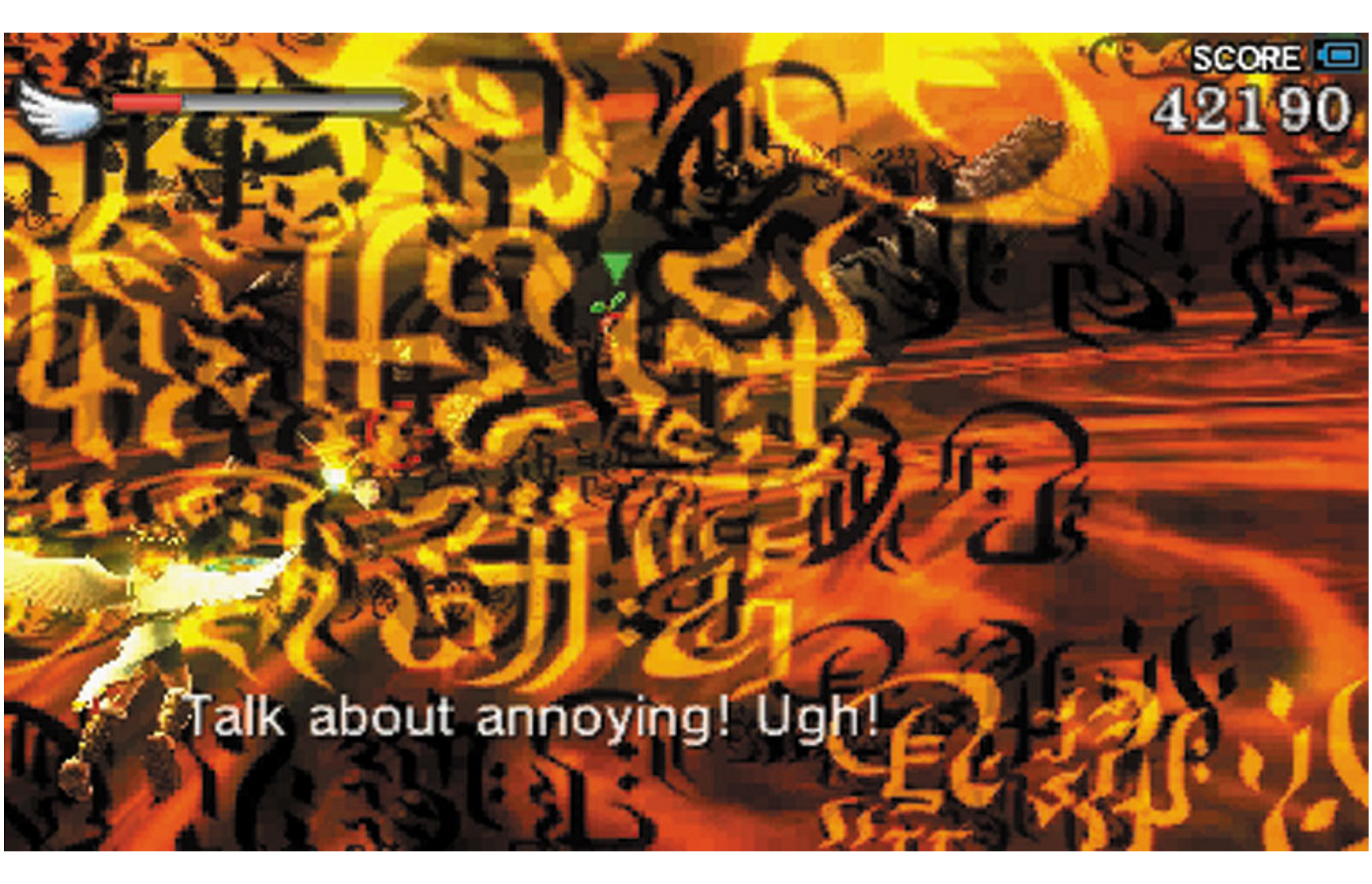
Stay sharp when everything goes dark. Large waves of monsters suddenly appear, taking familiar shapes... but acting differently from what you have come to expect. Splin usually don't fire laser bolts, for example.


SCORE
22950

Monoeyes attempt to block your vision, and annoyingly, they can't be destroyed outright even with a Special Attack. You should use one regardless, as there are plenty of enemies attacking that you can't see with the Monoeyes obscuring everything.


SCORE
32710
Ugh! There's a ton of them. Nasty!

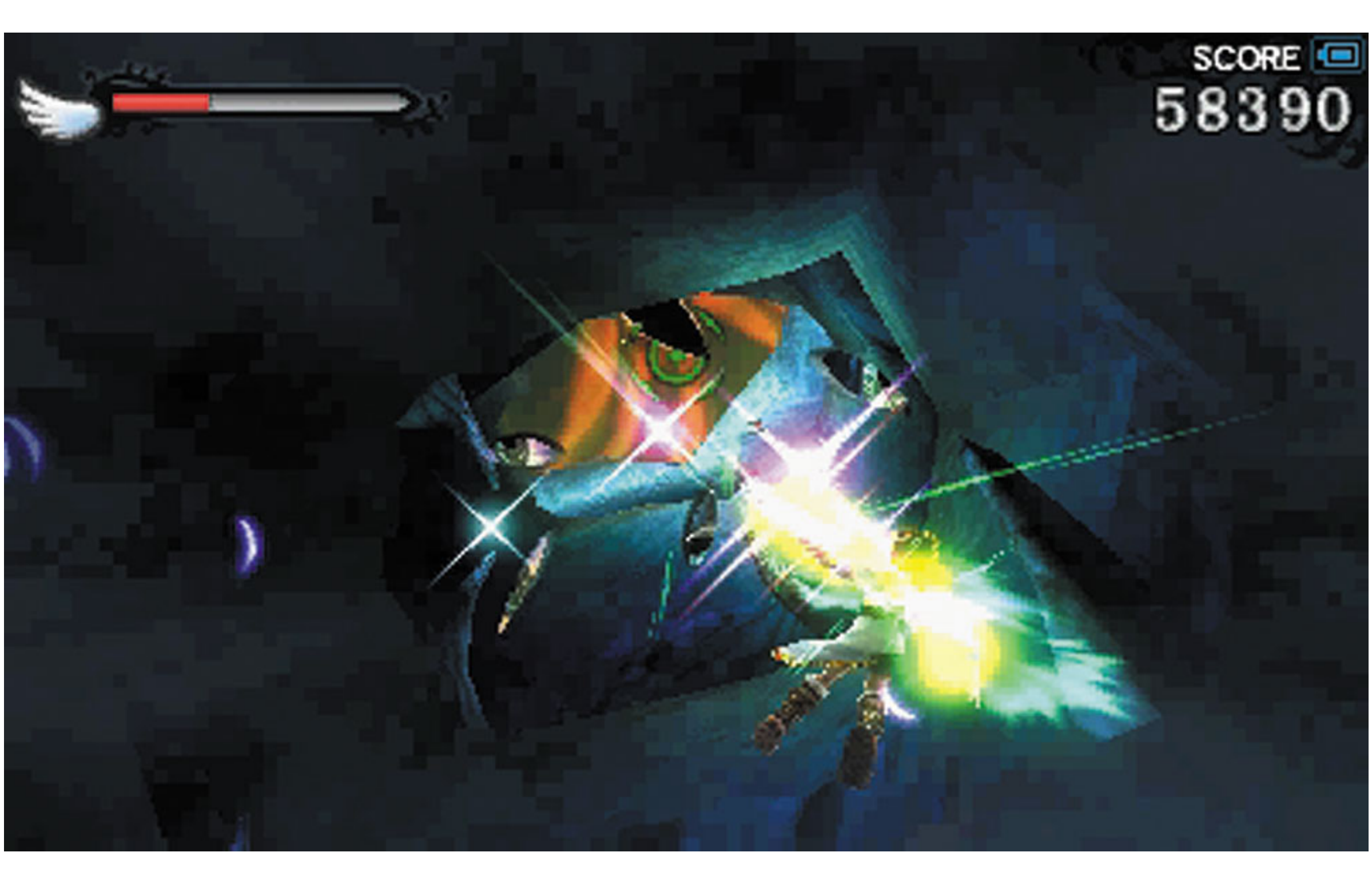
Pit catches up to the Chaos Kin, only to find that it appears to have made many copies of itself. Shoot them all down.

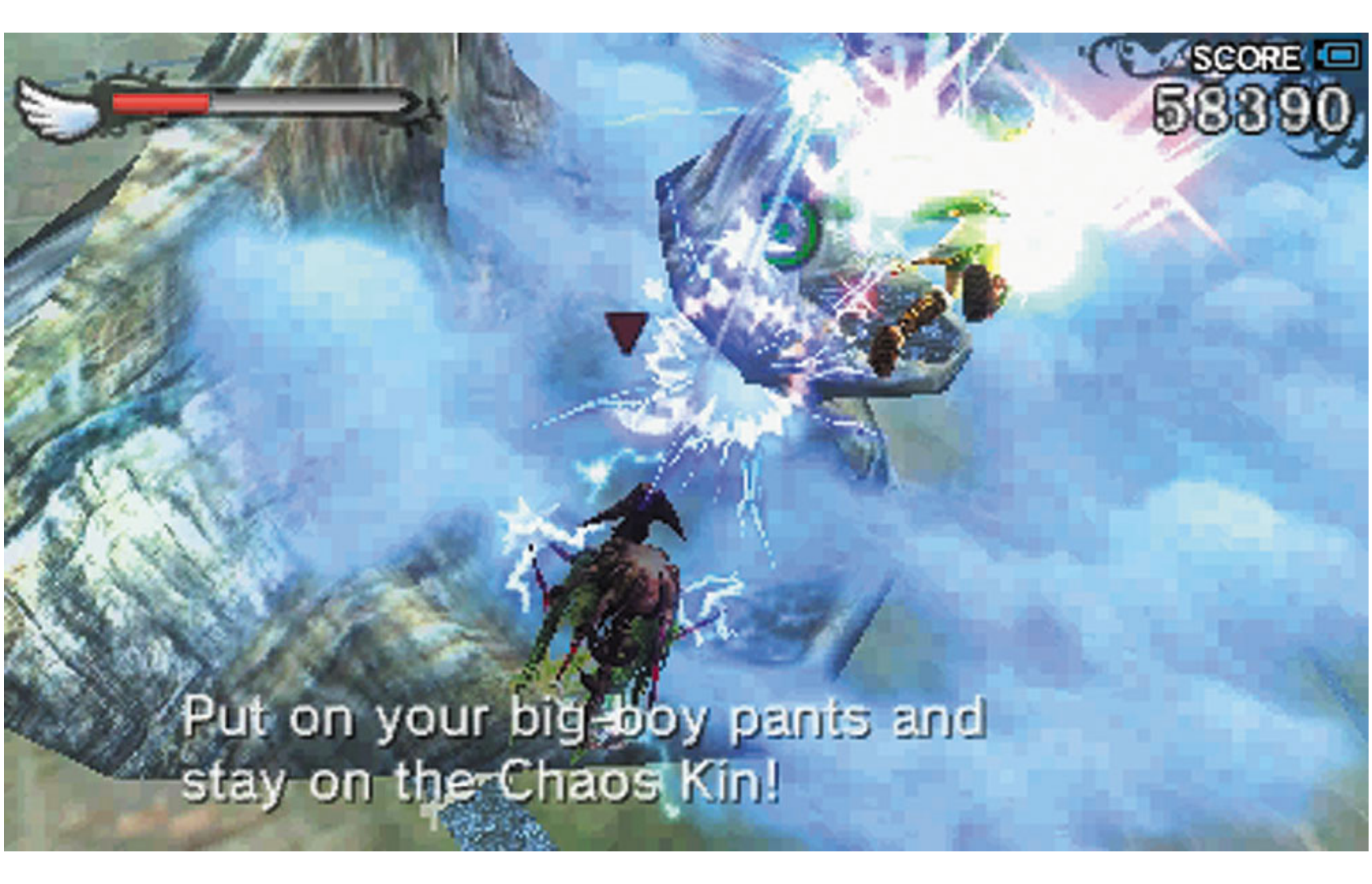

SCORE
42190
Talk about annoying! Ugh!

SCORE
50990
First of all, I'm MUCH more attractive!

When a series of arcane words scroll into view, pay attention to which ones turn gold and try to evade them as they fly at Pit. Shortly after this battle of words, Shadow Pits will attack.

SCORE
55490
Right!

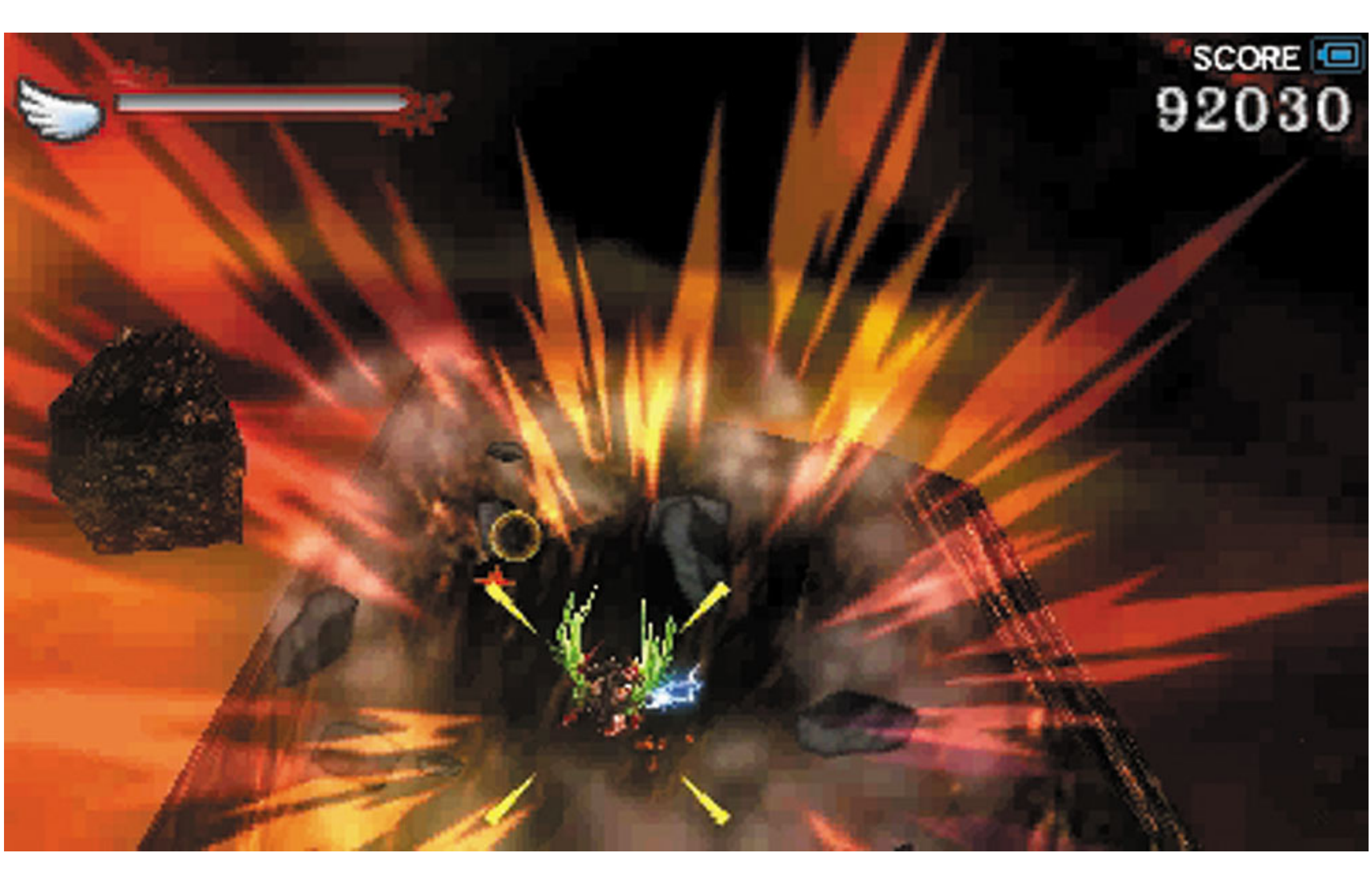

SCORE
58390


SCORE
58390
Put on your big-boy pants and stay on the Chaos Kin!

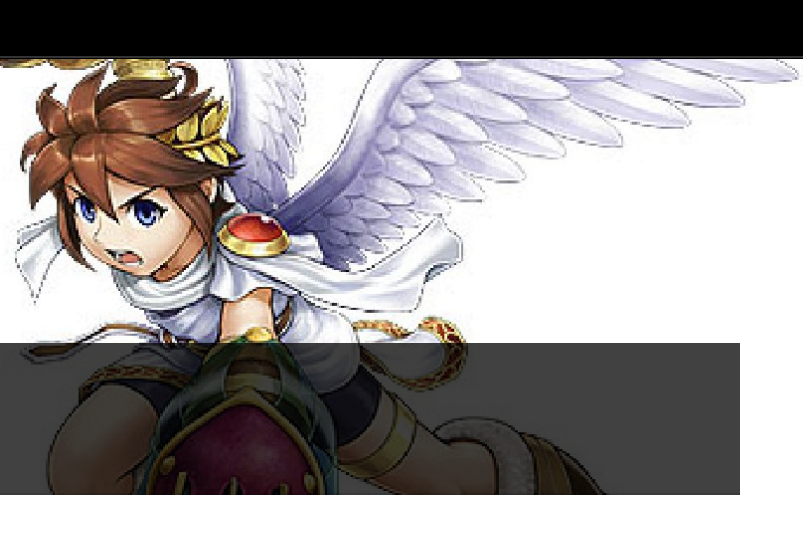
Viridi spots the real Chaos Kin once more, and Pit races in pursuit. You get some Recovery Orbs at the start of this chase, and you will need every little bit of help you can get. Do your best to keep damaging the Chaos Kin for spare hearts, and avoid its counterattacks.

SCORE
84420

SCORE
89000

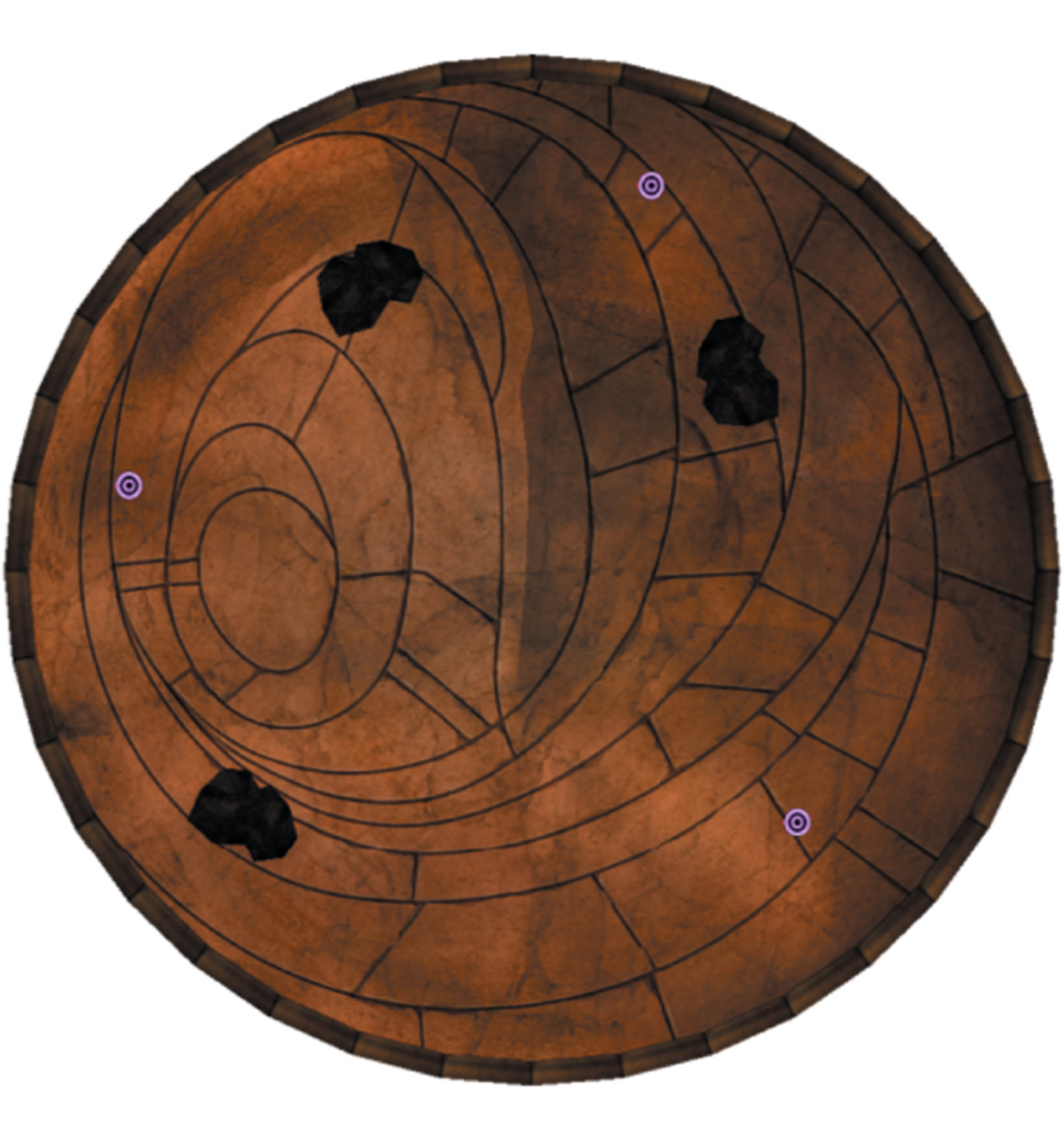

SCORE
92030

The final stretch of the Chaos Kin chase can be rather crazy, even at lower Intensities. Don't hesitate to pull the trigger on a Special Attack if necessary. There are a lot of enemies who try to block your progress now. The Chaos Kin will make a serious mistake, crashing into a boulder and stunning itself. Blast it out of the sky, then prepare to dive after it to finish the job.



Chapter 21: The Chaos Vortex

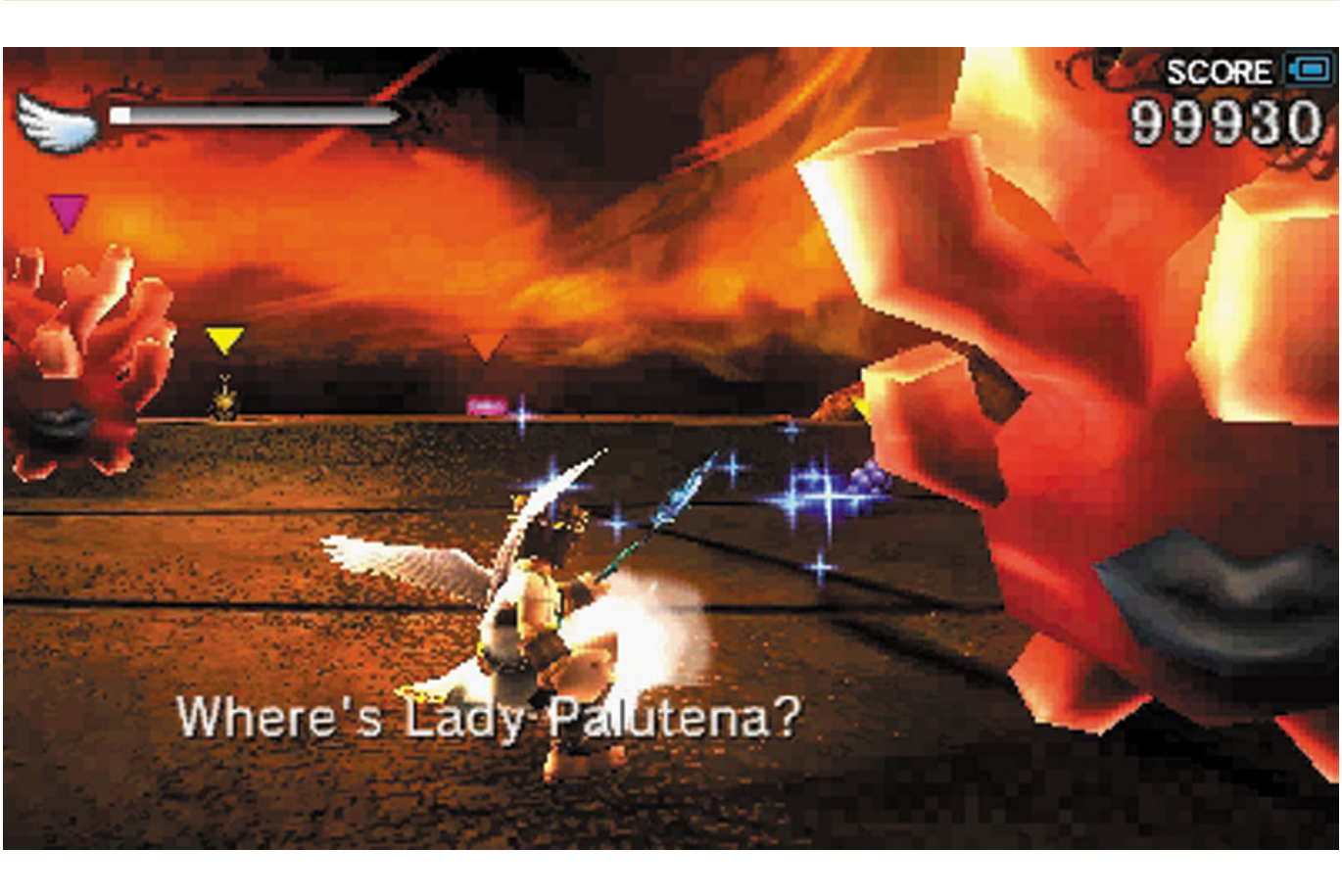
Land Battle



This is a unique land battle. There are no special treasures to find, no secret passages to unlock, and no switches to hit. Standing between you and the Chaos Kin are thirteen waves of enemies. You have seen all of them before, but never all at once, and never working together for a goal such as this. The platform is ringed with jump pads to help avoid the enemy. This is a test of both your combat skills and your weapon. The faster you can get through a wave, the less time you'll have to make mistakes that will compound each other. You'll occasionally be awarded food or a Treasure Box throughout each wave, but don't rely on miracles to get through this fight.

Tip

Throughout every wave, be on the lookout for Treasurefish and Rare Treasurefish that occasionally fly along the edge of the island.



Where's Lady Palutena?

SCORE
100990

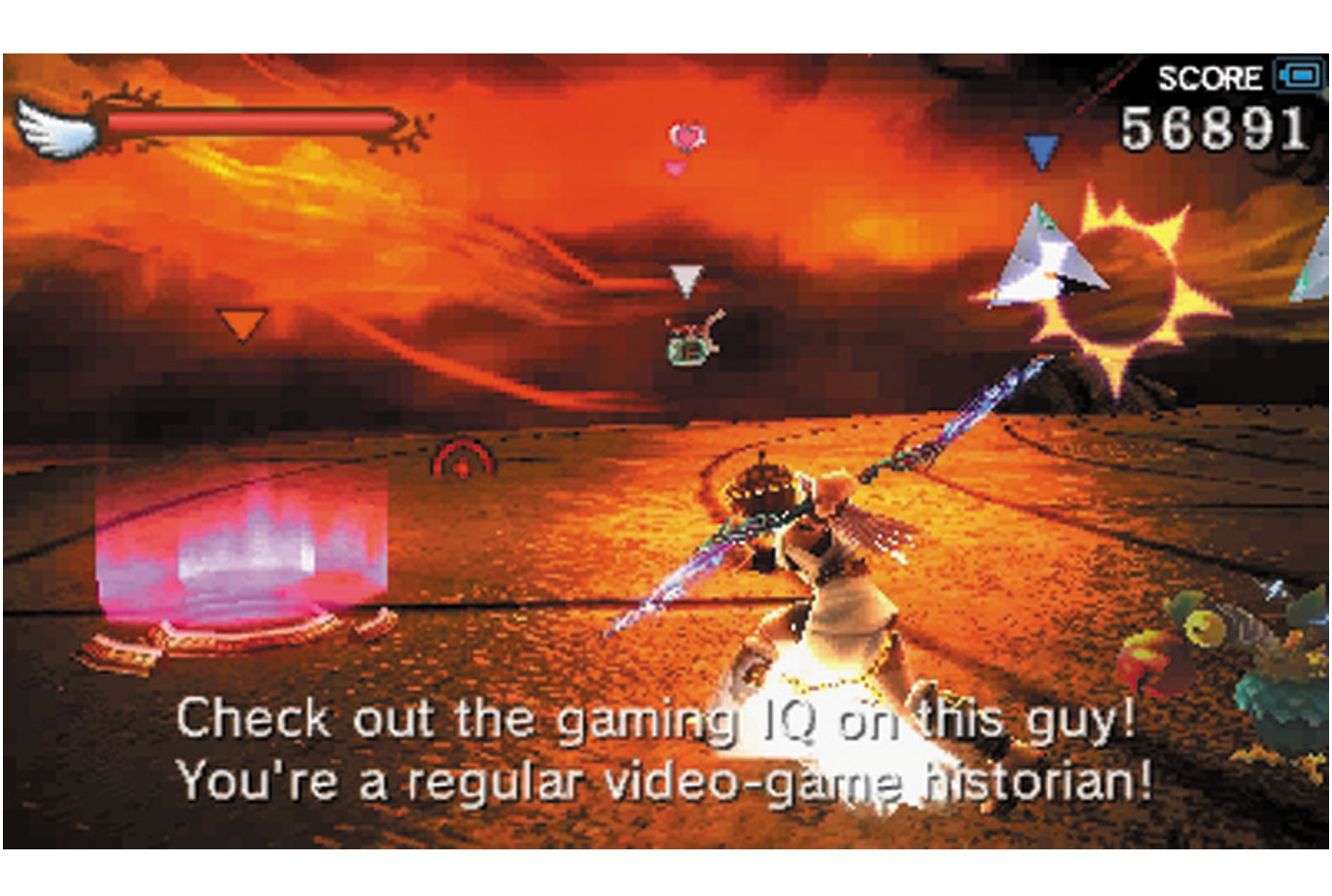
My pleasure!

The first wave is just a taste of what is to come. You probably arrive with less than full health, so before you engage the enemy, locate some of the fruit dropped on the ground. Be especially careful around the Shulms, when they die they release a toxic cloud, and you can't afford the extra damage it causes.

SCORE
107330

And here comes my second wind!

The second wave begins with an Orne that patrols the center of the island. Always try to know where it is while you are fighting the rest of the enemies. If it touches you, the fight is over. Defeat the surrounding Rezdas to take it out.



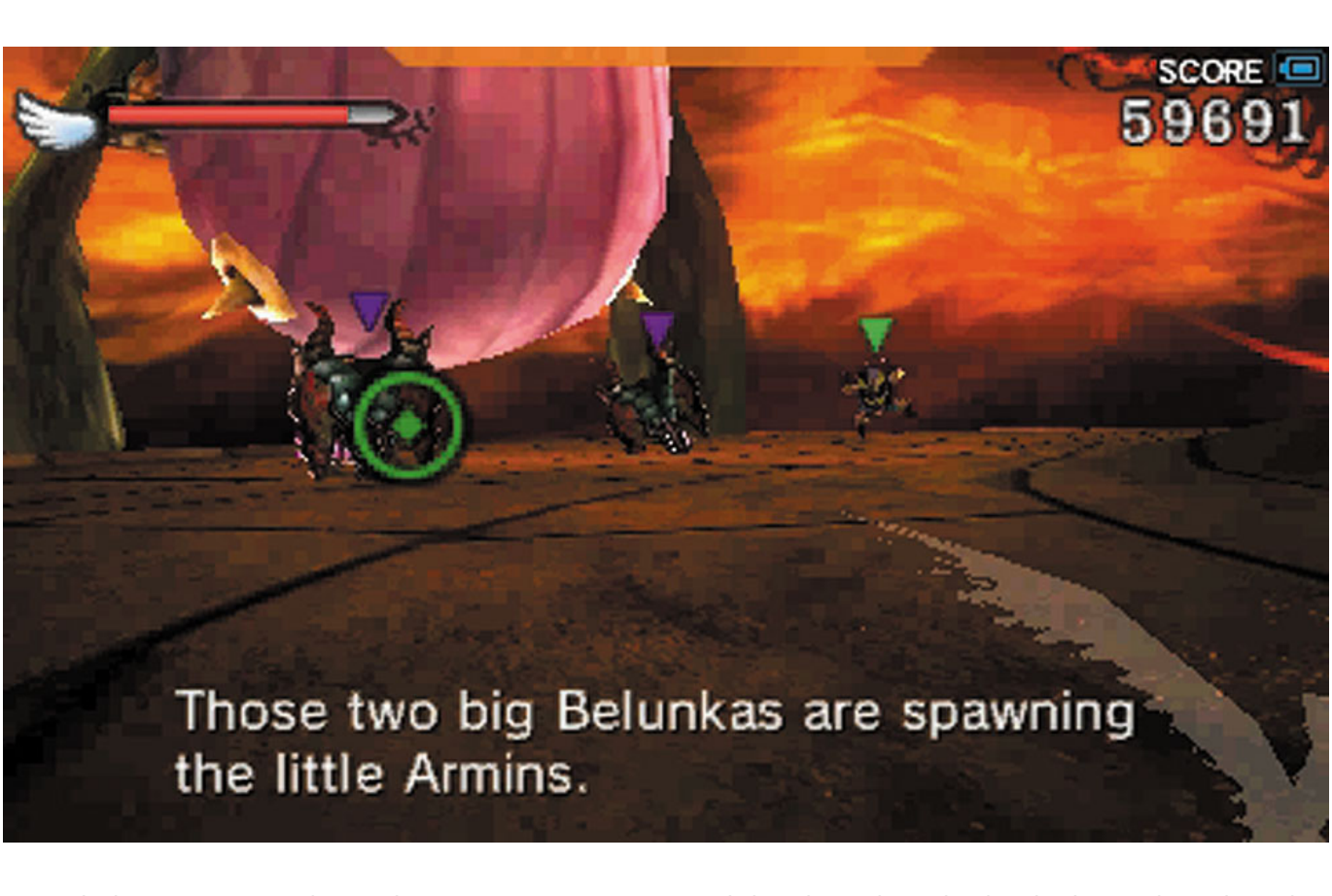
Check out the gaming IQ on this guy!
You're a regular video-game historian!

SCORE
58091

Wave three is filled with Tribytes and Cacaws. The confusion effect they can inflict can be quite frustrating to deal with.

SCORE
59691

Really, a fourth wave?! The Chaos
Kin sure is persistent!



Those two big Belunkas are spawning
the little Armins.

Two Belunkas arrive to start the fourth wave, spewing out Armins and Skreetles as they orbit the island. Try to bring down the Belunkas first, then focus on the Armins. Remember that the Armins have armor that protects them from nearly any frontal assault, and therefore are most vulnerable to attacks from the side. Some food arrives to heal any damage you may have sustained up to now.

SCORE
70991

Come on now! This is getting ridiculous!

SCORE
70991

No, wait! Don't shoot! Those Shootflies
will react to your fire!

The fifth wave sends a Pluton out to steal anything you may have acquired and, more dangerously, a swarm of Shootflies. Rely on melee combat as much as possible to avoid triggering the Shootflies to ram you, as they hit very hard.

SCORE
71311

Wait, that's a Boom Stomper and some
Bumpety Bombs! Those are MY troops too!

SCORE
71311

No, I'm just curious.

Viridi complains that wave six includes Boom Stompers and Bumpety Bombs. Concentrate on keeping the bombs away first, then the other enemies, such as the Sio, then take out the Boom Stomper.

SCORE
40362

Don't worry about the Monoliths. Just
don't get hit by the Quoils.

SCORE
39682

A Shildeen sets up a shield at the center of the island for wave seven, while the perimeter is patrolled by Monoliths and Quoils. The Quoils are particularly annoying with their ability to spin Pit around in circles on contact. Take out the Shildeen, then go after the rest of the wave.

SCORE
43952

And here comes the eighth wave.

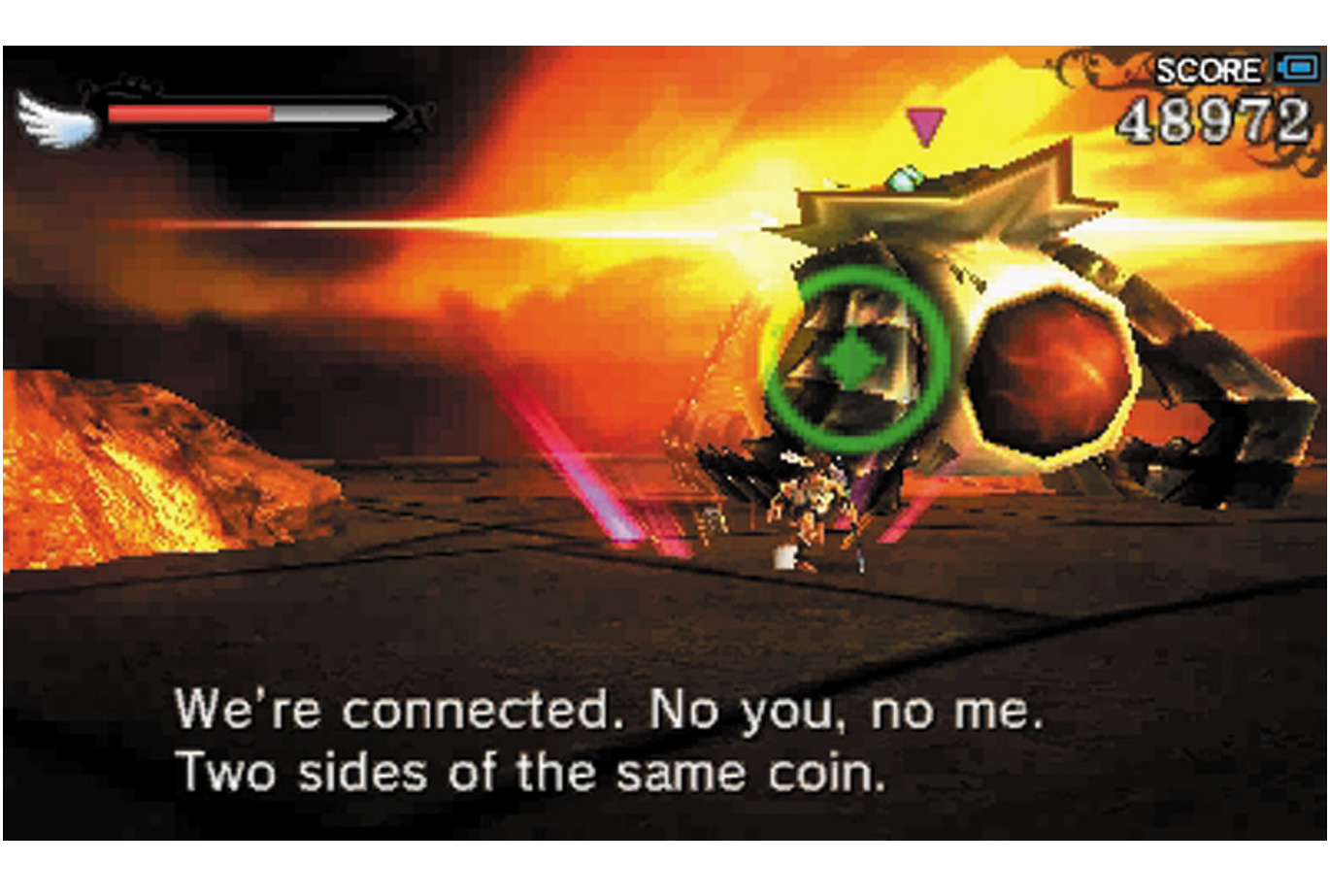
SCORE
43952

It's just a few Underworld Komaytos.

A group of Komaytos, followed by an Orne arrive for wave eight. A Zuree also haunts the island, trying to sneak up on Pit during the fighting. As always, know where the Orne is at all times while trying to deal with the other baddies.

SCORE
48032

I can do this myself. And why are you
suddenly so interested in helping me anyway?



We're connected. No you, no me.
Two sides of the same coin.

Feeling the burn yet? The ninth wave approaches, but you've got help in the form of Dark Pit, and just at the right time! Crawler tanks, Aurum Urgles, and standard Urgles also join the reunion. Fortunately, you can also pick up an Ice Card, which will freeze the Urgles if they get too close to Pit. Unfortunately, it does not last too long. Try to get rid of the tanks as quickly as you can, their area-of-effect shots and sheer size can interfere with your fight against the Urgles.

Caution

Dark Pit may be fighting on your side, but his arrows can hurt you as much as they hurt the enemy. Always be ready to emergency dodge at a moment's notice.

SCORE
59532

Defeat that Guttler first. Guttlers get
more powerful the more they eat.

SCORE
63952

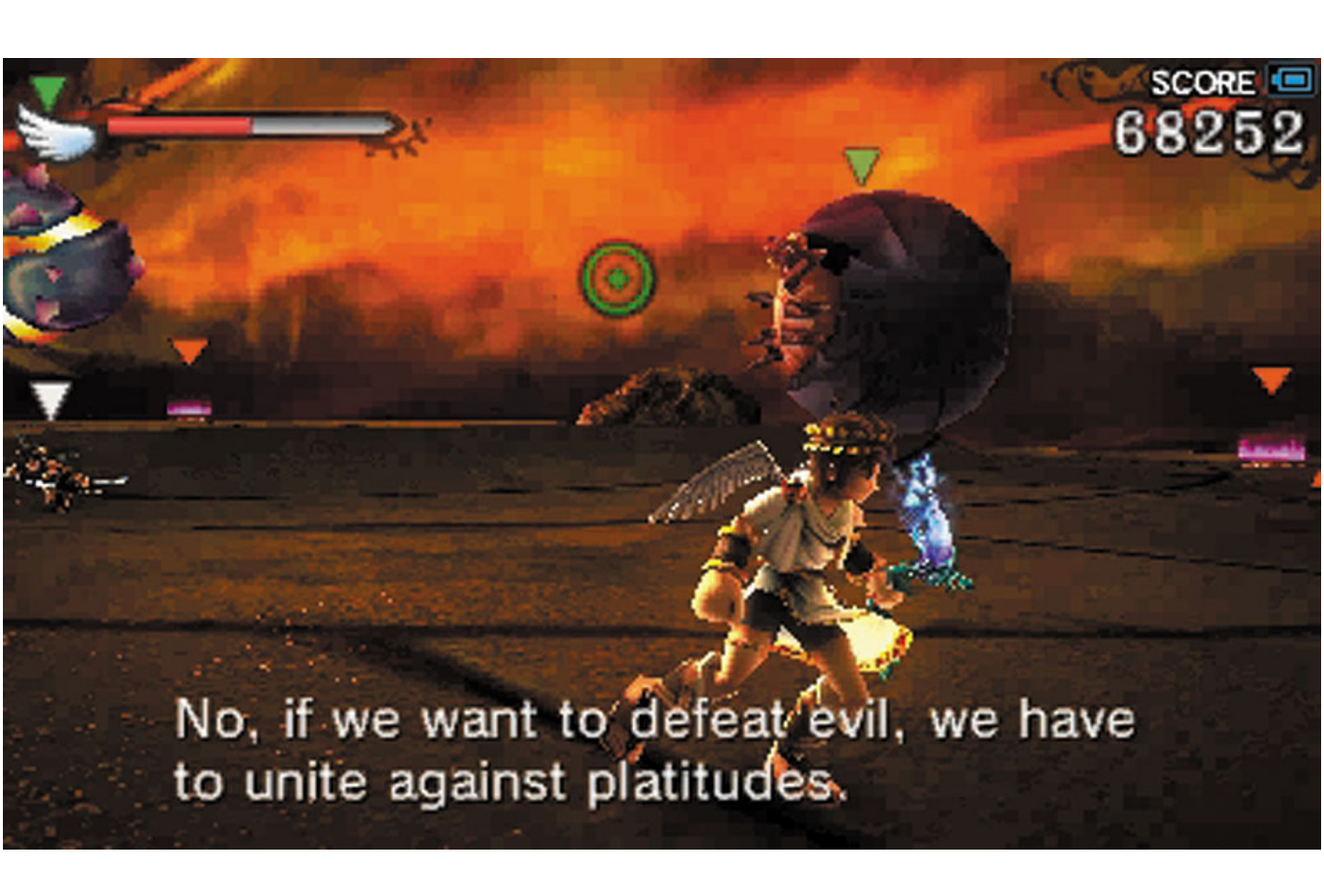
A Guttler marks the start of the tenth wave and it should be the priority target. Every other enemy on the field can become a meal for it, thereby exponentially increasing its size and strength.

SCORE
64252

Here comes the eleventh wave! I can
feel the Chaos Kin getting tired!

SCORE
67812

Hopefully you're not getting exhausted just yet. Wave eleven starts off with Igniots and Gyrazers—a dangerous combination. Focus on the Igniots first to neutralize the threat of their petrifying lasers, then tear into everything else. Some of the Igniots are protected by Monoliths orbiting around them. Time your shots and stay on the move to avoid having them lock on to you.



No, if we want to defeat evil, we have
to unite against platitudes.

SCORE
68252

SCORE
68252

Wave twelve consists of Megontas bouncing along the perimeter of the island, while Trynamites fly around the arena bombarding you with the shrapnel of their explosions. The Megontas can be difficult to hit. You must stand in front of them while hitting them with ranged attacks. Complicating matters, a Shelbo drops into the arena as soon as the first Megonta is defeated. Switch your focus to the Shelbo so that you can eliminate the threat of its suction attacks early.

SCORE
72382

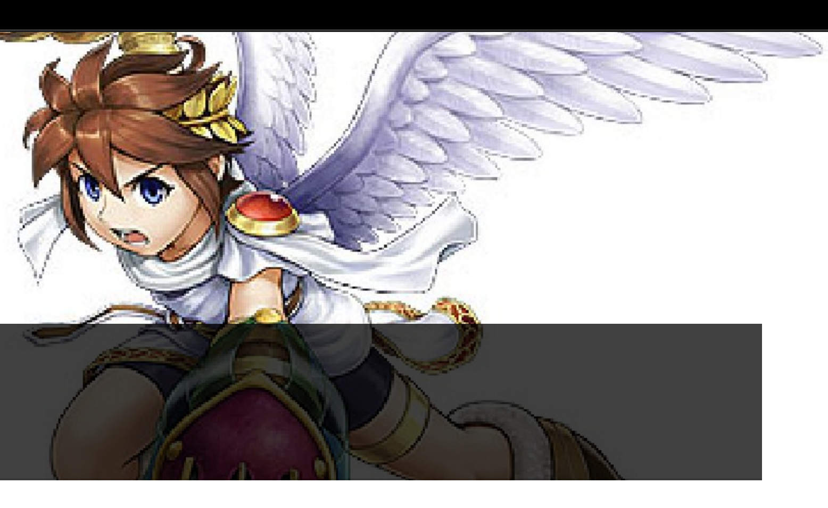
We're at the thirteenth wave.
I'm sure this is it!

SCORE
72622

SCORE
72622

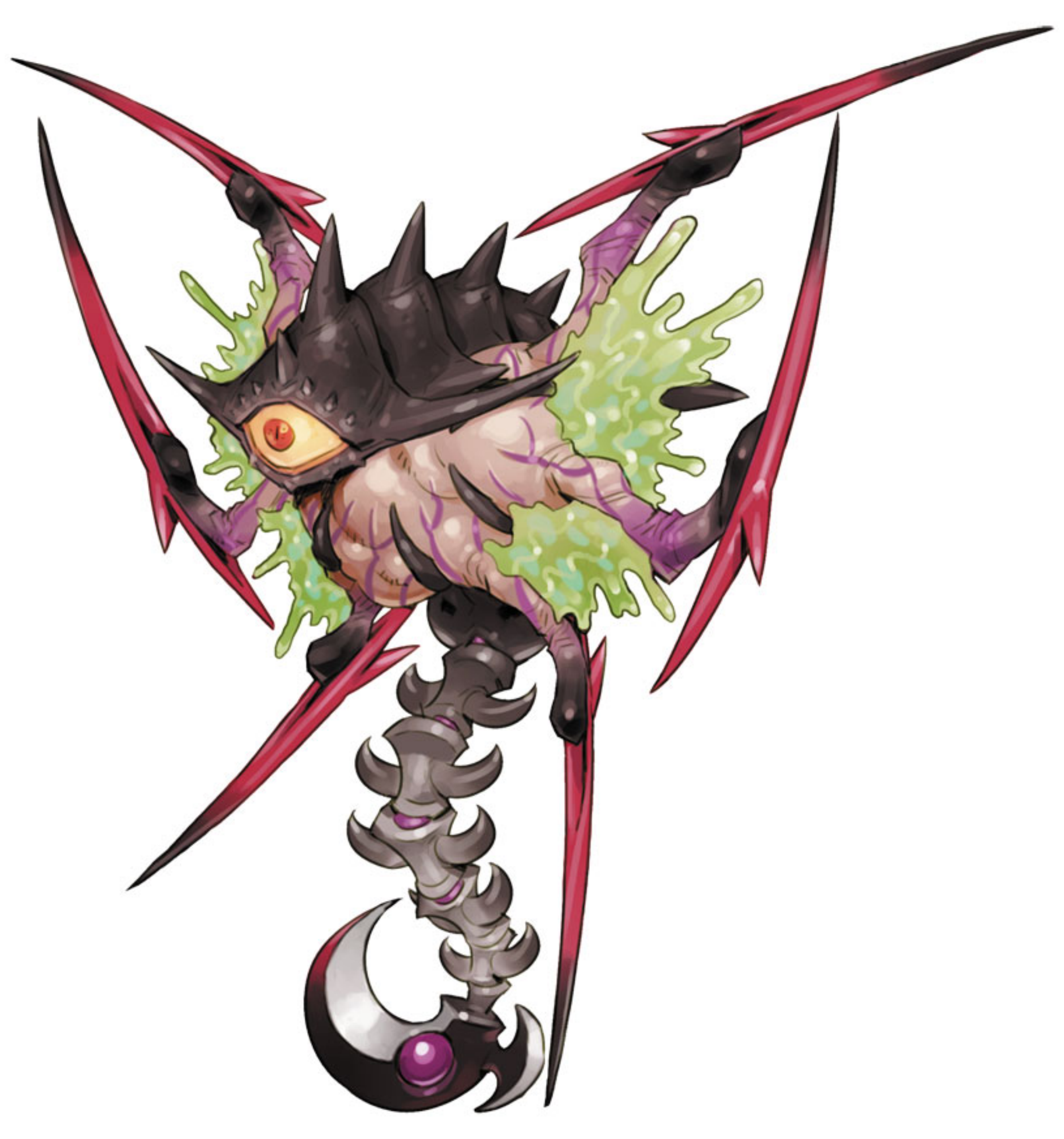
SCORE
75202

The thirteenth and final wave opens with Skuttlers riding Monoliths around the island, blasting you with their laser cannons. Once they've been dealt with, a Dohz appears overhead, bringing with it Snowmen and Bladers. Dodge the beam shots that the Dohz fires and make taking it down a priority. With that, the gauntlet is complete. The Chaos Kin moves to do battle with you personally.

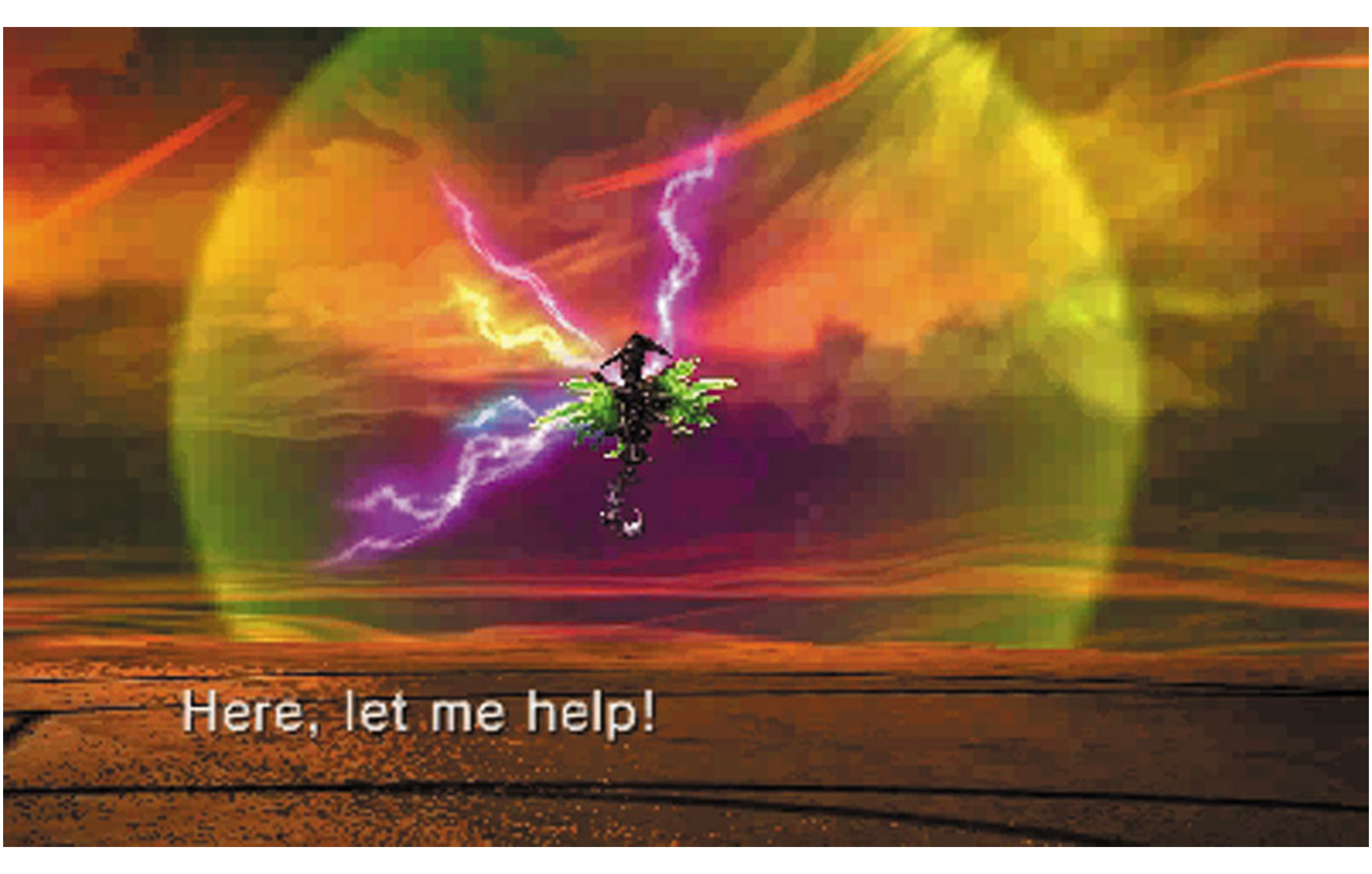


Chapter 21: The Chaos Vortex

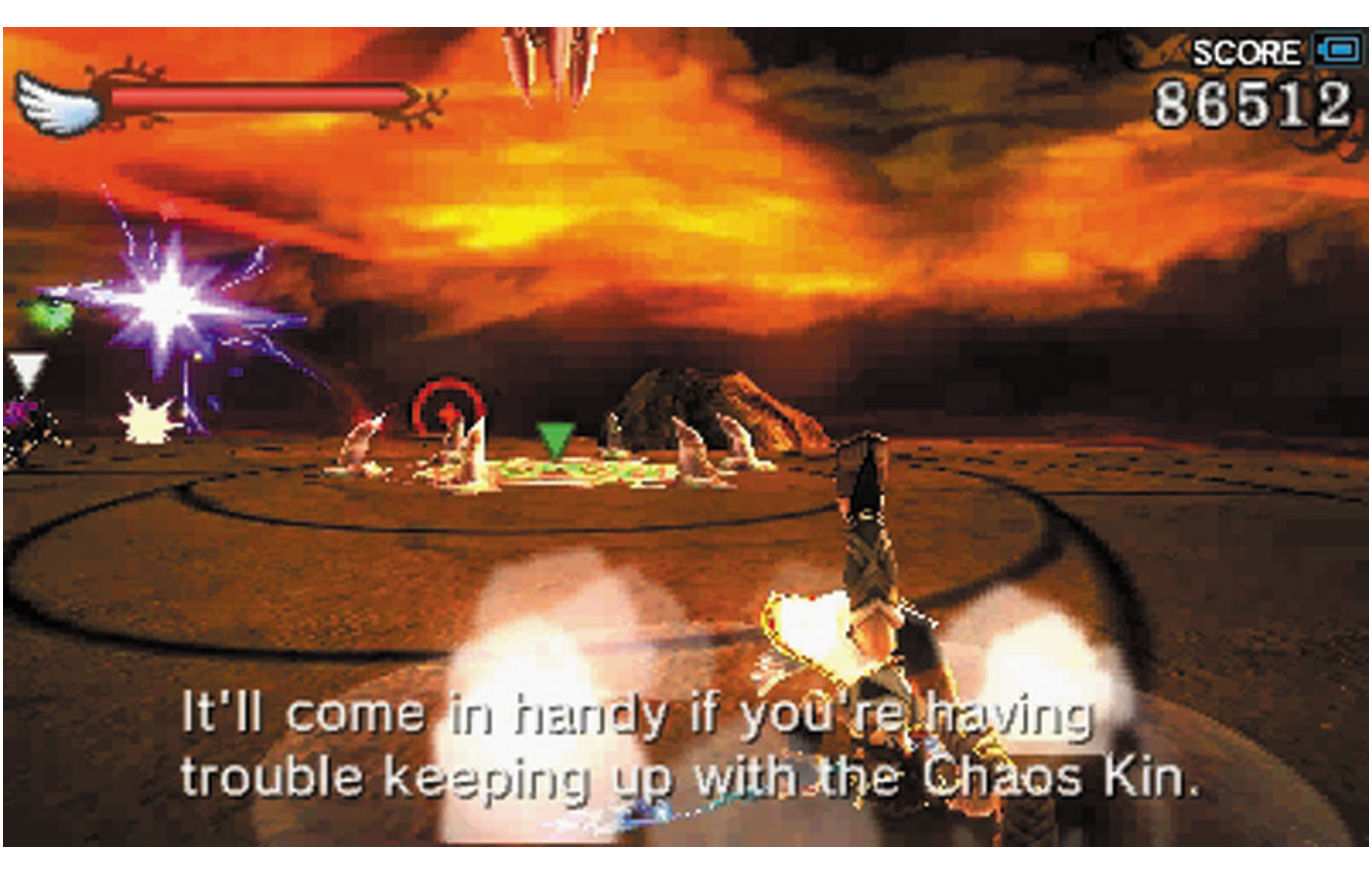
Boss Battle: Chaos Kin



Health Range	
Min Health	Max Health
500	2000


Here, let me help!

This little parasite has been responsible for creating every single monster Pit and Dark Pit have fought during the thirteen-wave gauntlet. It has taken Palutena's soul, it tried to imprison Pit in a cursed ring, and probably doesn't regret any of its actions. There's only one solution to this problem. It tries to flee, but Viridi's magic intervenes and robs it of the ability to fly. Wouldn't this have been a handy trick a half hour ago?


SCORE
86512
It'll come in handy if you're having trouble keeping up with the Chaos Kin.

SCORE
86512

SCORE
86512

SCORE
86512
She was waiting for you to return, Pit.

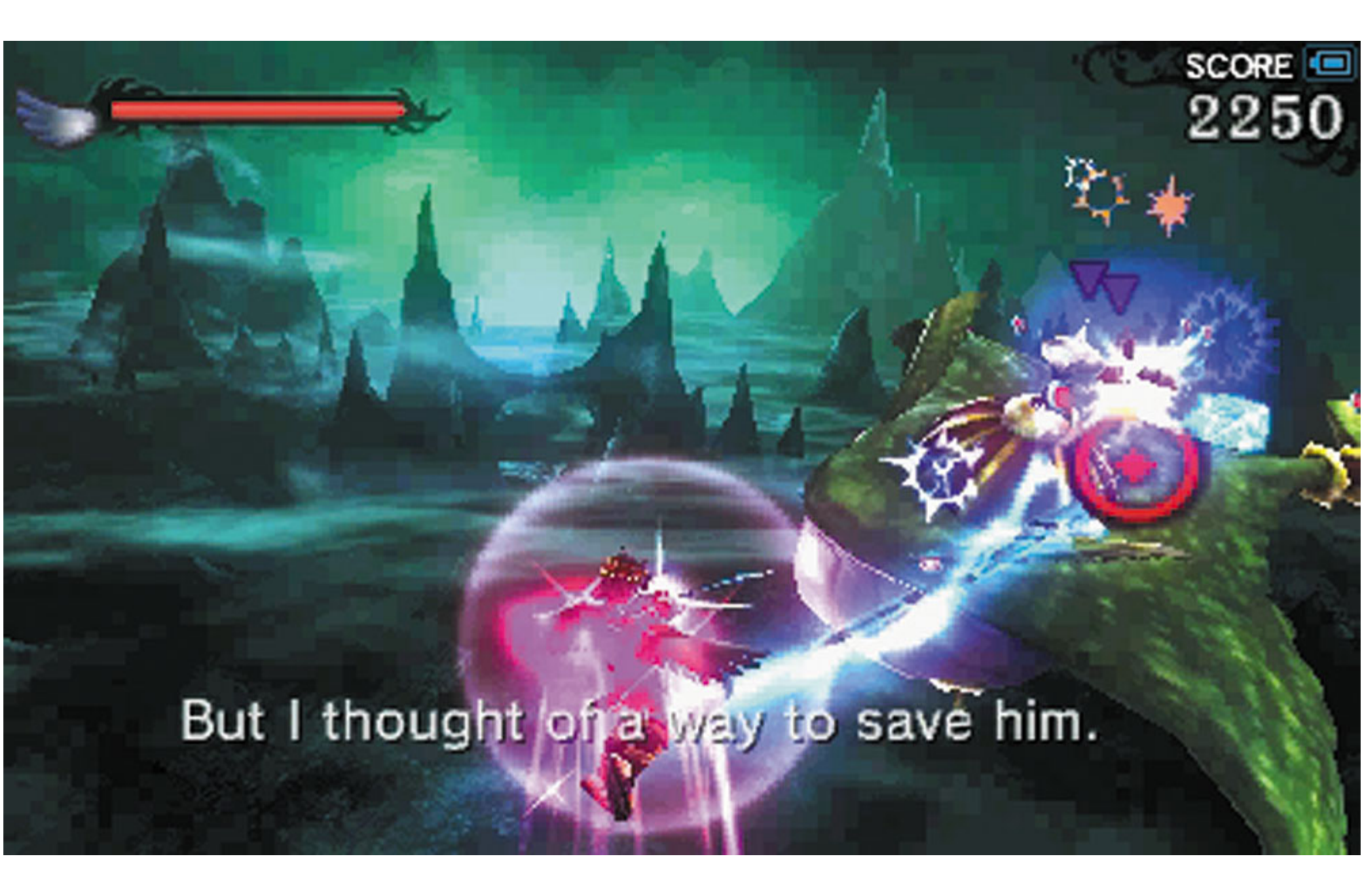
Even though it can't fly, the Chaos Kin is no slouch for combat. Its low profile combined with its great speed makes the Chaos Kin a difficult target even for homing shots, and it can rapidly close the distance to the two Pits to deliver a vicious swipe of its claws. To that end, Viridi has also set up an electric trap at the center of the island. If you can lure the Chaos Kin into it, you'll have time to really cut loose on the bug before it breaks free. As it hops and dashes around the island, the Chaos Kin will also try to fire magic blasts at both of the angels.

With the Chaos Kin defeated in battle, Palutena's soul returns to her body, and at long last she can enjoy a happy reunion with Pit. In a last desperate strike against the heroes, the remnants of the Chaos Kin drag Dark Pit into the chaotic abyss.

SCORE
140712

Kicking reason to the curb, Pit leaps after his twin to save him, demanding that Viridi grant him the power to fly, even though it will cause his wings to burn up. Line up the reticles as Pit chases down his falling brother to pull him to safety.

At great cost, Pit has saved his twin and his goddess, and now lies on the brink of being finished ... permanently.



But I thought of a way to save him.

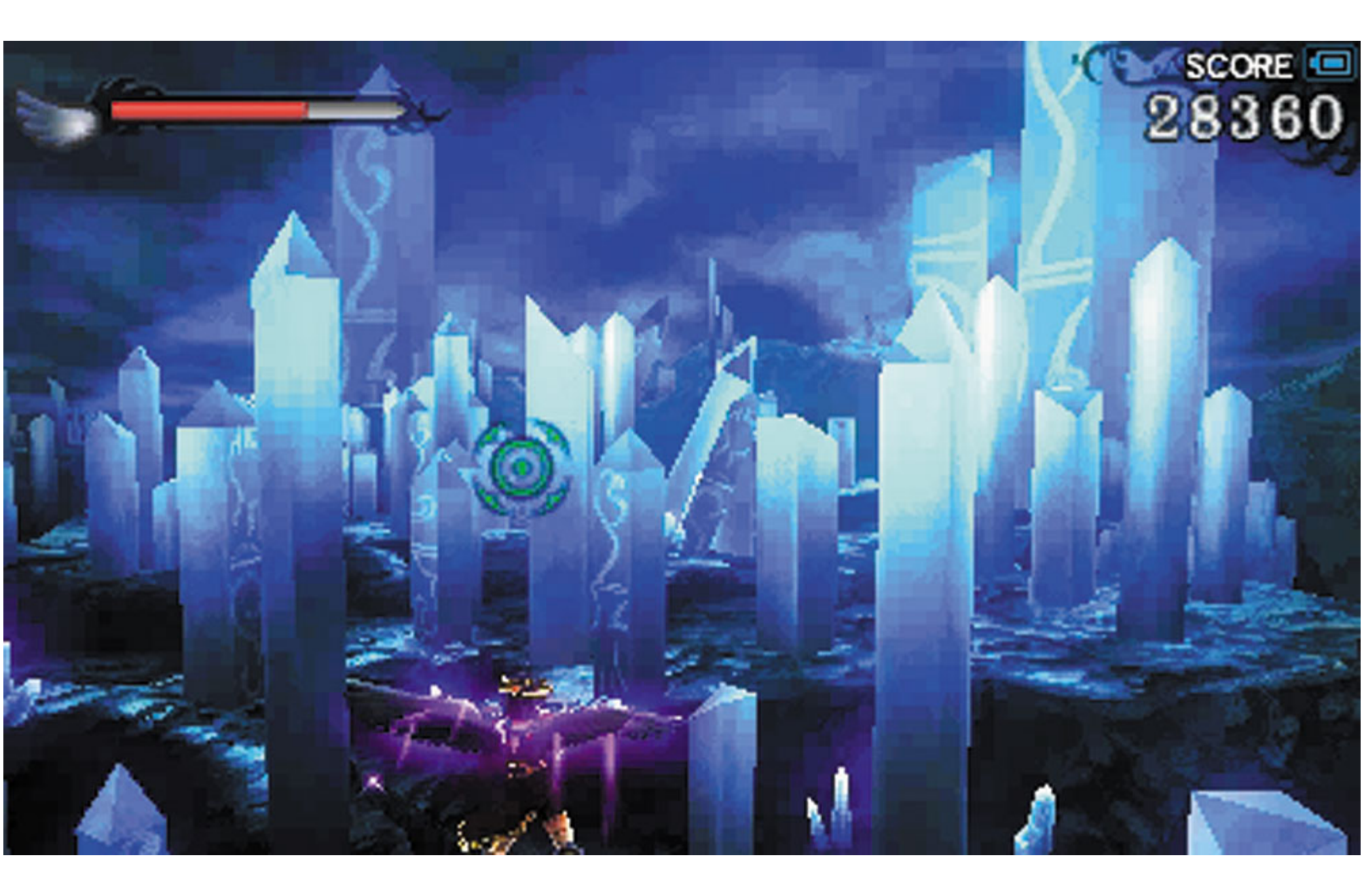
SCORE
15460

Just so you know, this is NOT a hug-it-out moment.

At the behest of Lady Palutena, Dark Pit uses his own power of flight to race toward the one place that could save his twin: the City of Souls. The Underworld Army brings out its big guns early as Pit also heads toward a dead forest with Reapers guarding part of the route, summoning Ornes every time Dark Pit is detected. You don't have the Three Sacred Treasures to help wipe out the Ornes, so evasion is your only option when they appear.

Note

Unlike other chapters, there is no specific land battle here. Dark Pit has no time limit on his ability to fly, so he's able to go directly toward his destination.



SCORE
30640

Oh, it's you.

The crystalline spires of the City of Souls are breathtaking, if the sudden appearance of Hades is ignored. This city and everything surrounding it is all Underworld territory—Hades' territory.

SCORE
34590

So the extra souls come here?

SCORE
40560

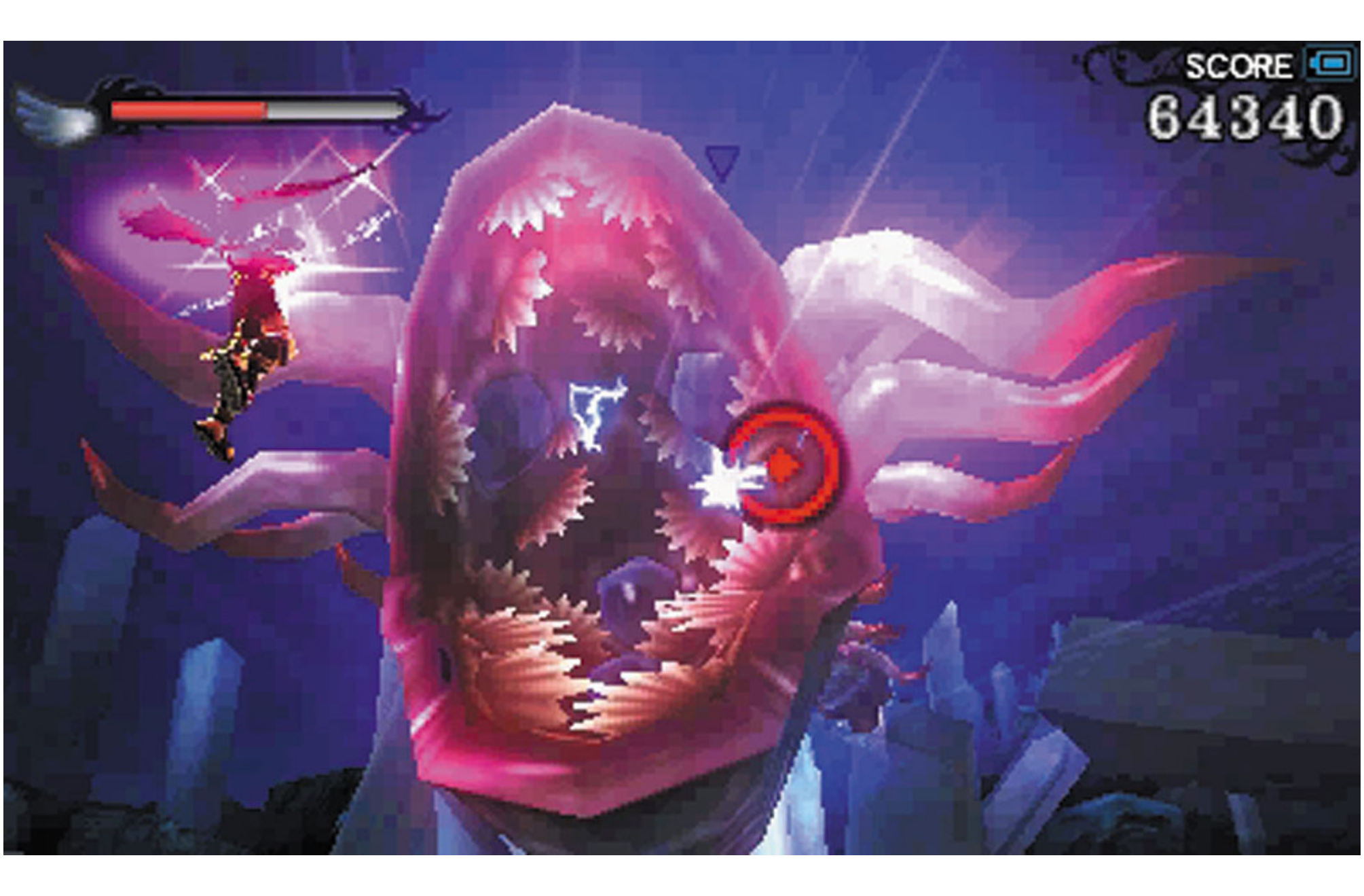
The weak are consumed, just as nature intended.

As Dark Pit explores the city, he's forced to stop and deal with a hefty Underworld blockade, including a Mega Mussel and a swarm of Handoras. Recovery Orbs become available after this battle.

SCORE
60740

SCORE
63830

If you're still not in the habit of constantly moving during a Flying Battle, you'll get into it during the slower parts of the trip through the city. Handoras, Splins, and Monoeyes will be a constant pain, particularly on higher Intensities. Beyond the midway point of the Flying Battle, more Recovery Orbs hover into view.



SCORE
70540

I find him quite adorable, actually. And souls CAN be very delicious.

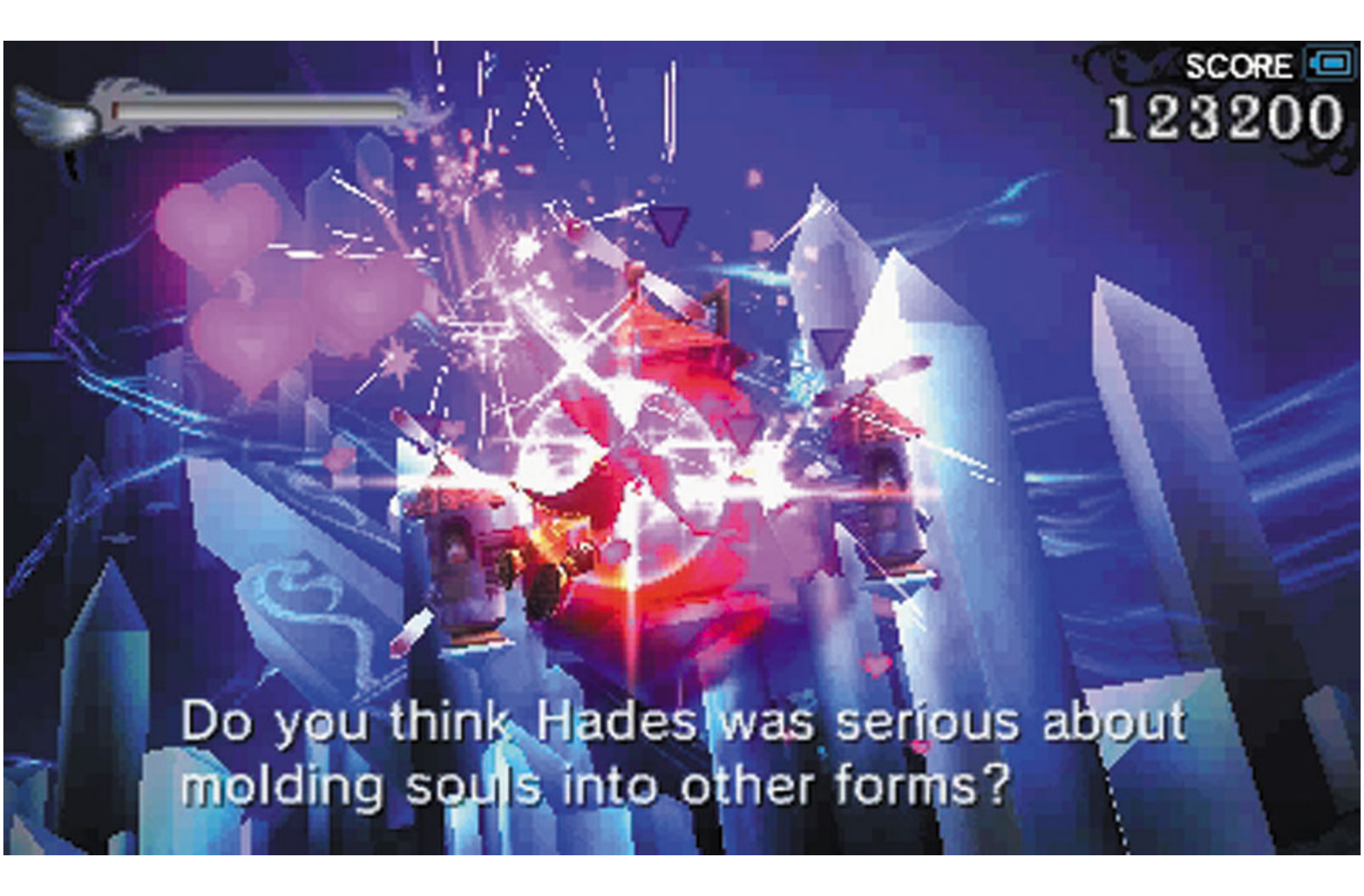
SCORE
72540

I find him quite adorable, actually. And souls CAN be very delicious.

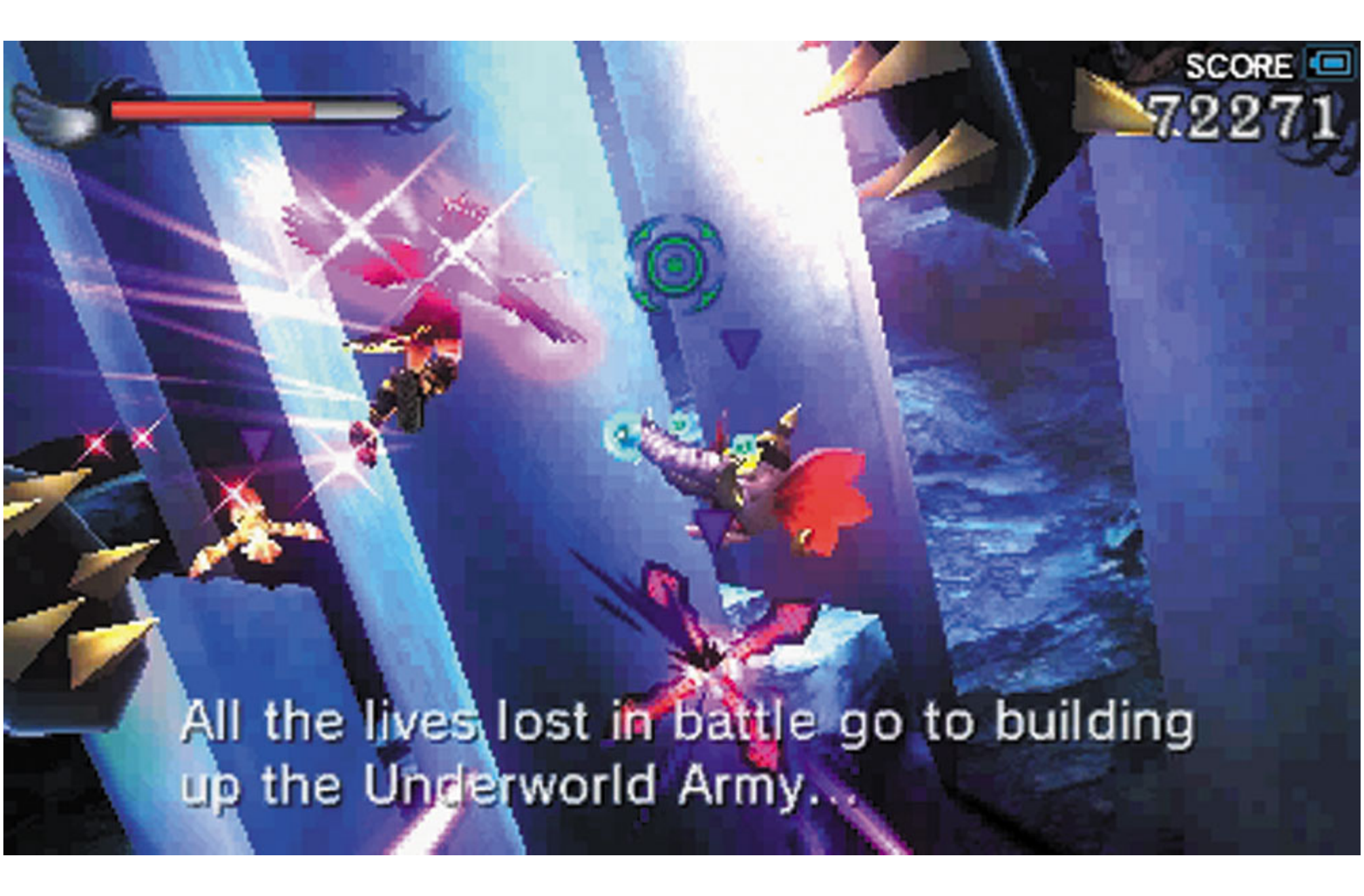
And they're just in time for a run-in with a Soul Eating Monster. Shoot out the bulbous growths all along its body, then focus fire on its mouth to finish the fight.

SCORE
119090

SCORE
121160



Do you think Hades was serious about molding souls into other forms?



All the lives lost in battle go to building up the Underworld Army...

After the creature is history, more Underworld goons continue to press the attack. Watch out for Petribombers to be mixed among the attackers. You also encounter a Fort Oink and a cluster of Komaytos. A Snong attempts to ambush you after the Fort Oink is toast.

SCORE
83411
+600

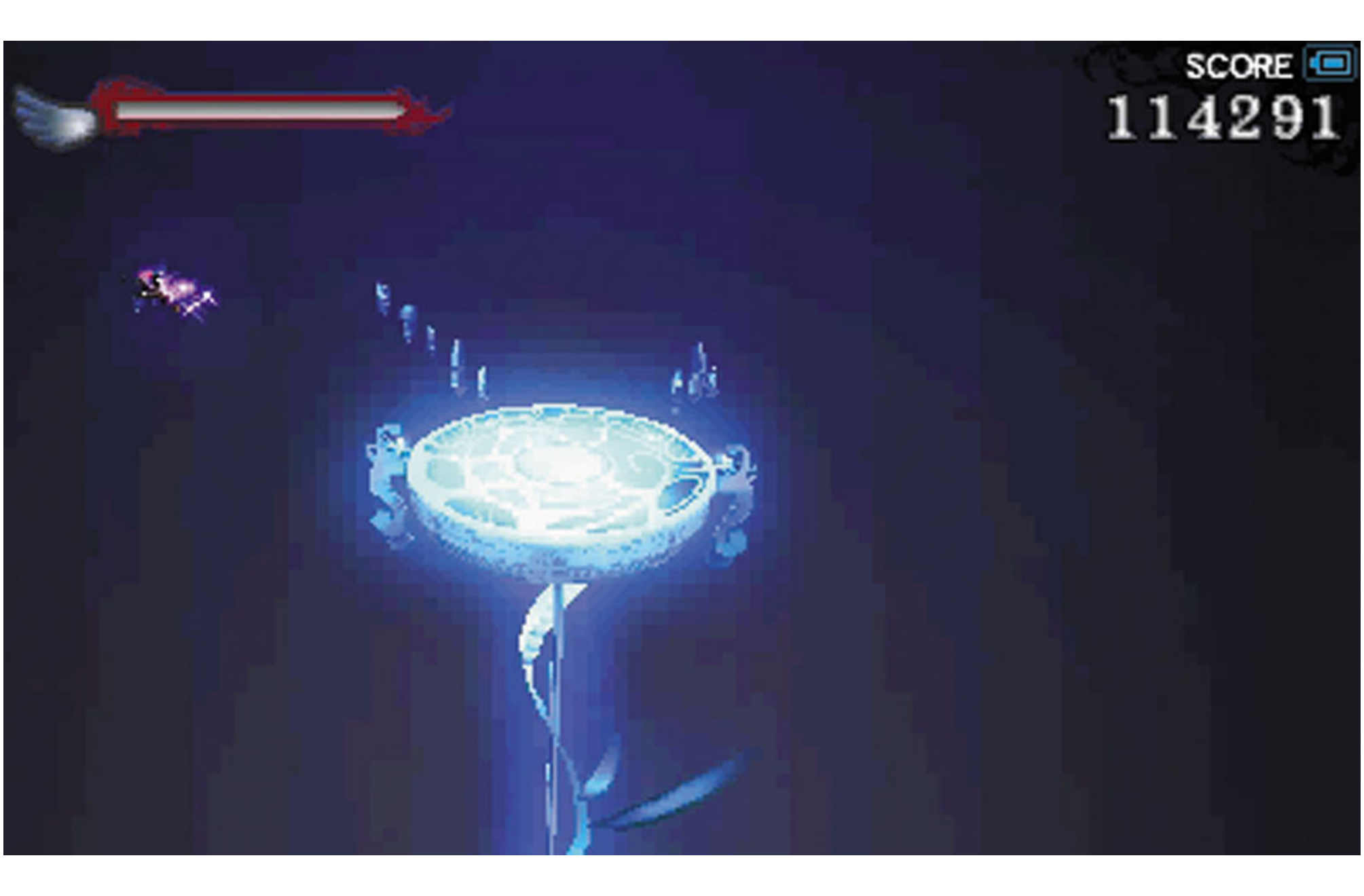
This WAS a stream of souls. But so many lives have been lost that it's now a torrent.

SCORE
103351

Hades! Left unchecked, he threatens us all.

SCORE
106011

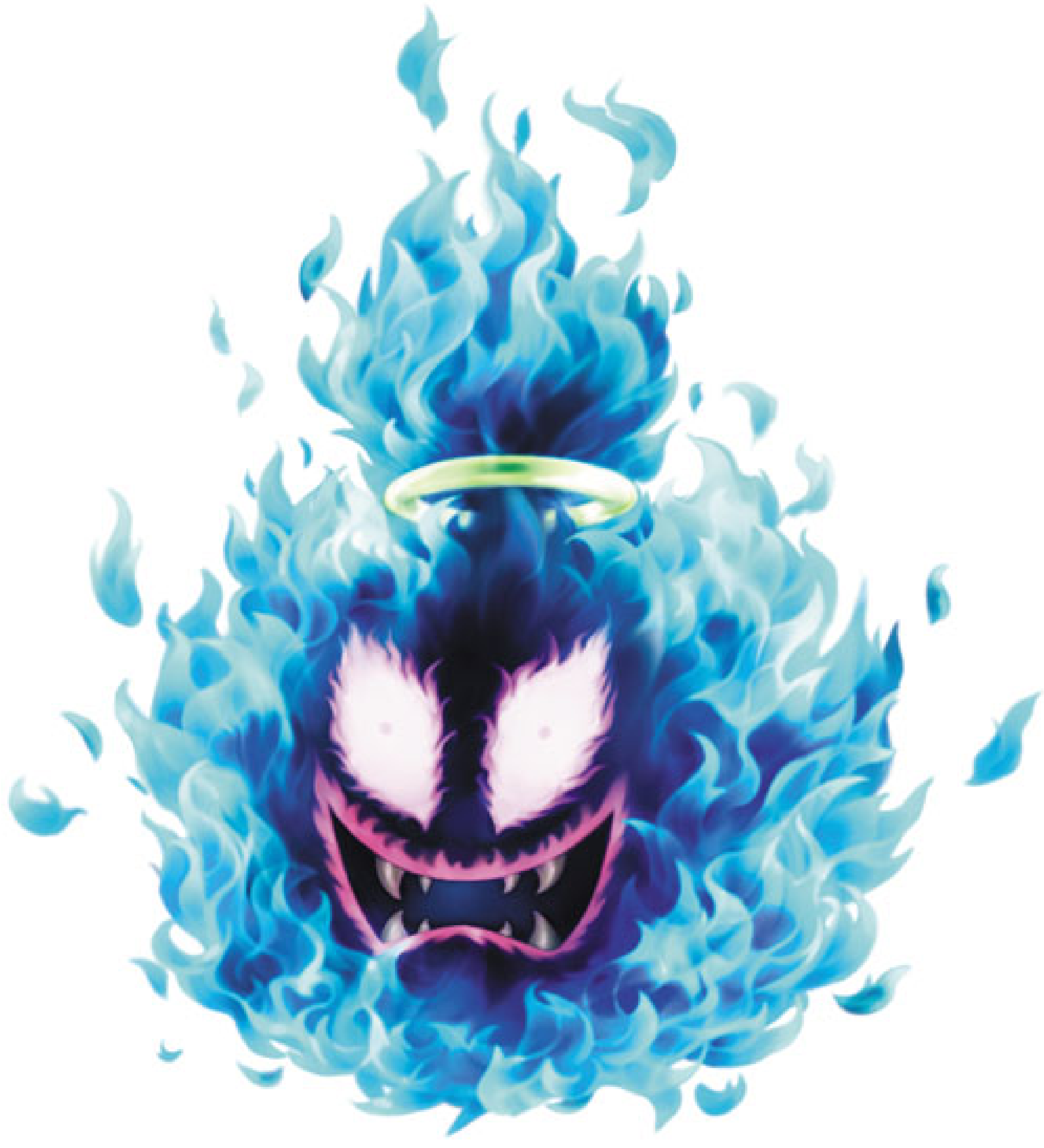
But to do that, we're going to need Pit's help. Let's get him patched up.



After another brief encounter with Hades, you arrive at a torrent of souls. This marks the final stretch to the Rewind Spring!

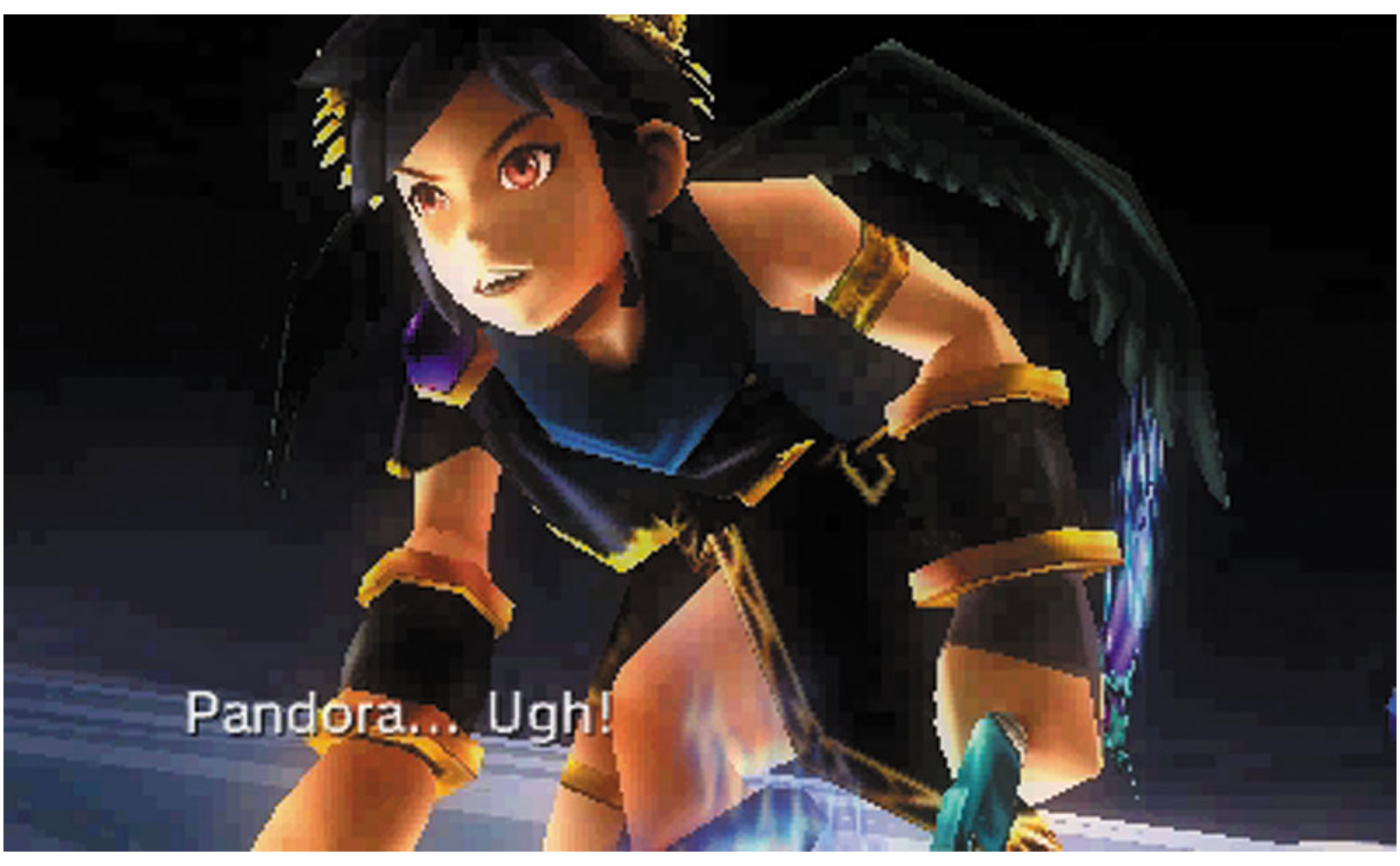
Chapter 22: Scorched Feathers

Boss Battle: Pandora



Health Range	
Min Health	Max Health
250	1250

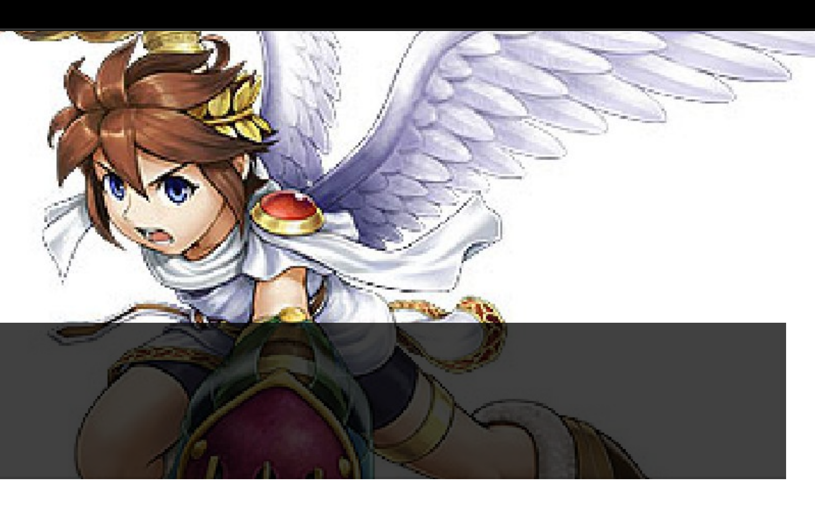
Well, that worked out nicely.



It seems that Pandora survived being absorbed into Dark Pit's wings. Simply being next to the spring itself allowed her to break free. The fight against her here is no different from what you saw back in Chapter 5, but now the center of the arena is impassable due to the Rewind Spring. All of the old tactics are still applicable here. You just might need to run a little more to get close to her for melee attacks, or to reach bombs to hit her with. The fight ends as soon as Pandora gets tired of dealing with your shenanigans and leaps into the spring herself.

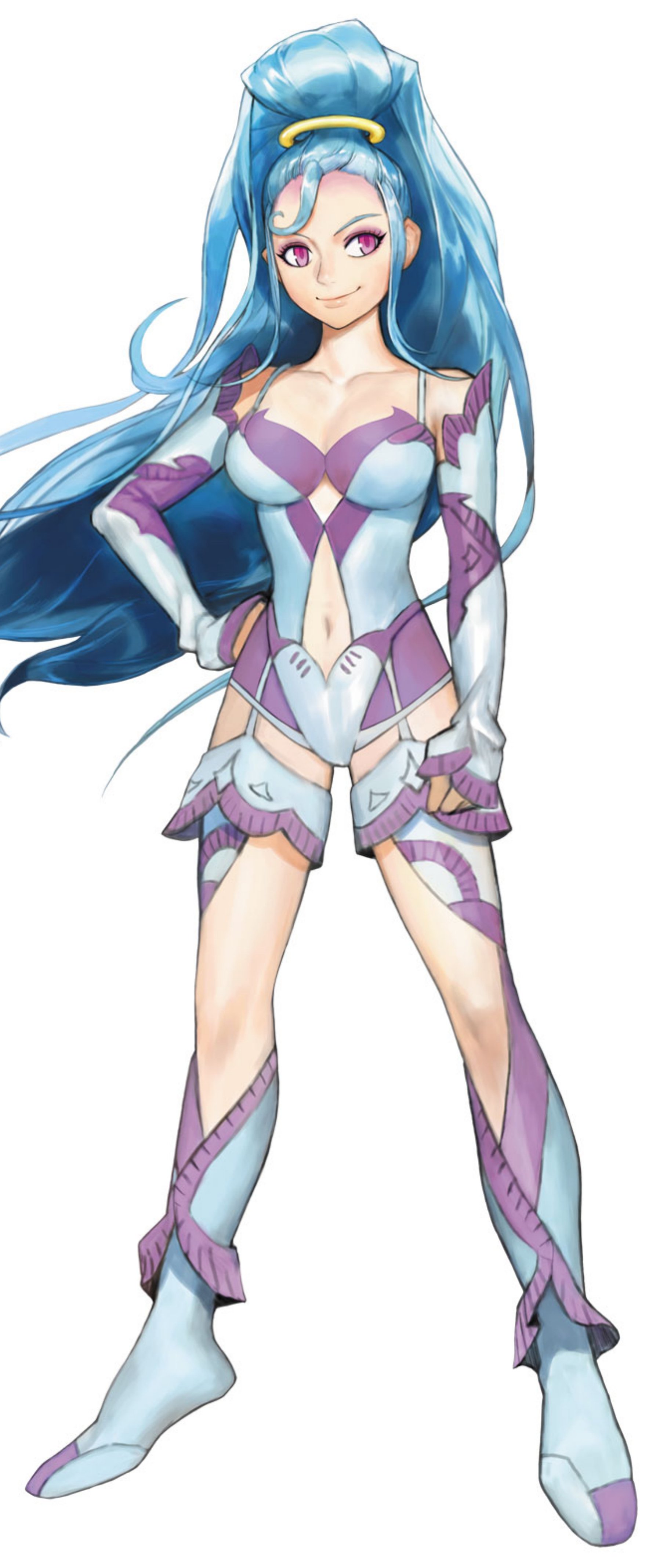
Time to exterminate you!

This could get bad.

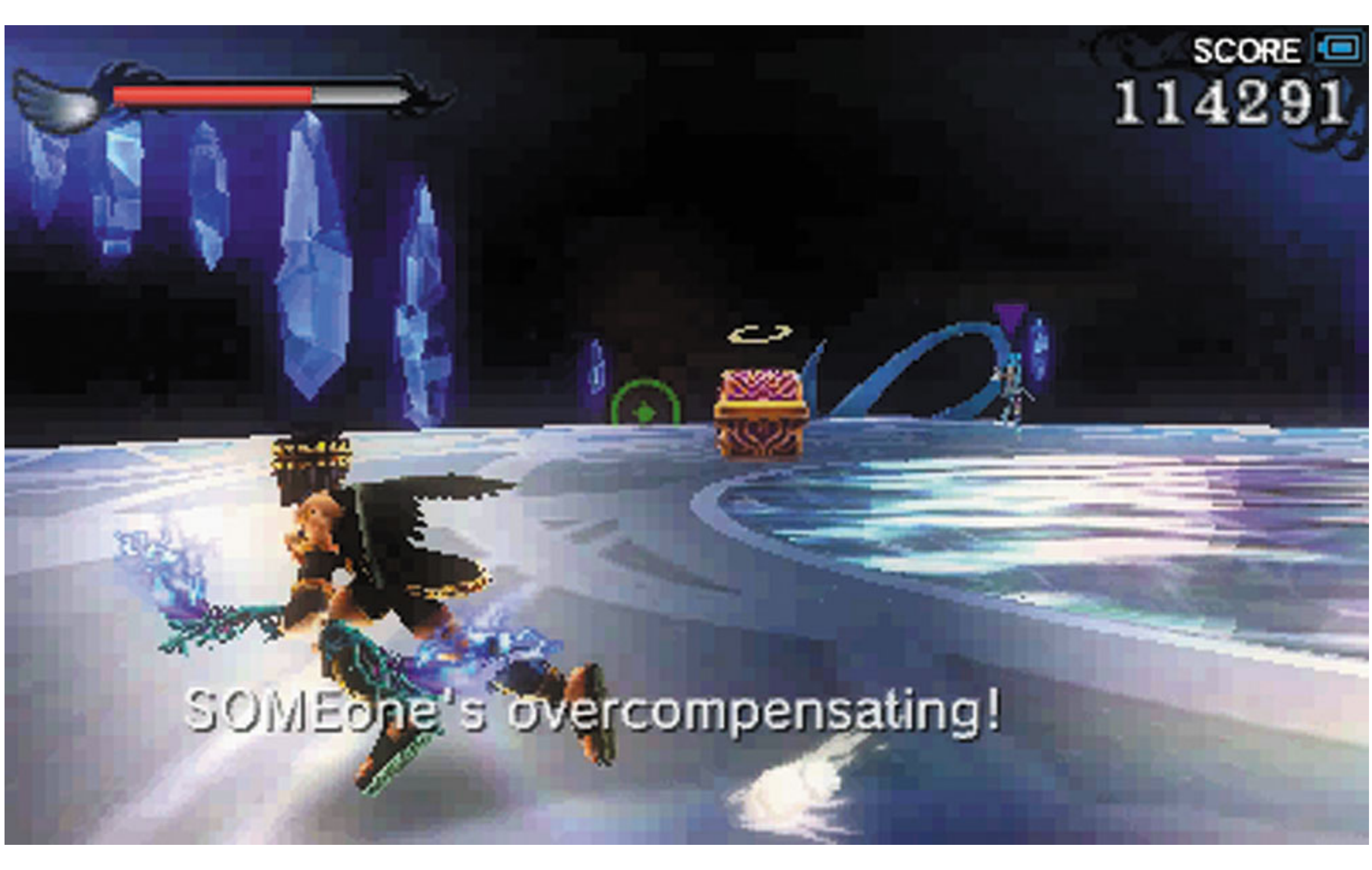


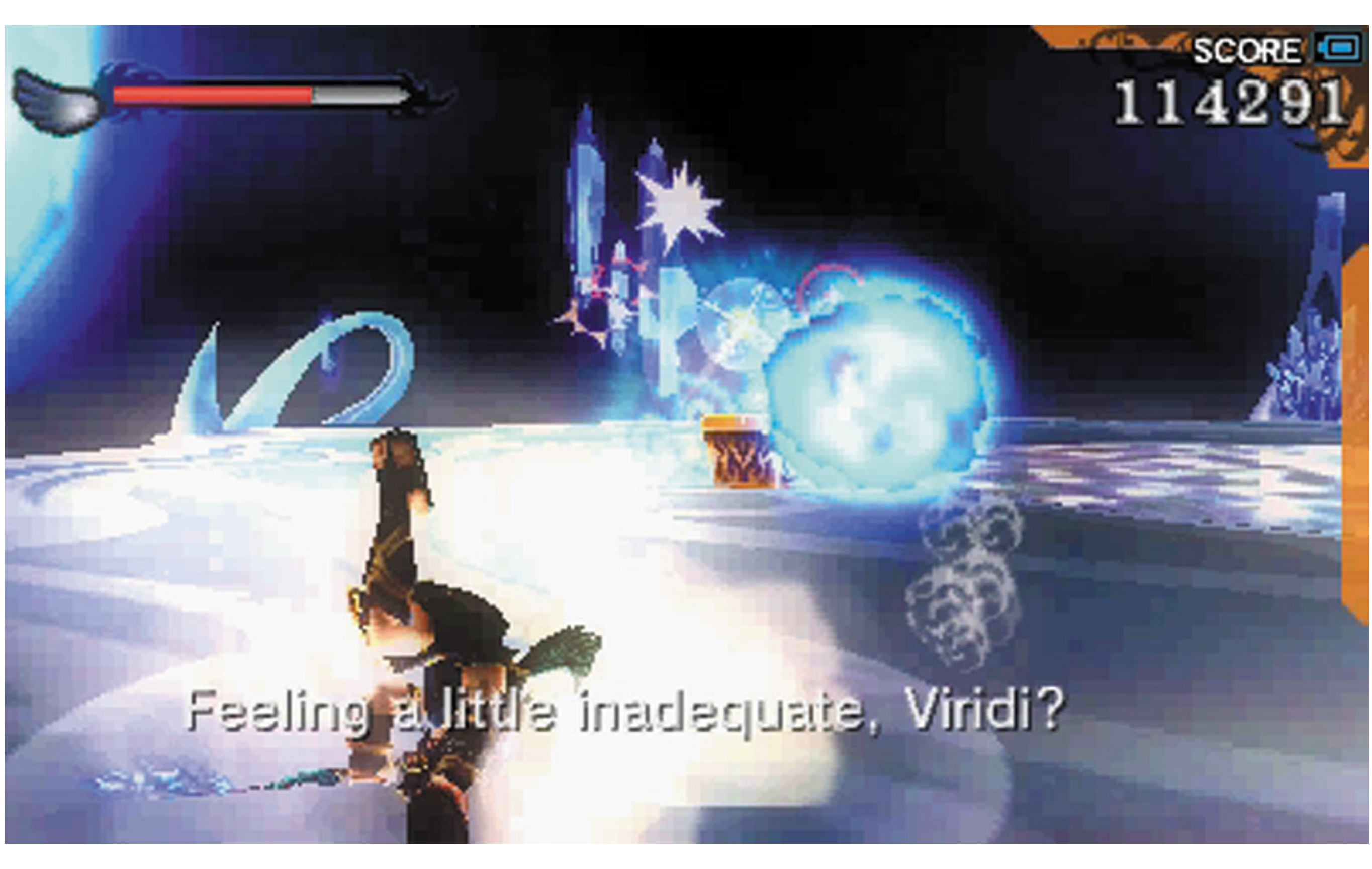
Chapter 22: Scorched Feathers

Boss Battle: Amazon Pandora

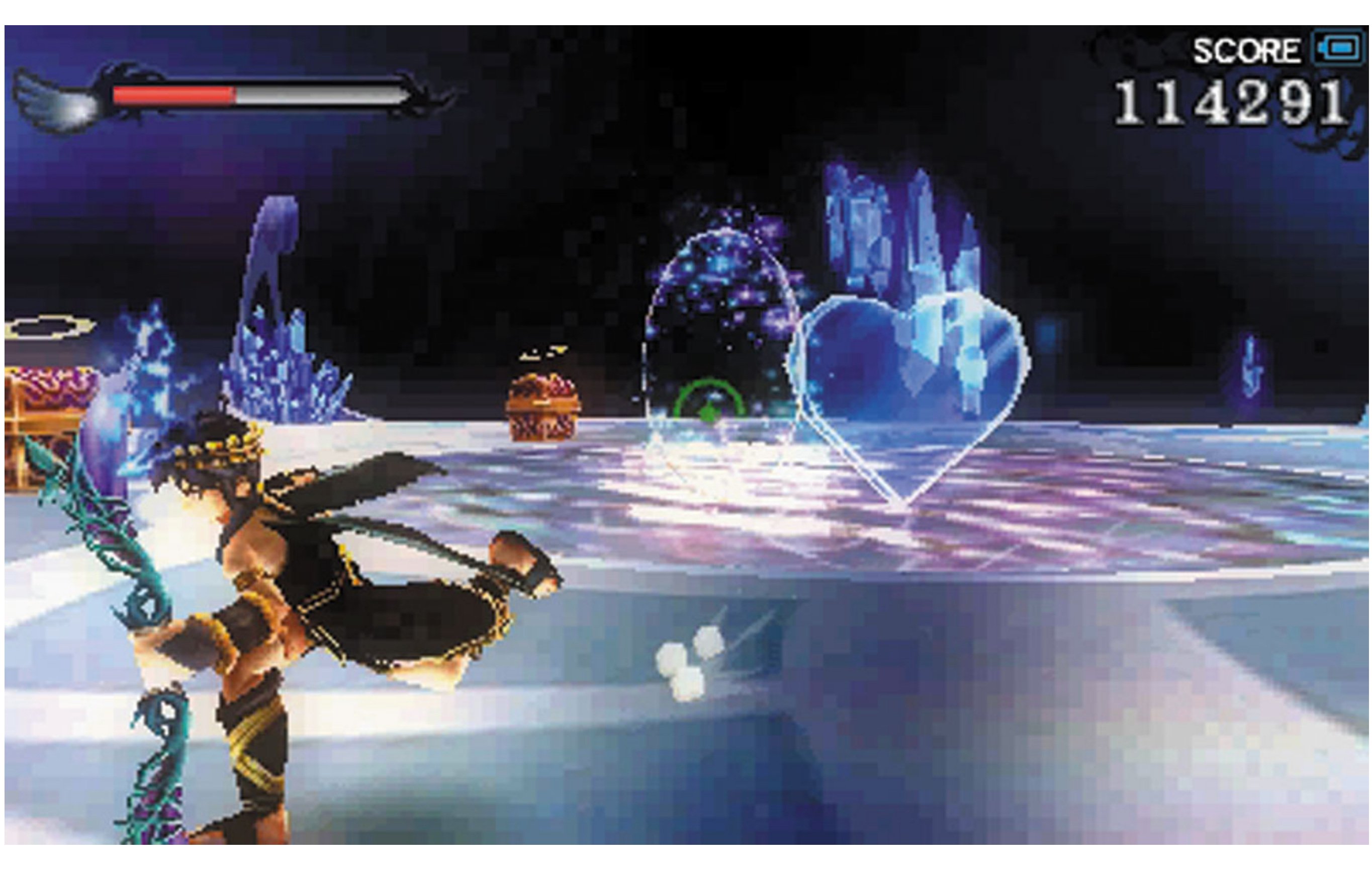


Health Range	
Min Health	Max Health
350	1750


SCORE
114291
SOMEone's overcompensating!


SCORE
114291
Feeling a little inadequate, Viridi?

On top of being easier on the eyes, Amazon Pandora is a much smaller target than her older form. She retains the ability to summon bombs onto the arena, but now they can appear at any location of her choosing. She can kick the bombs at Dark Pit just as you are able to hit them at her. Amazon Pandora also summons treasure chests onto the field, and most of the time they are booby trapped. Sometimes they are not, though, and the question becomes whether you're willing to risk a trap to find some goodies during the heat of battle.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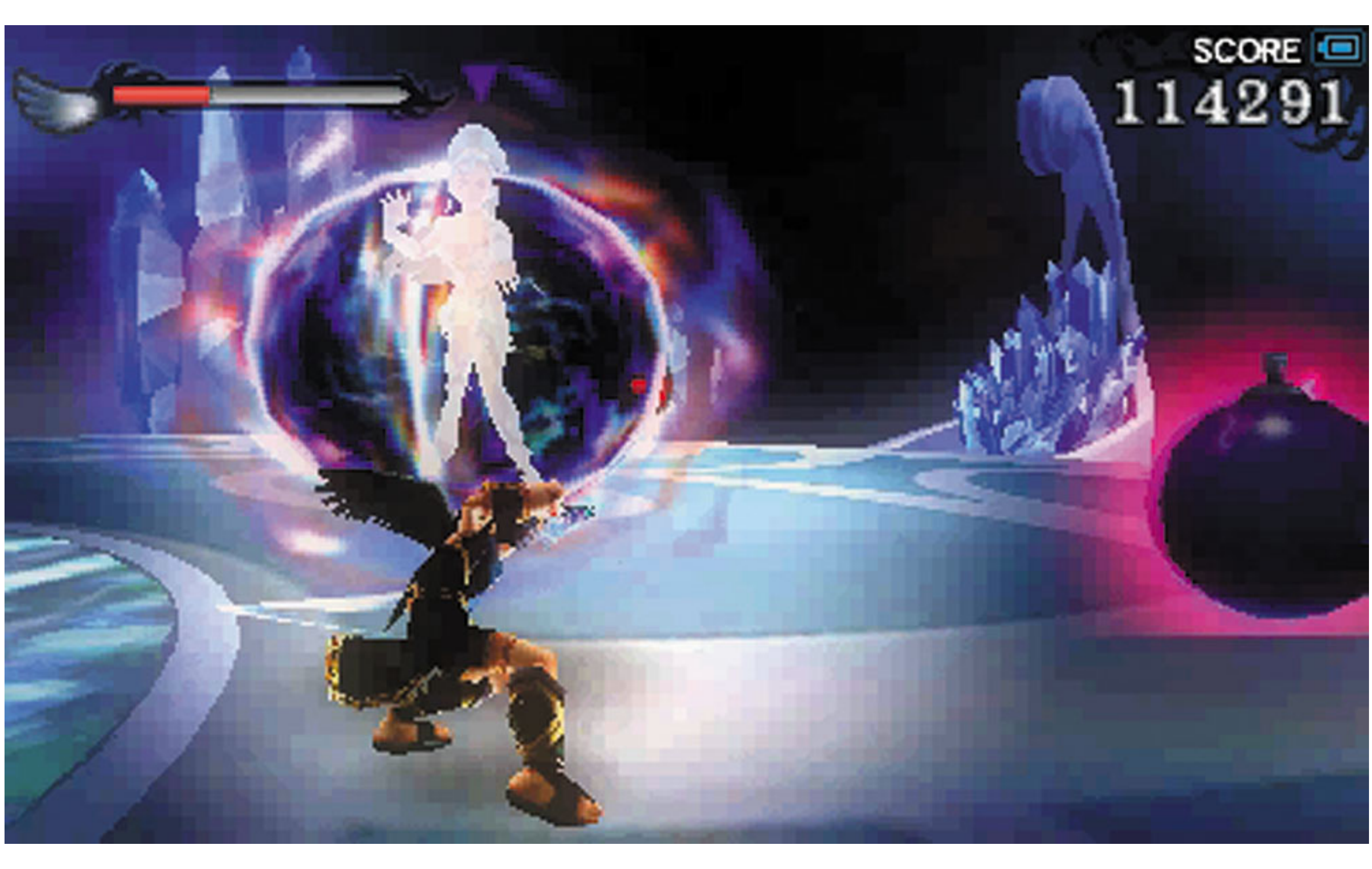
114291

One of Amazon Pandora's most dangerous abilities is arguably her reflective shield. Shaped like a heart, the shield reflects any attack that hits it back at you as a heart-shaped energy bolt. If you're careless, you could lose a lot of life very fast.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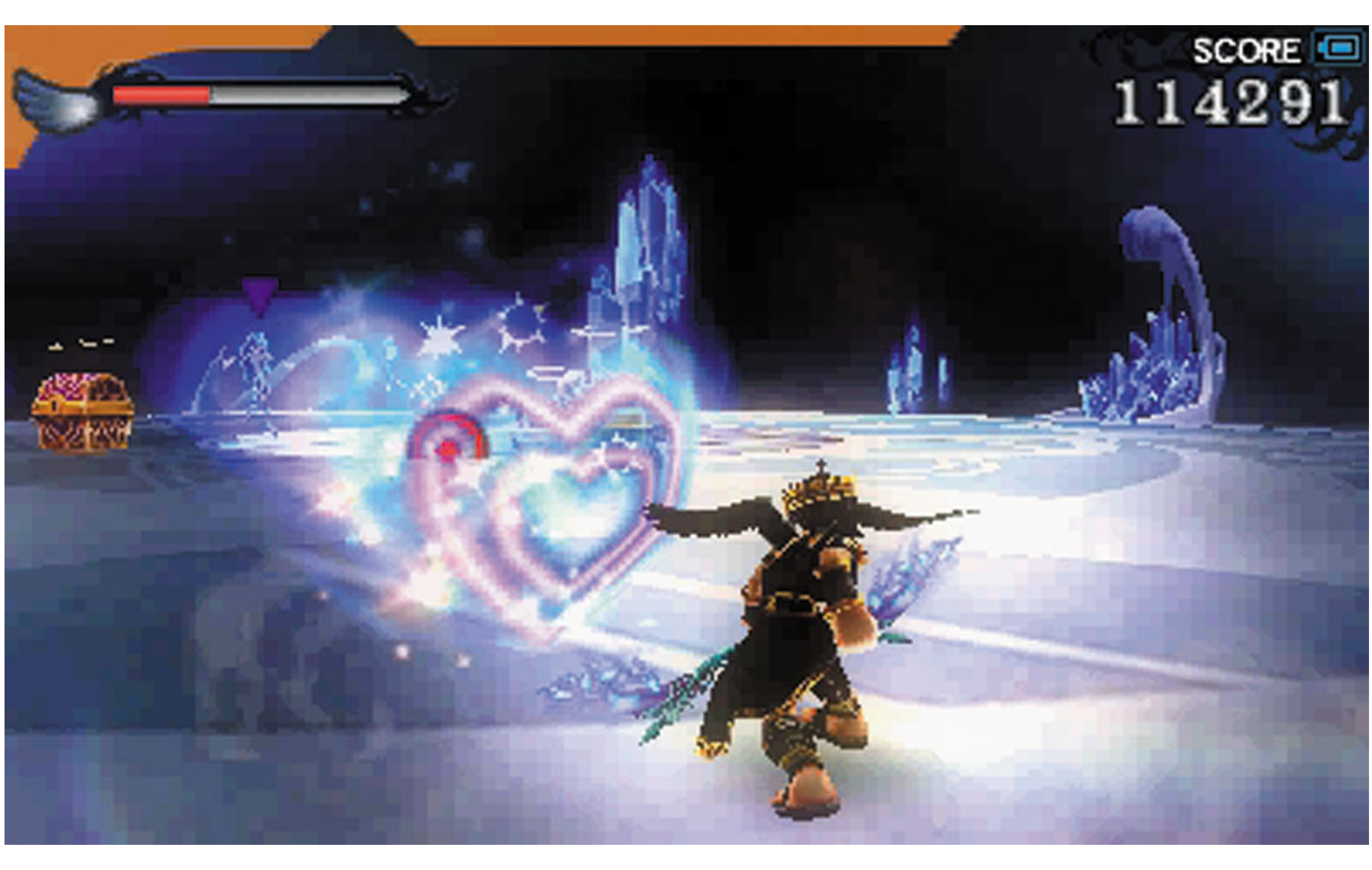
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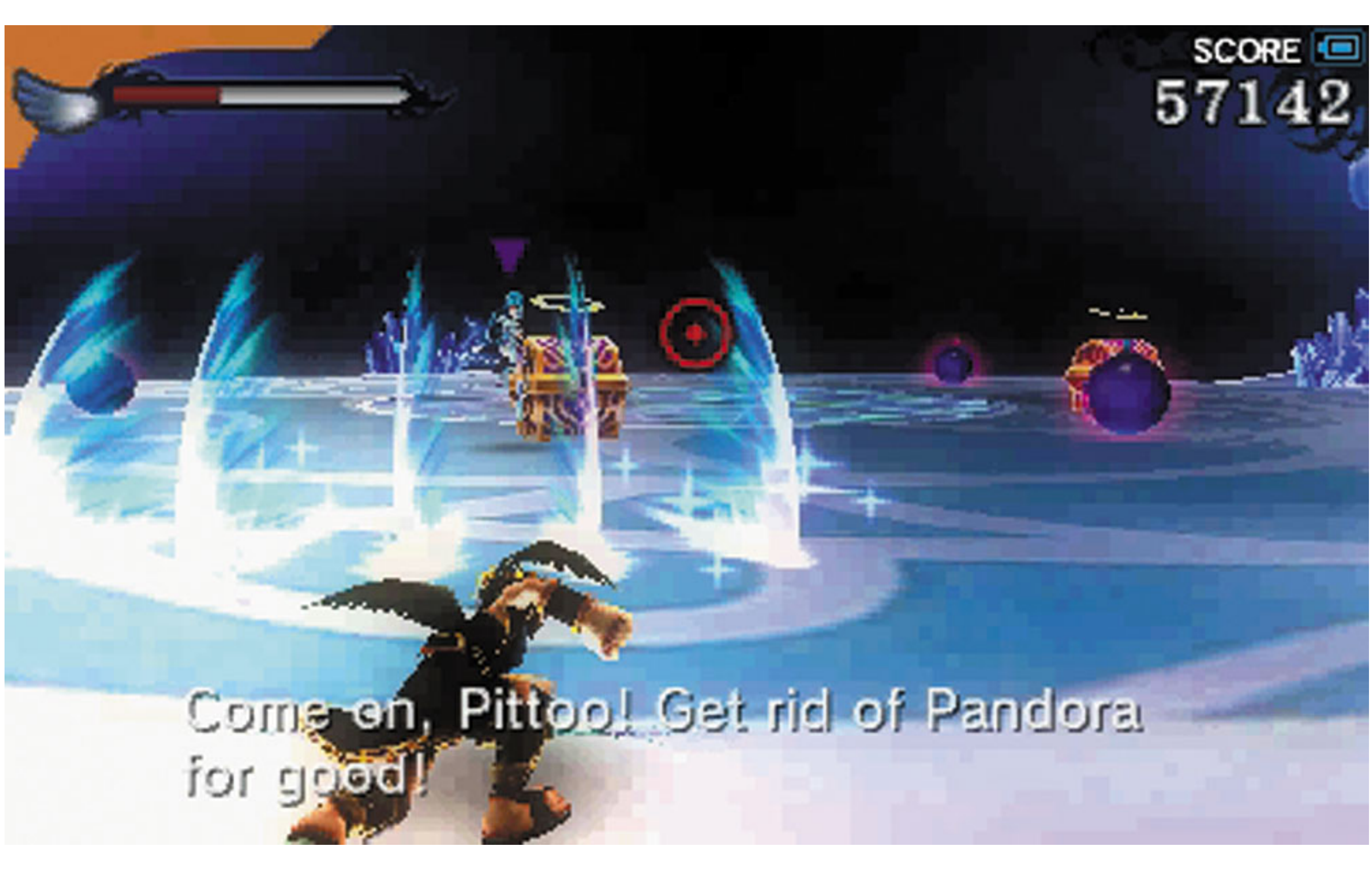
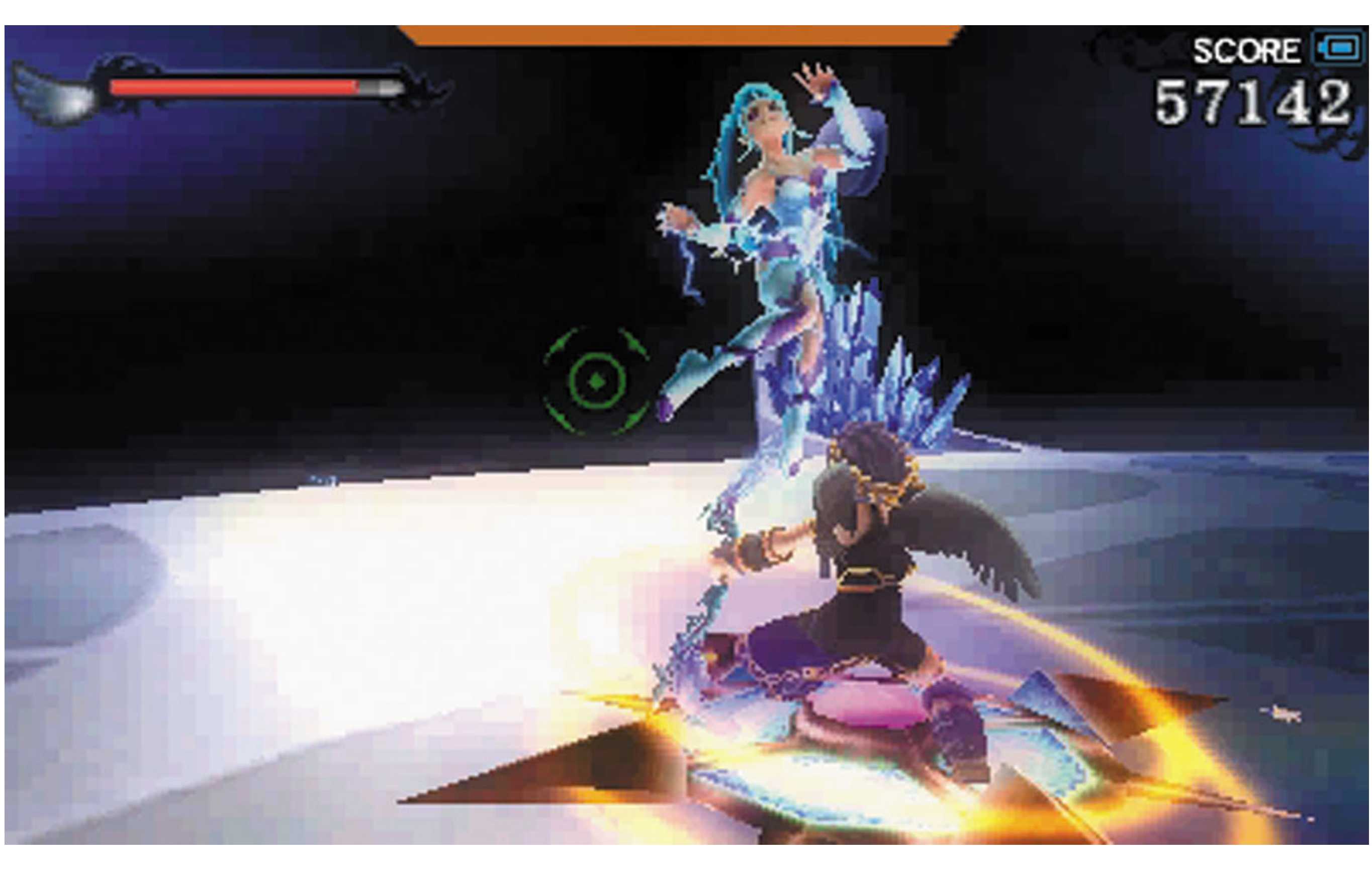

SCORE
57142
Come on, Pittoo! Get rid of Pandora for good!

Speaking of fast, Amazon Pandora is when she wants to be. Getting close to her often prompts a teleport or dash in some direction away from you. It's still possible to melee her. If you catch her while she is prancing about, shooting magic hearts, you can get in a few solid hits before she races away. If you're feeling bold, when Pandora also cuts loose with her shock wave attack, you can try to dodge between the five waves to close in on her.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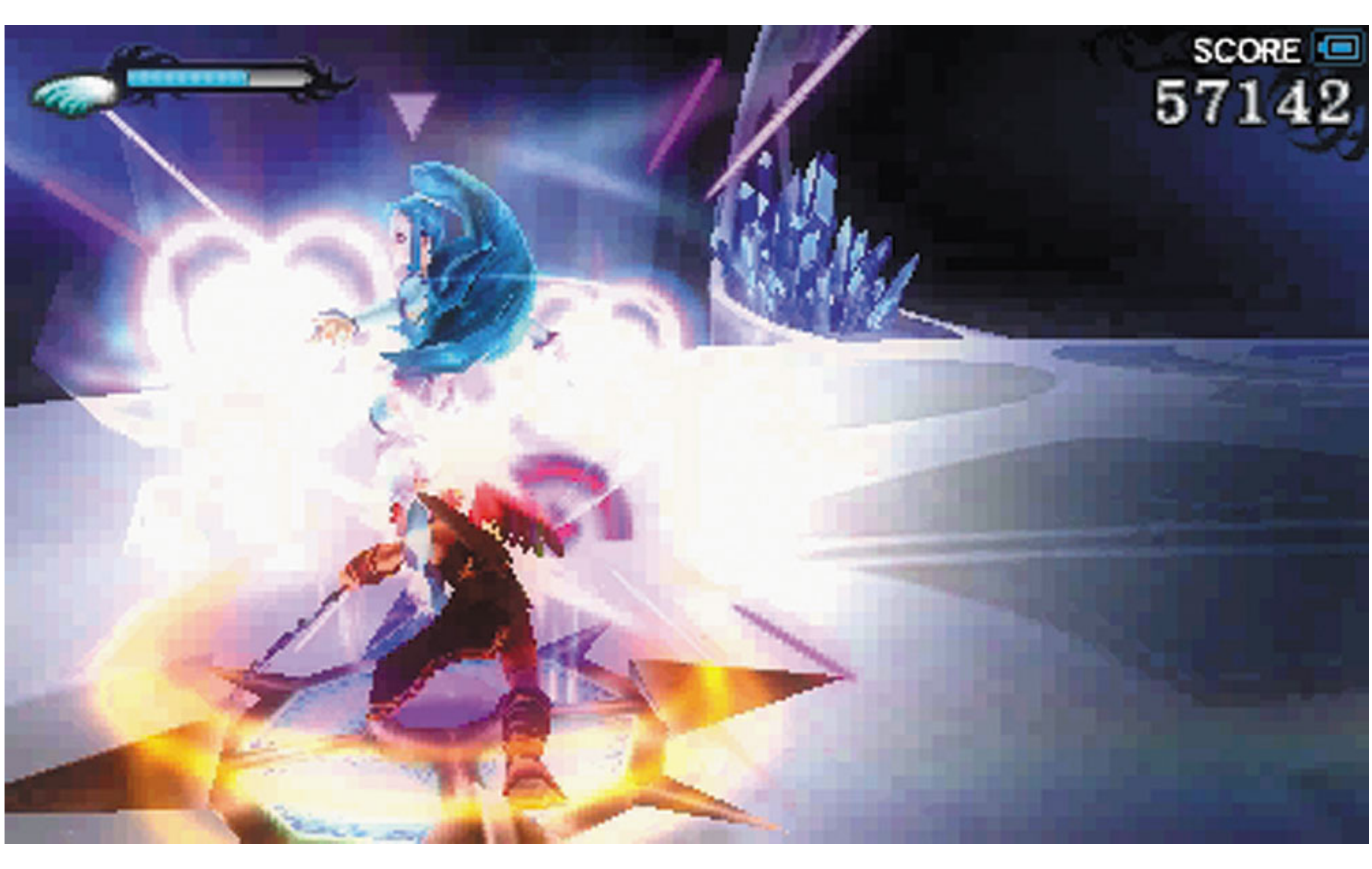
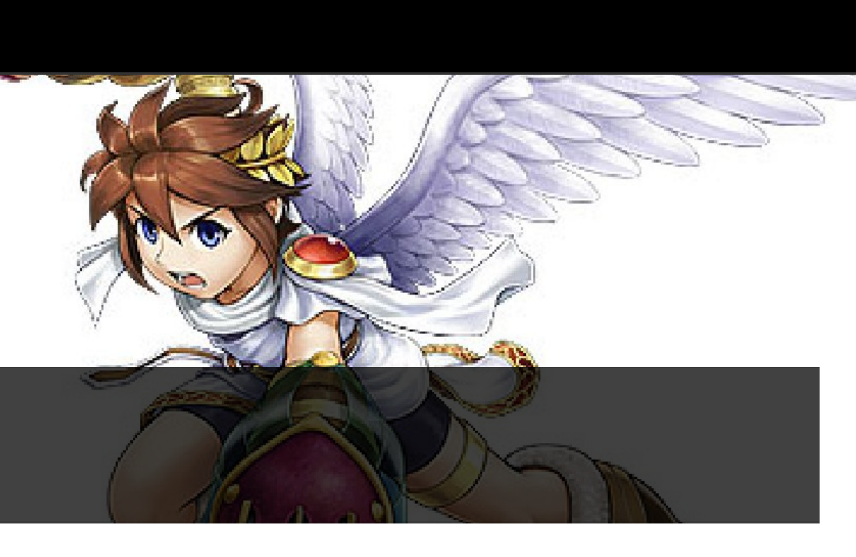

SCORE
57142

One of Pandora's tricks is to fake her defeat. While it's relatively easy to see through the ruse, if you're close to her when she does this, she fires magic blasts in every direction when she jumps back on her feet.

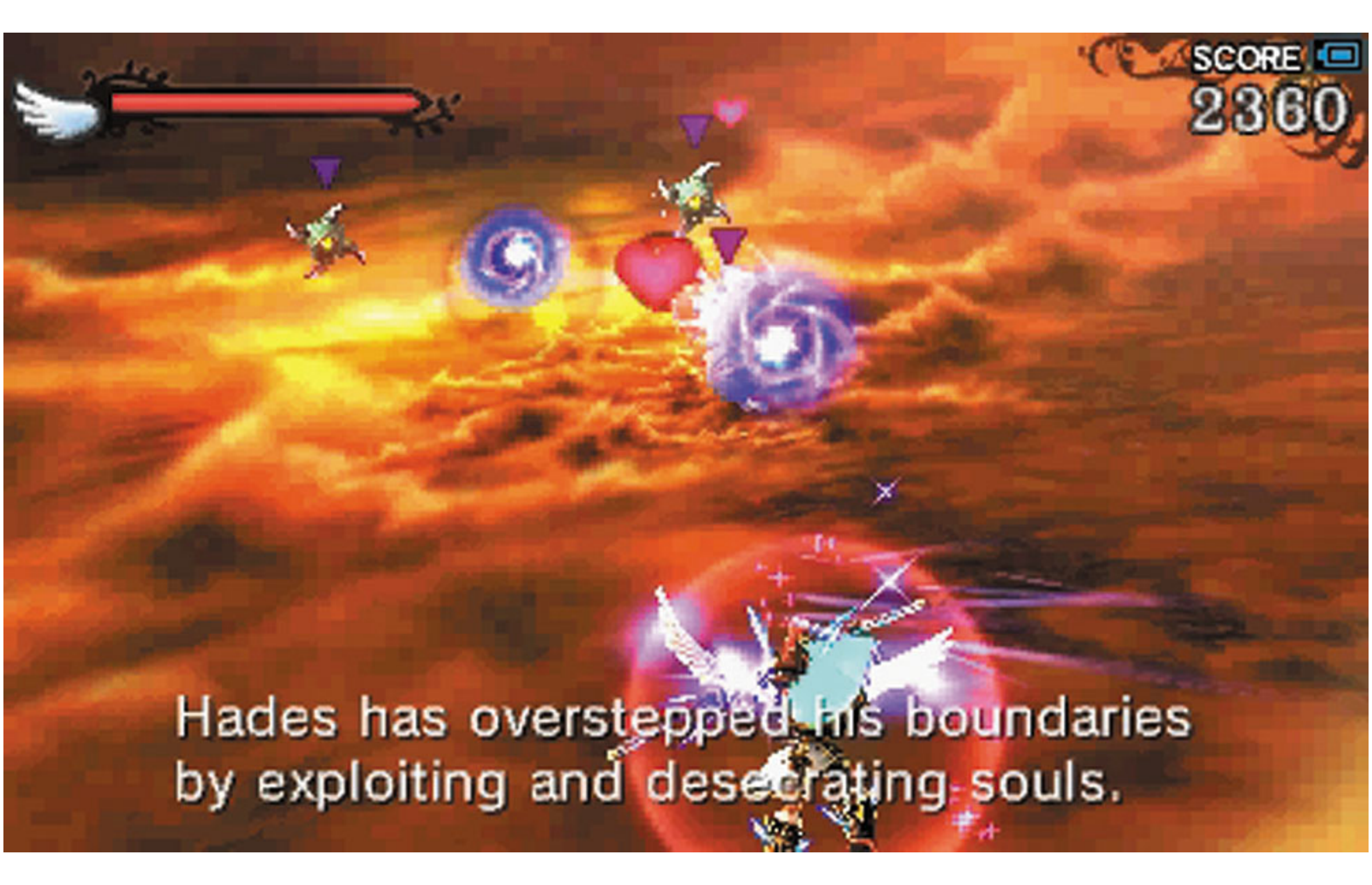
Lady Palutena! Lady Palutena!

In the aftermath of the battle against Amazon Pandora, Pit's wings are restored by the Rewind Spring. He is now ready to take the fight to Hades!

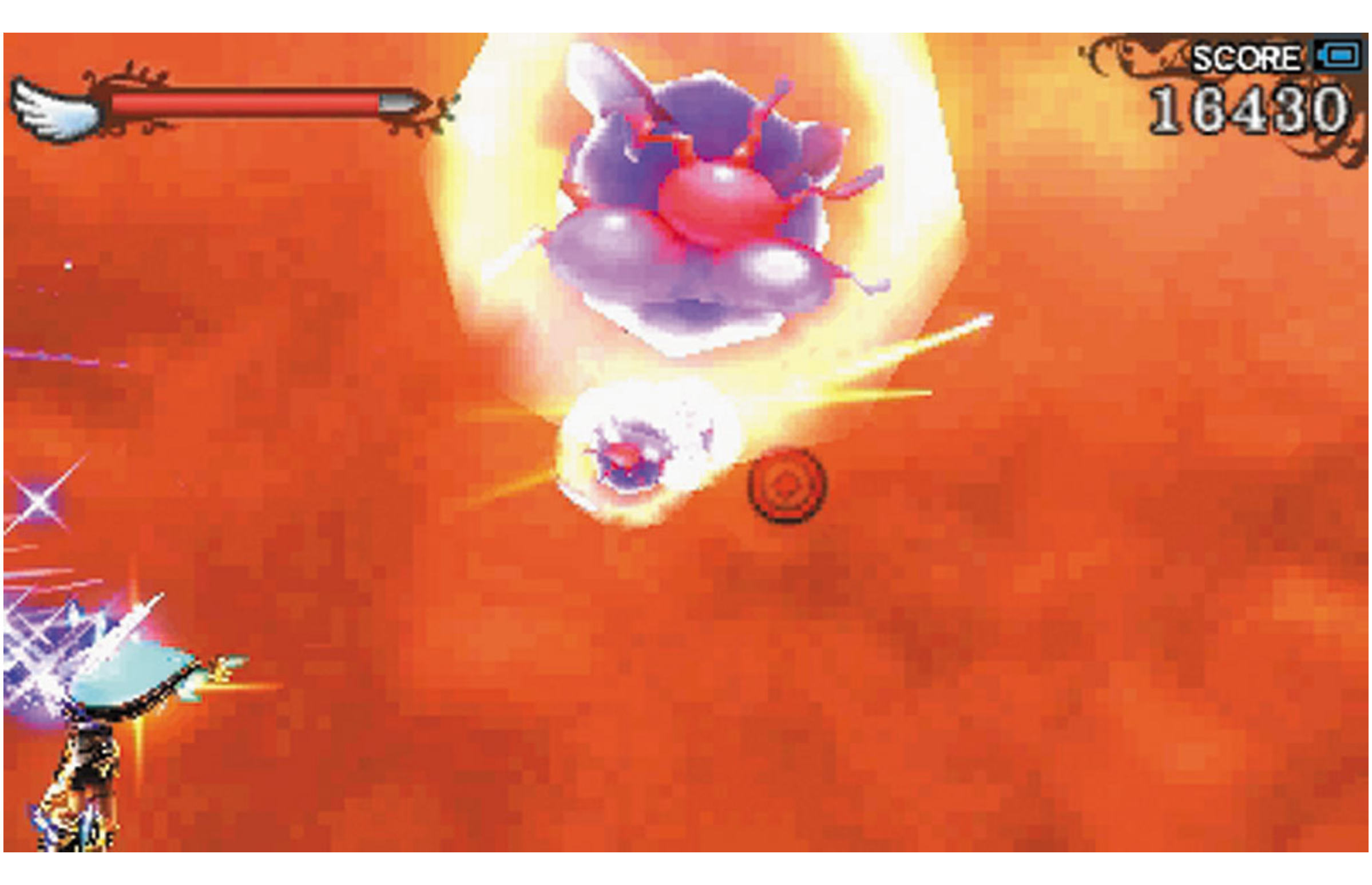


Chapter 23: Lord of the Underworld

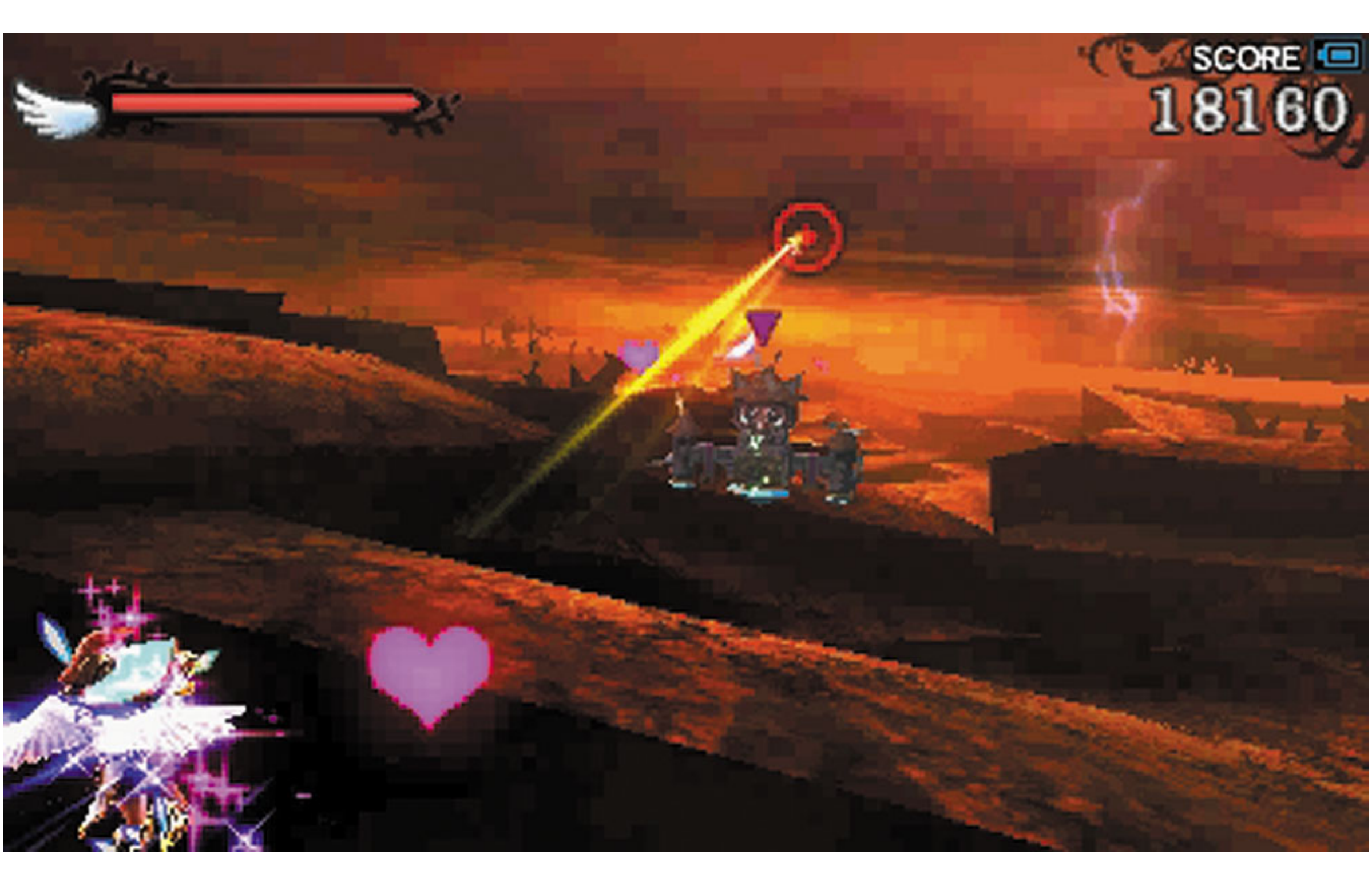
Air Battle


SCORE
2360
Hades has overstepped his boundaries
by exploiting and desecrating souls.

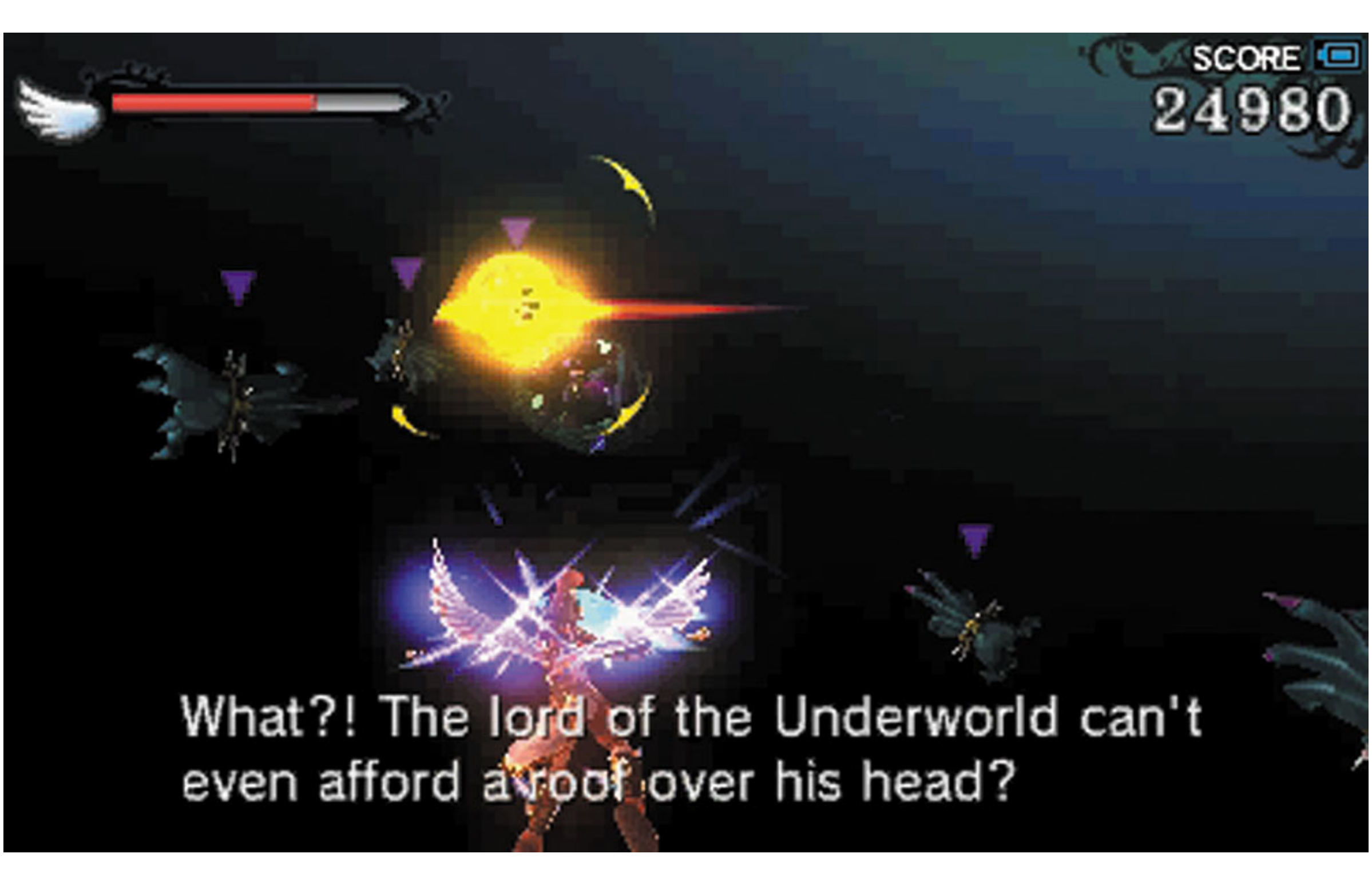
Donning the Three Sacred Treasures once more, Pit heads off to the final confrontation with Hades. The Underworld forces at first have nothing you haven't seen before, but take care to watch your fire where Ganewmedes get involved. The Arrows of Light you fire can be countered by their spike balls, and you can find yourself in a lot of trouble very quickly.

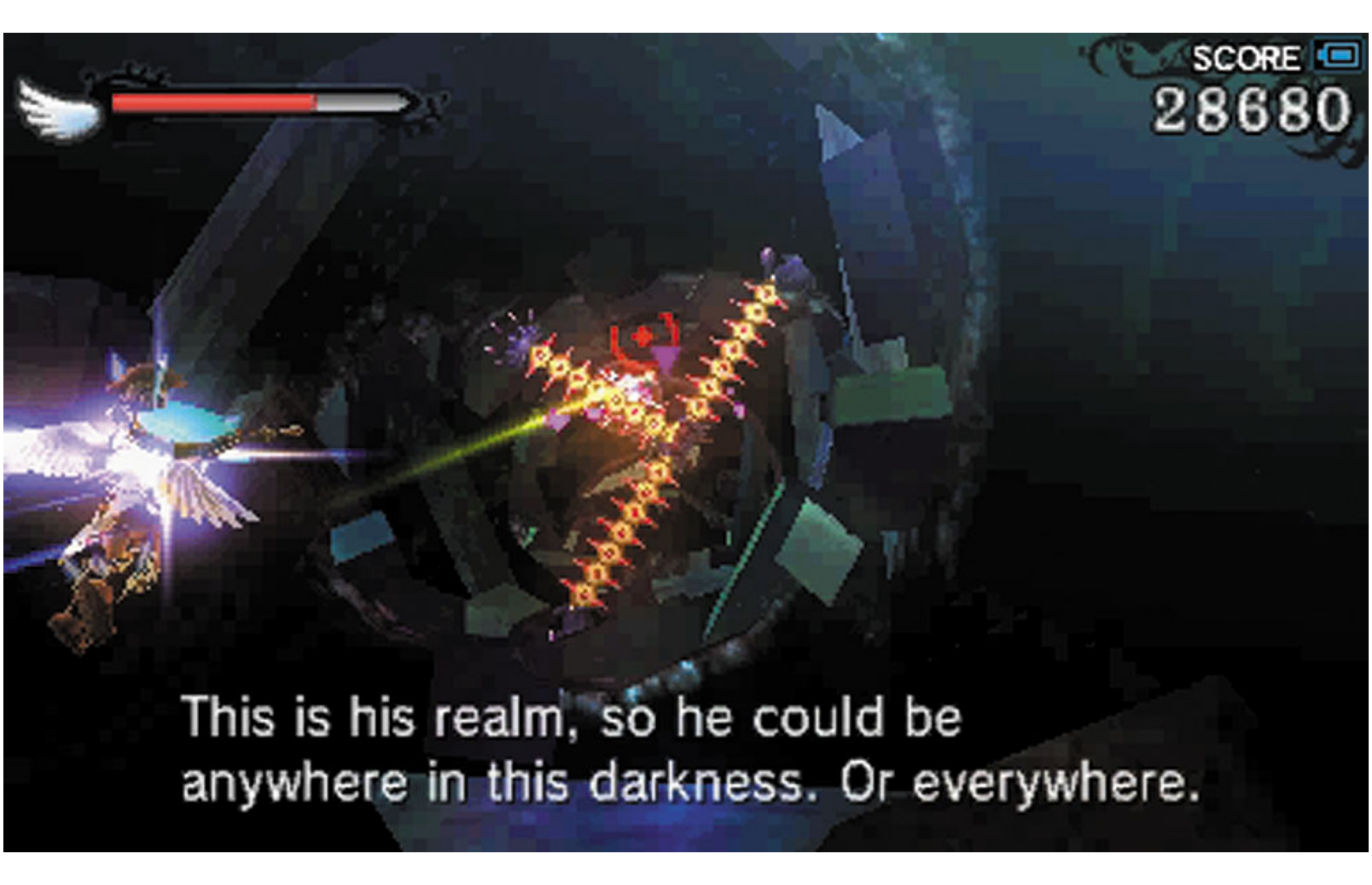

SCORE
16430

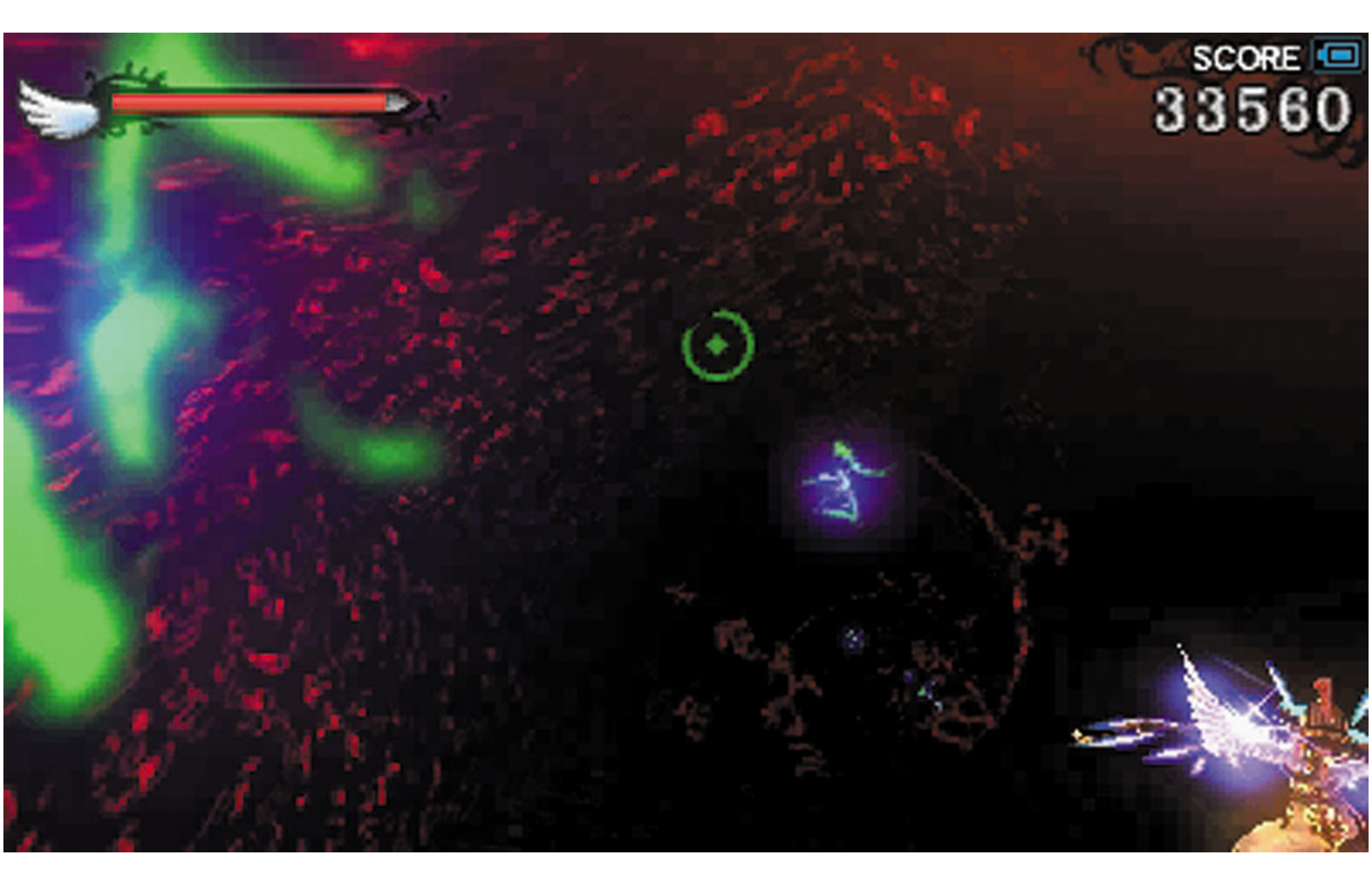
SCORE
17790


SCORE
18160

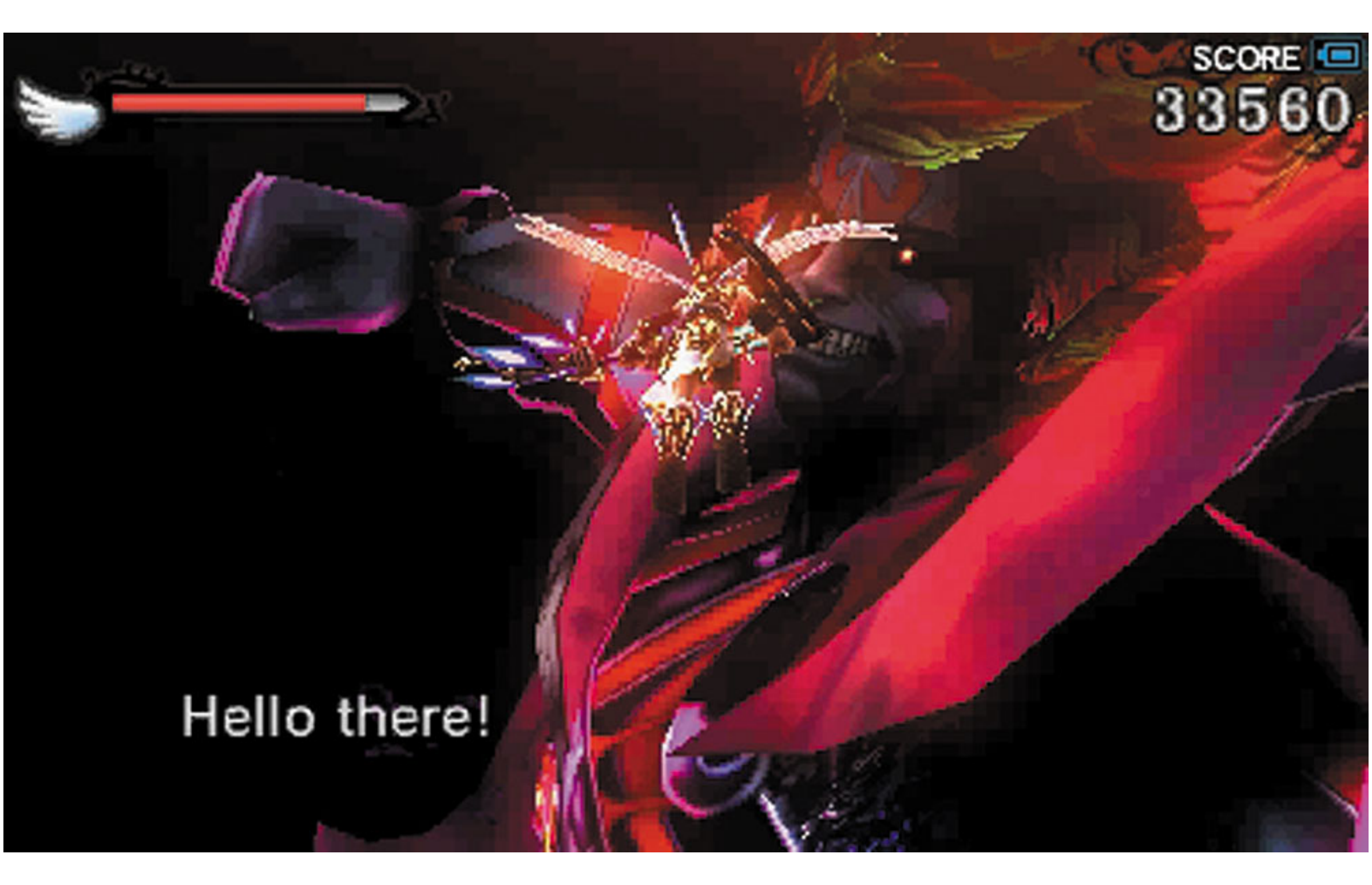
After breaking through the first waves of enemies, Pit dives beneath the clouds. Komaytos try to latch on to you on the way down. Fortunately, once you reach the ground, Recovery Orbs float into view. A Fort Oink looms in the distance, but with the Sacred Treasures on your side it crumbles easily.

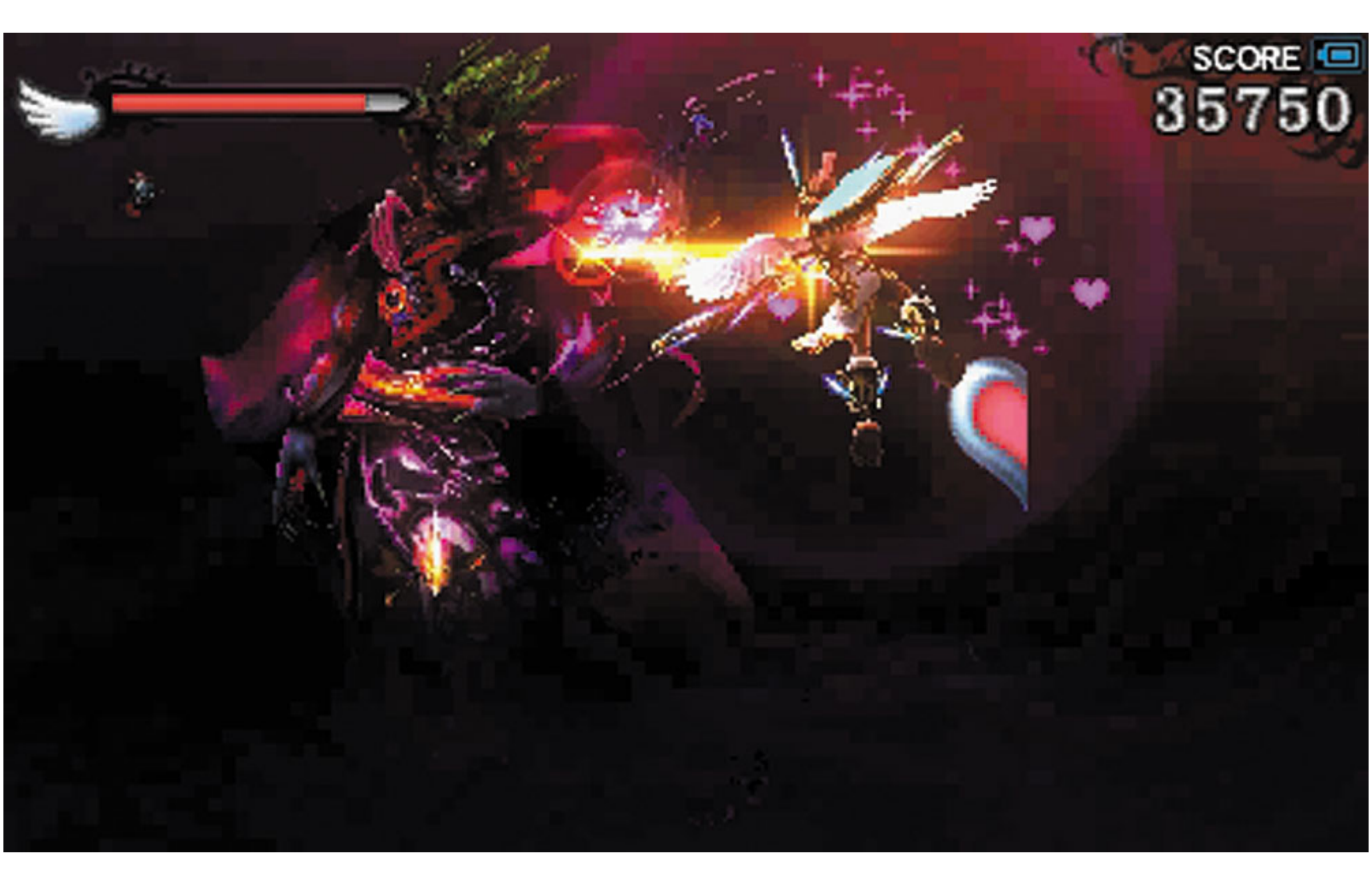

SCORE
24980
What?! The lord of the Underworld can't
even afford a roof over his head?


SCORE
28680
This is his realm, so he could be
anywhere in this darkness. Or everywhere.


SCORE
33560

Upon entering a cave system, you see that Handoras and Brawny Claws also join the defenses. Deeper into the caves, glowing symbols suddenly appear. Avoid making contact with them; the damage they cause can rack up quickly.


SCORE
33560
Hello there!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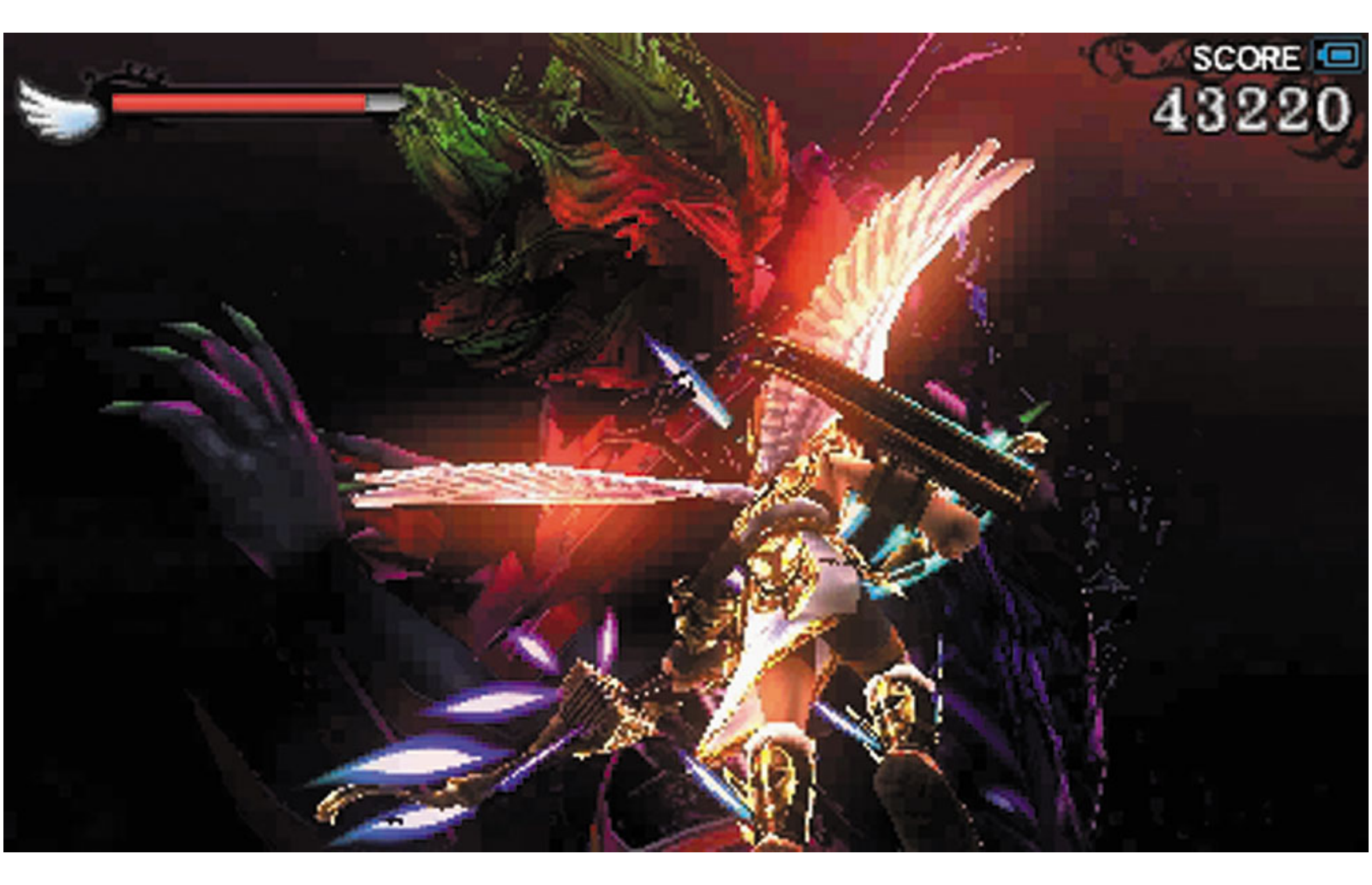
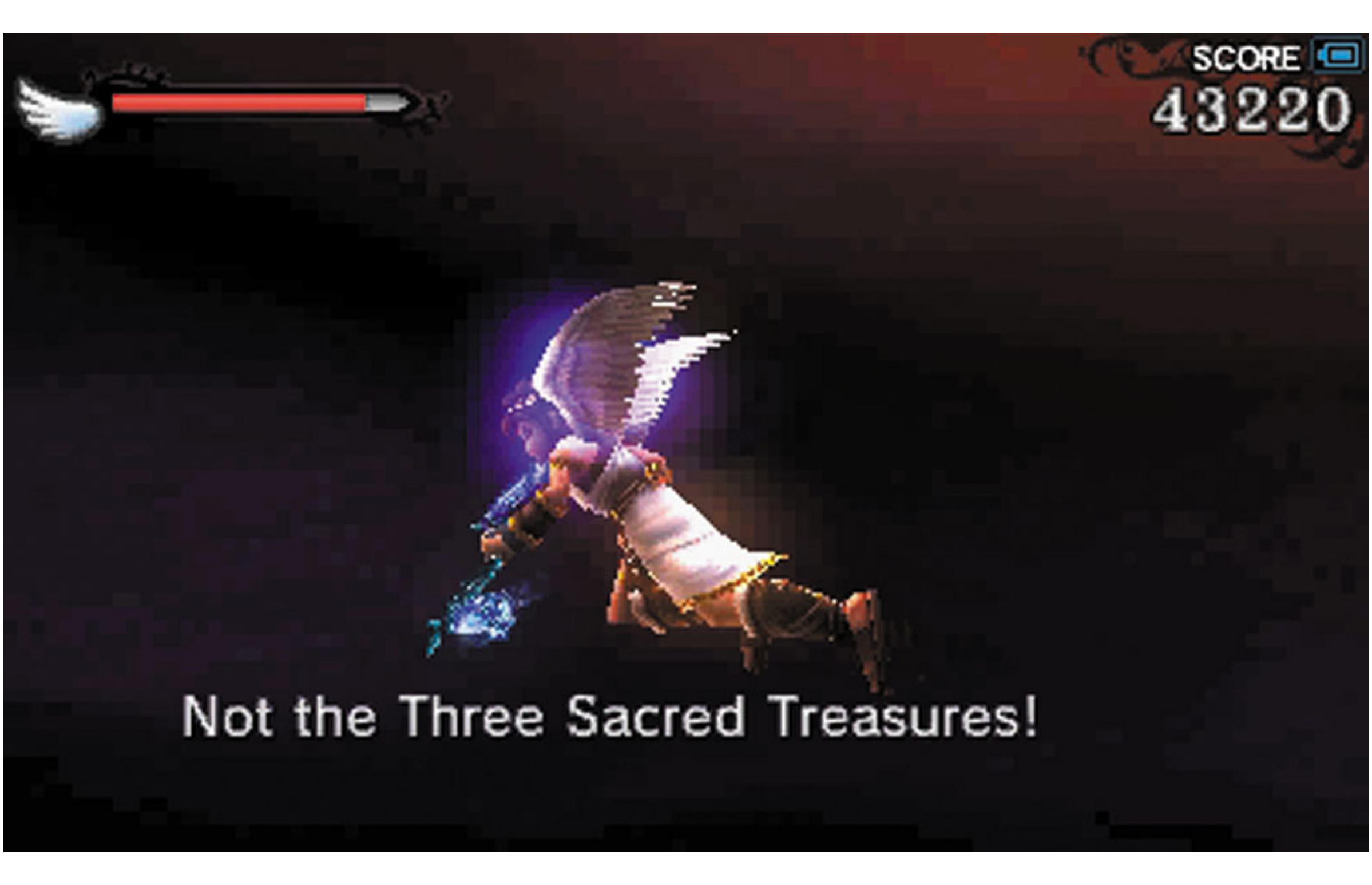
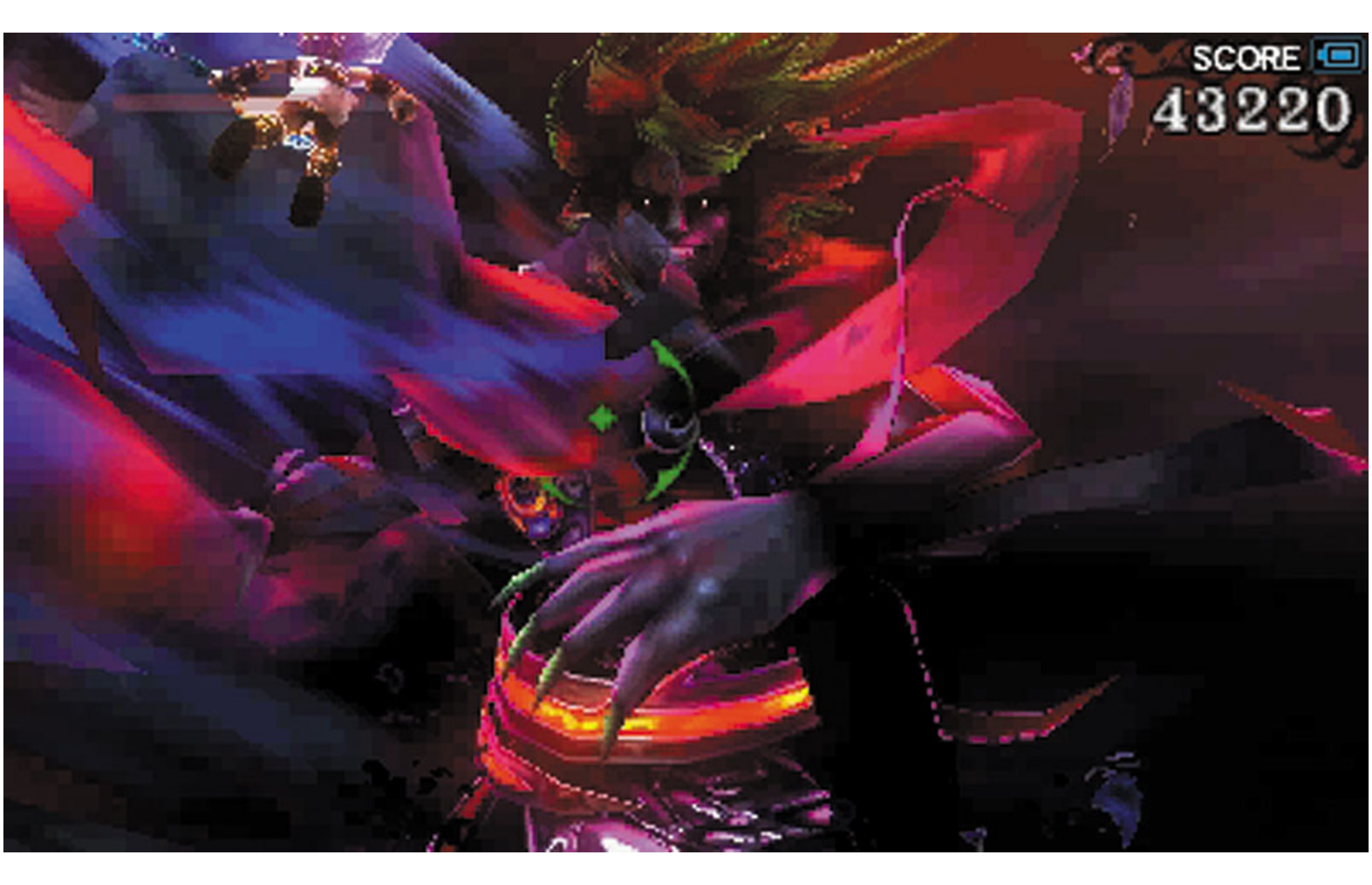
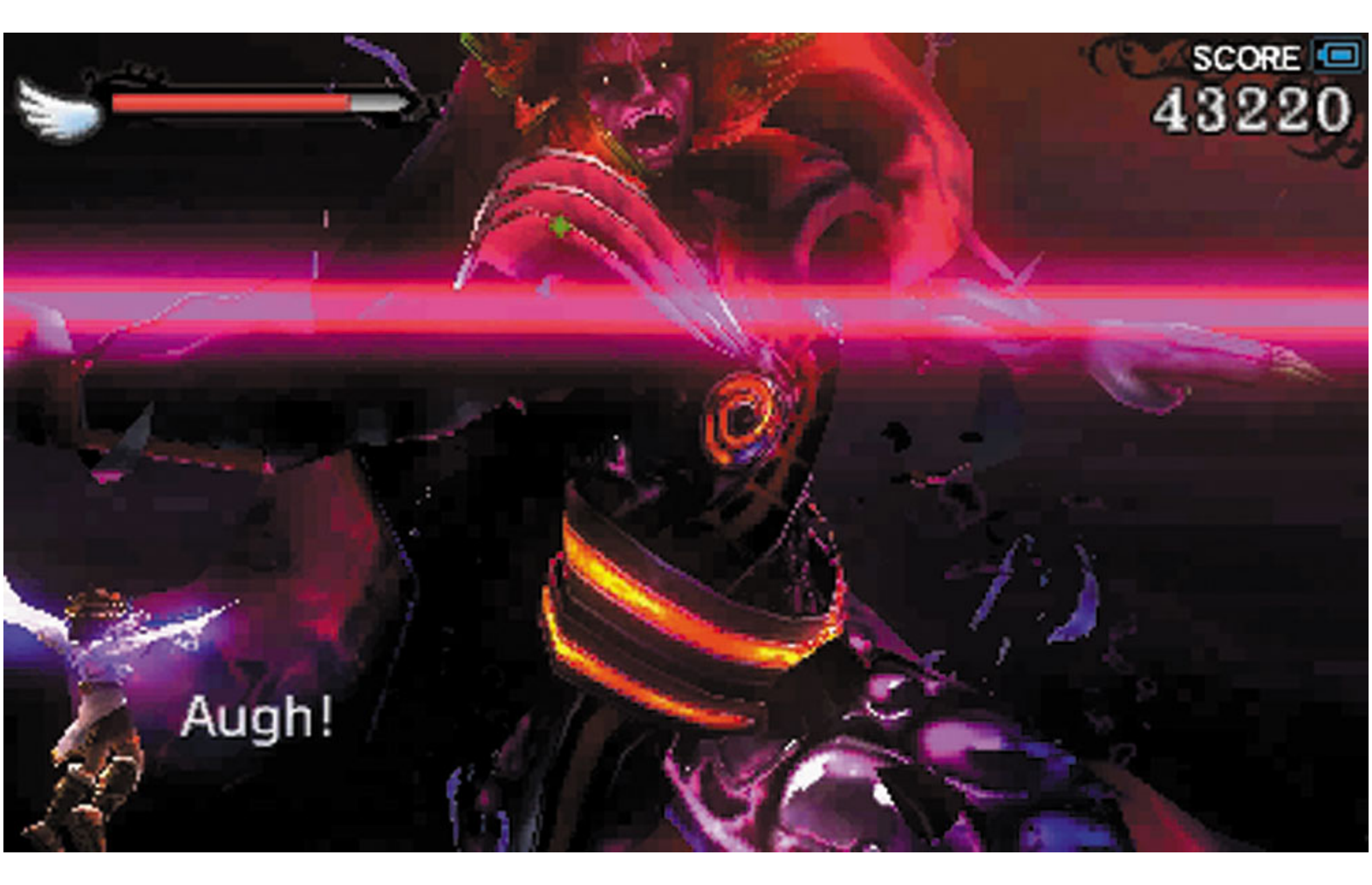

SCORE
43220

Hades ambushes you once the last symbol is passed. The fight's on! Underworld troops swarm in defense of their leader, but it soon becomes obvious that he does not require any assistance.

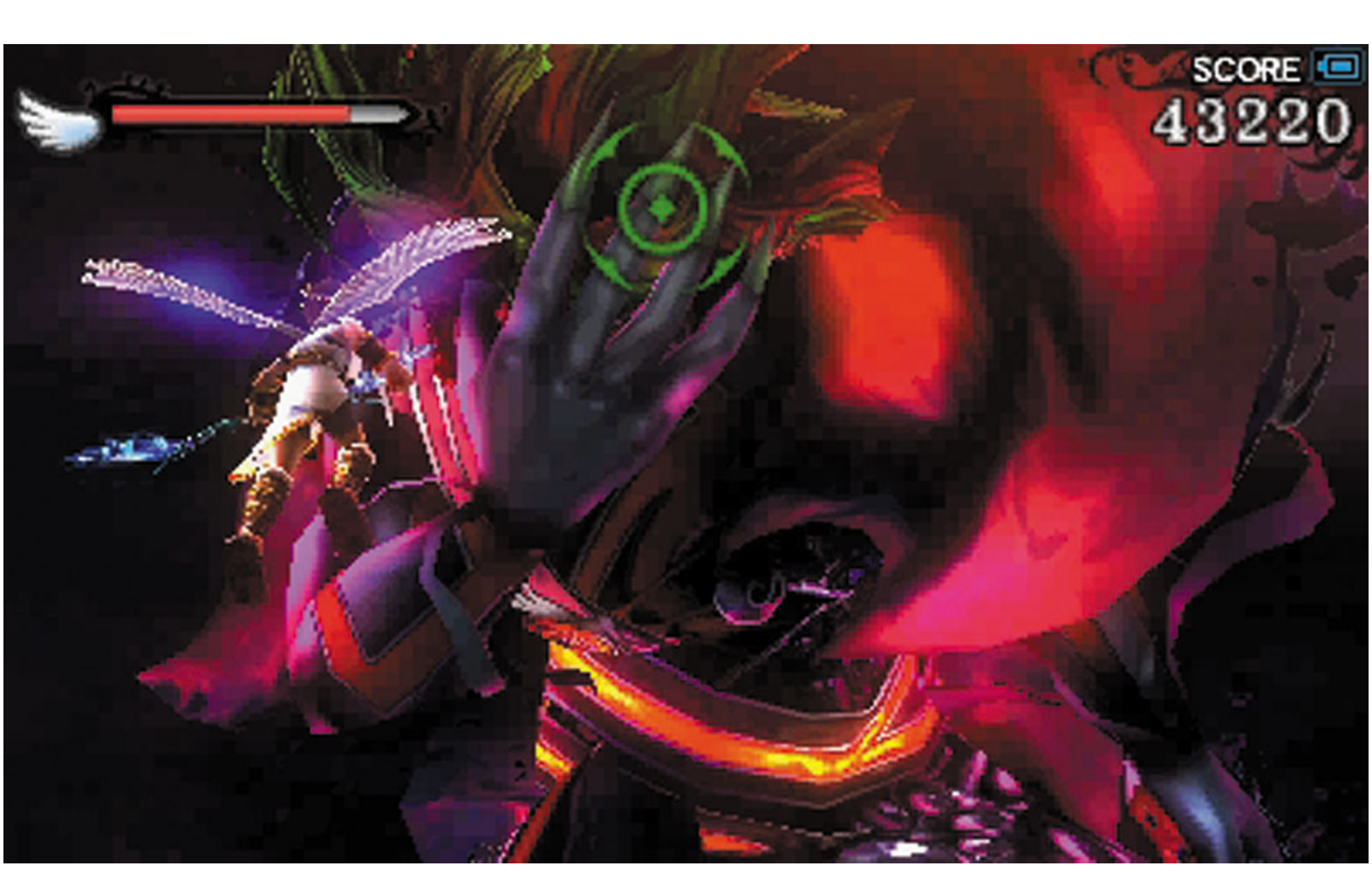

SCORE
43220
Not the Three Sacred Treasures!


SCORE
43220

If they are equipped, the Three Sacred Treasures are destroyed by Hades in one strike, leaving Pit at an extreme disadvantage. Fortunately, you're still equipped with the normal weapon you've picked out. Dodge Hades' rapid-fire fists and fight back as best you can.


SCORE
43220
Augh!

Stay alert during this fight. Hades can teleport out of your line of fire to counter with a swipe of his hands. You have only a split second to react to this attack. It's telegraphed by a red line that flashes across the screen. If you're in the path of the line, chances are you're taking the hit unless your evasive rolls are perfect.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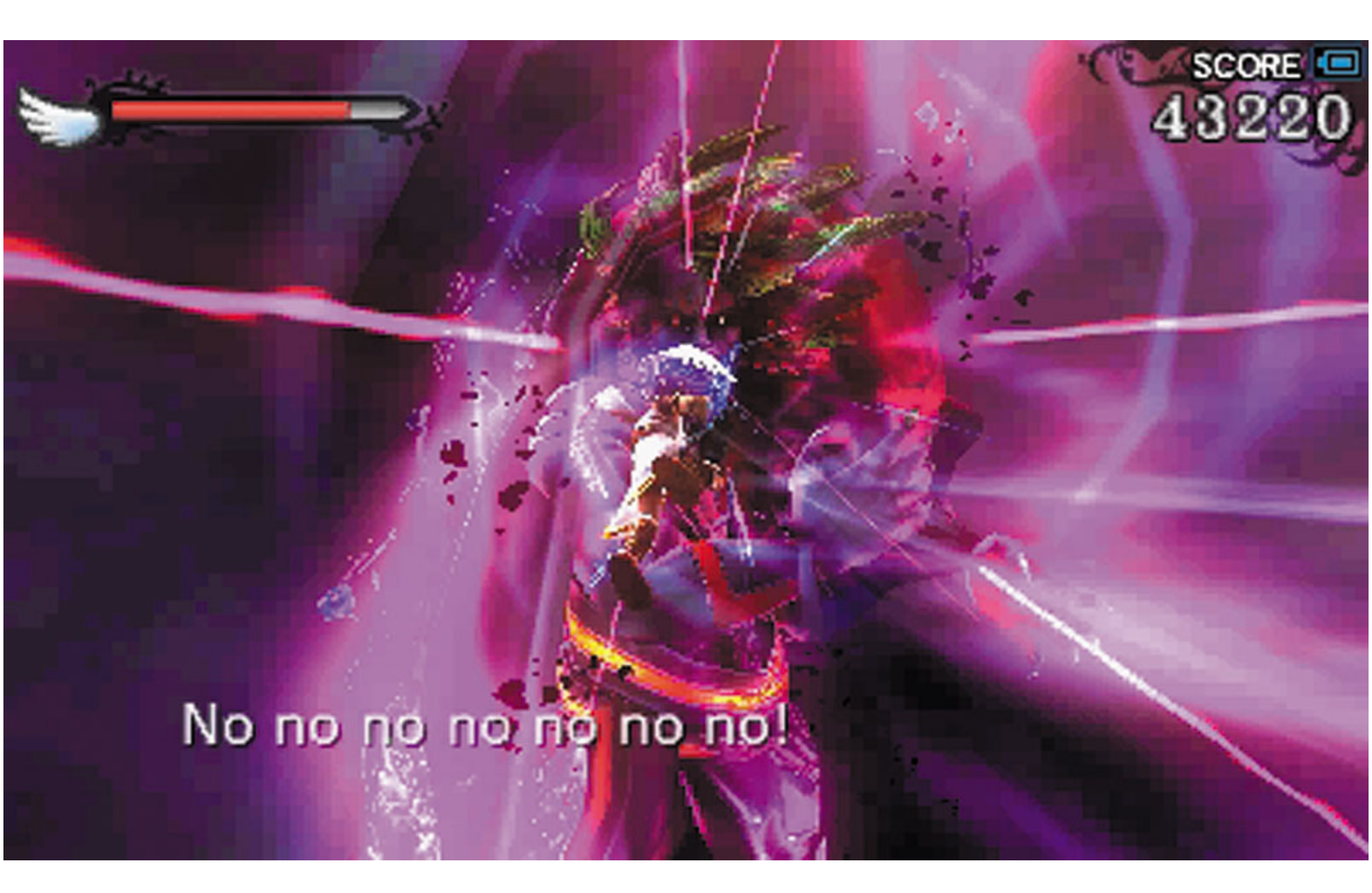
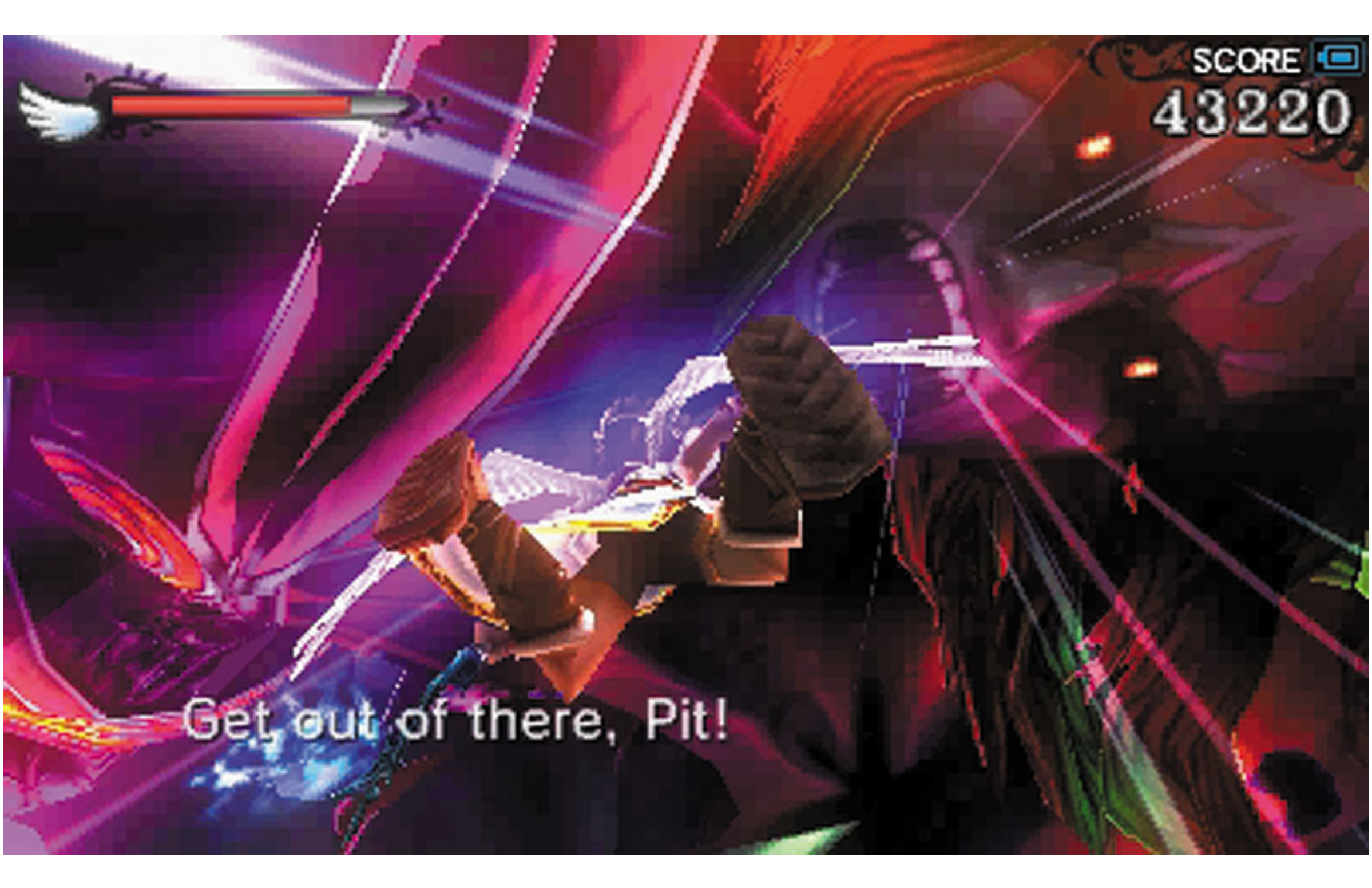
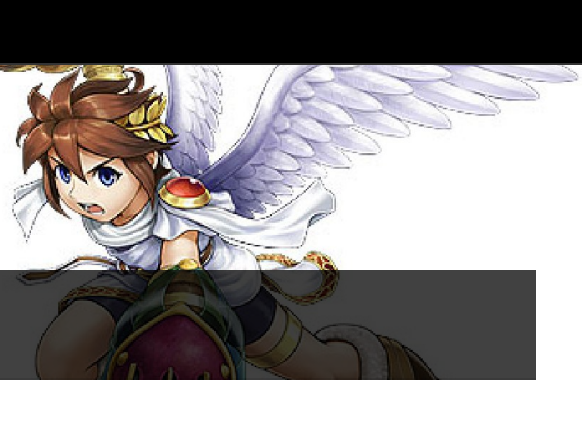

SCORE
43220
No no no no no no no!

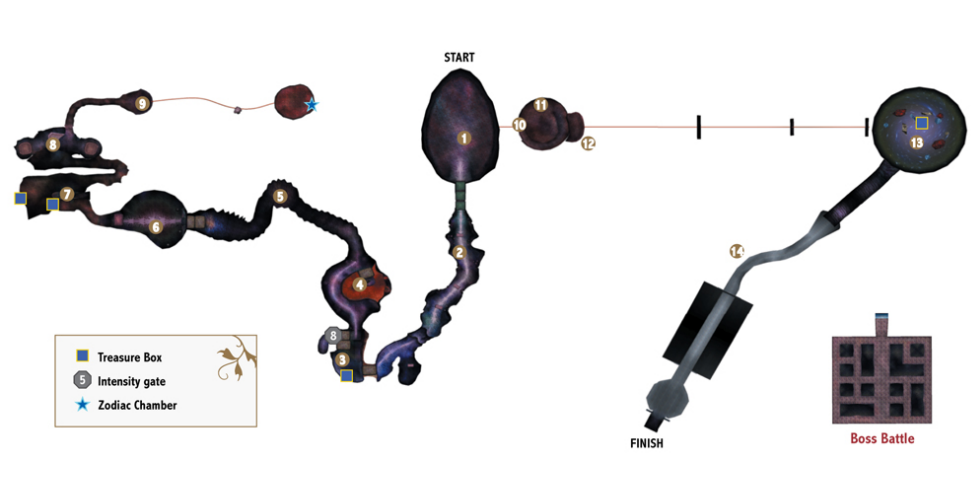

SCORE
43220
Get out of there, Pit!

Keep shooting at Hades until he staggers, trying to recover from his injuries. He decides to end this fight quickly and decisively, and there is nothing you can do. The battle against the Underworld has just moved to an interesting location.

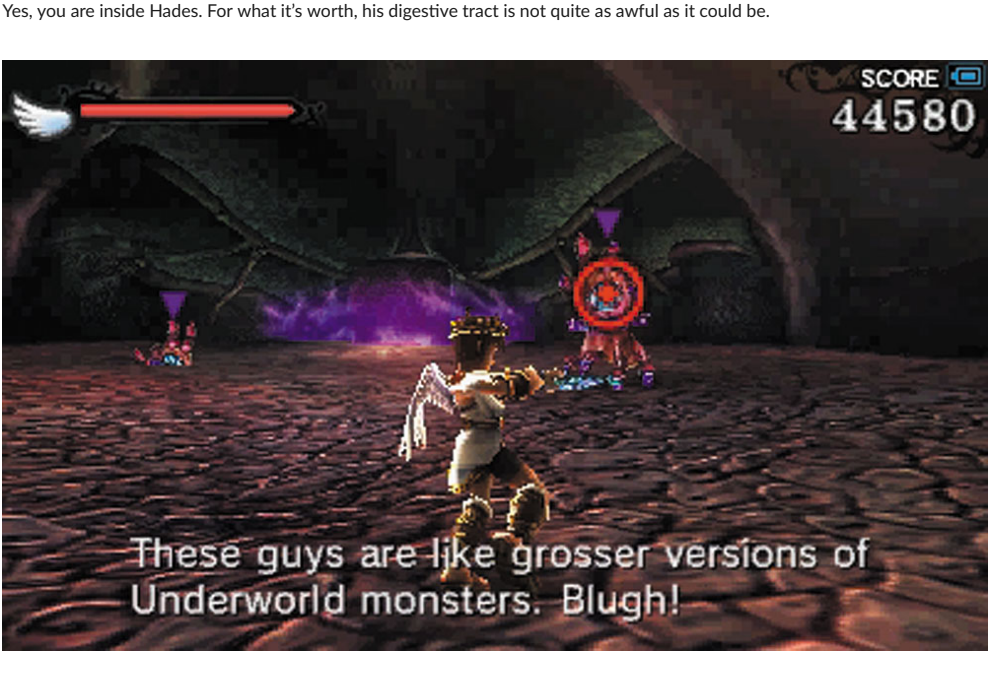


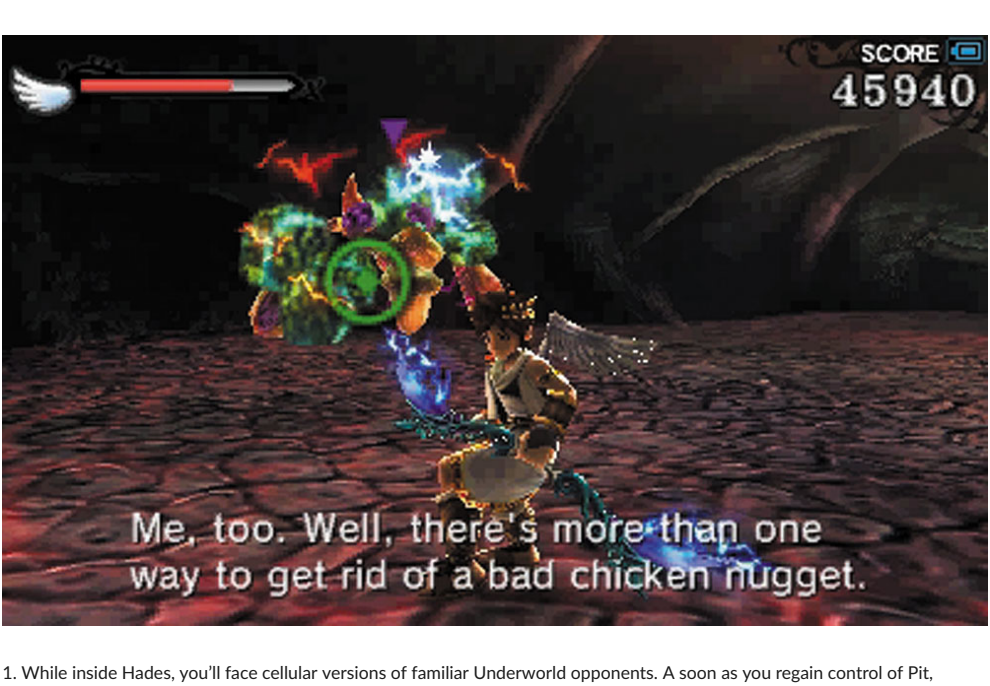
Chapter 23: Lord of the Underworld

Land Battle

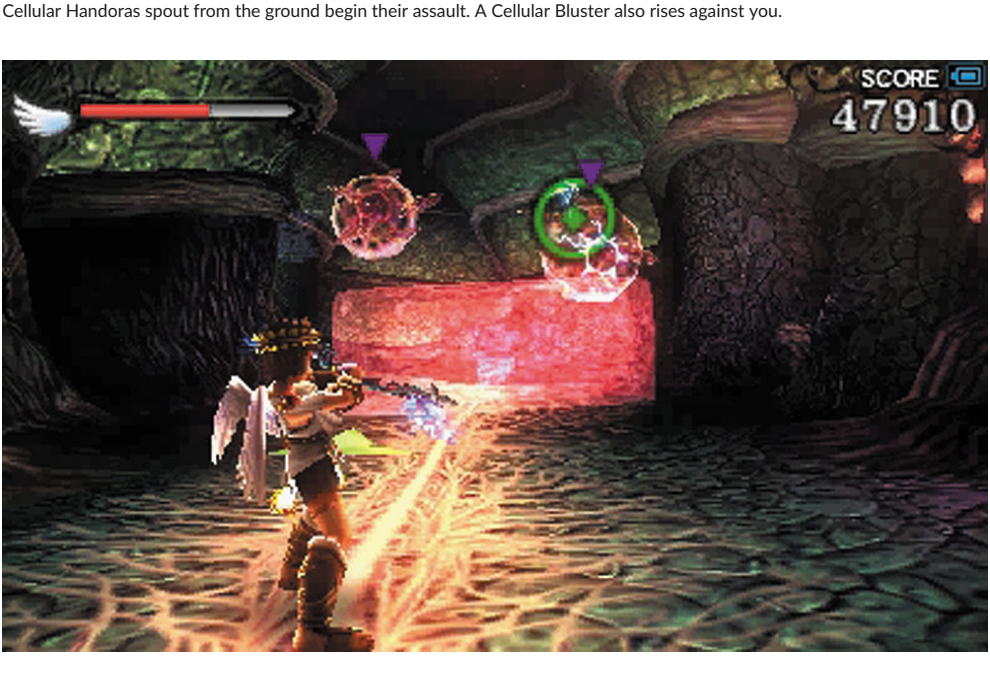

START
1
2
3
4
5
6
7
8
9
10
11
12
13
14
FINISH
Boss Battle
Treasure Box
5 Intensity gate
★ Zodiac Chamber

Yes, you are inside Hades. For what it's worth, his digestive tract is not quite as awful as it could be.


SCORE
44580
These guys are like grosser versions of Underworld monsters. Blugh!


SCORE
45940
Me, too. Well, there's more than one way to get rid of a bad chicken nugget.

1. While inside Hades, you'll face cellular versions of familiar Underworld opponents. A soon as you regain control of Pit, Cellular Handoras spout from the ground begin their assault. A Cellular Bluster also rises against you.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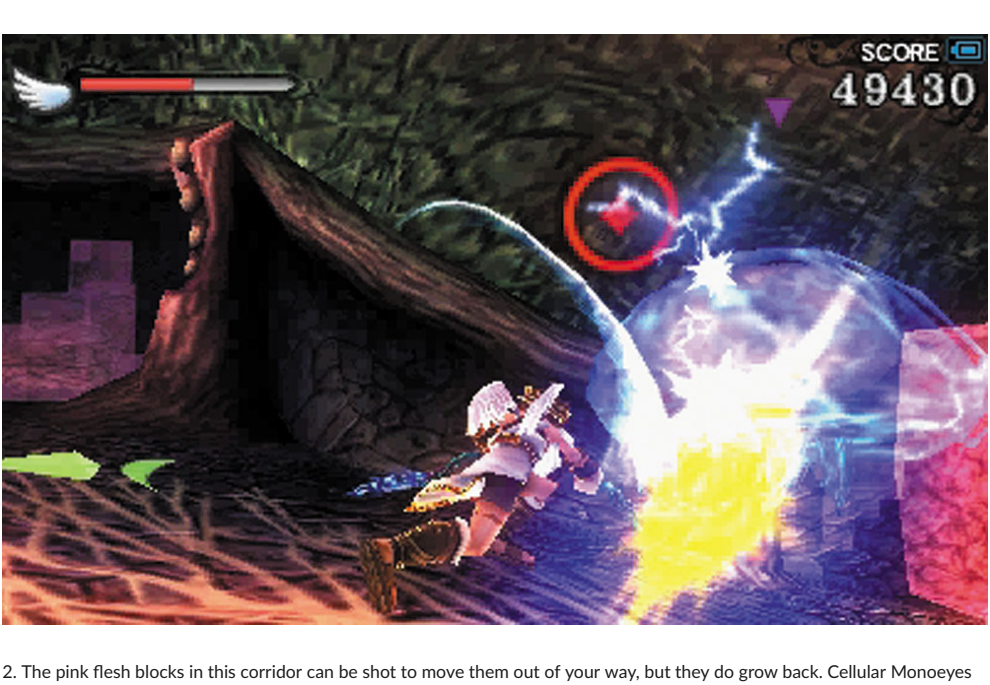
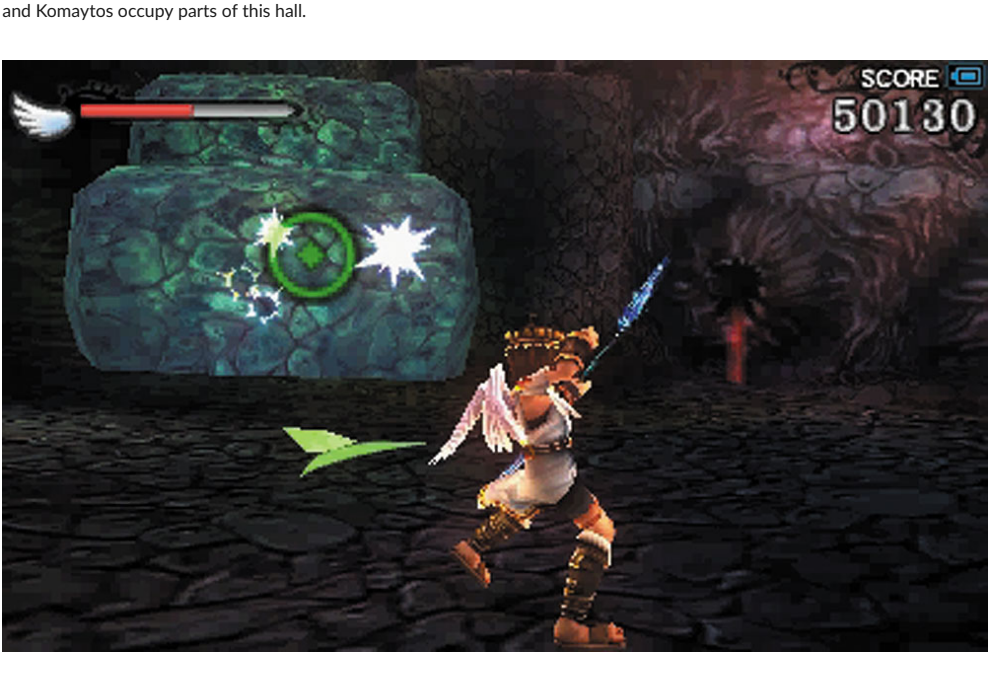

SCORE
49430

2. The pink flesh blocks in this corridor can be shot to move them out of your way, but they do grow back. Cellular Monoeyes and Komaytos occupy parts of this hall.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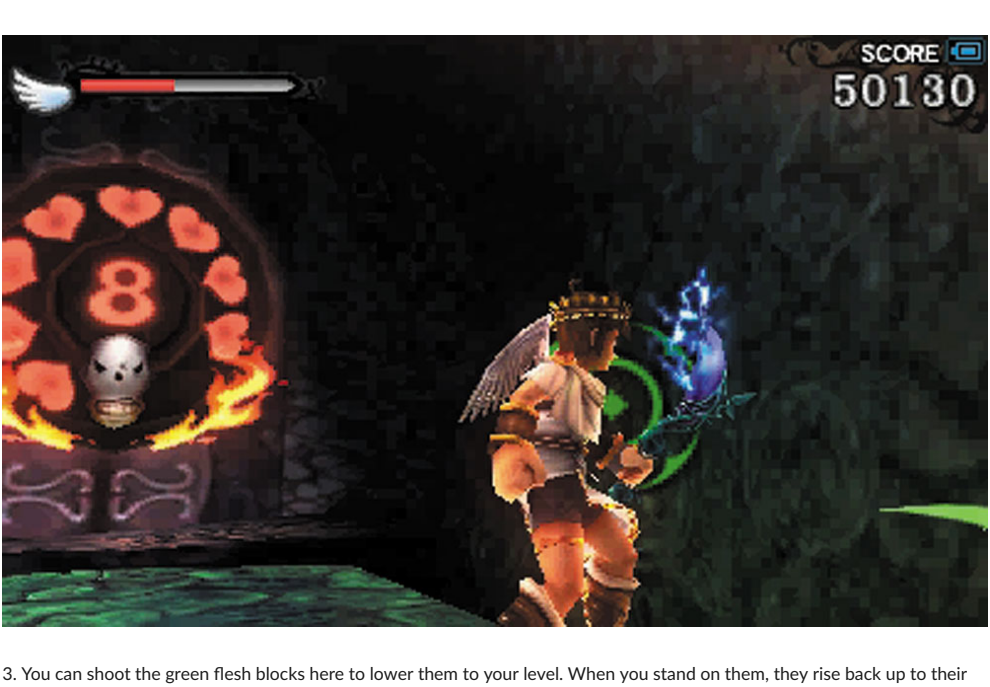
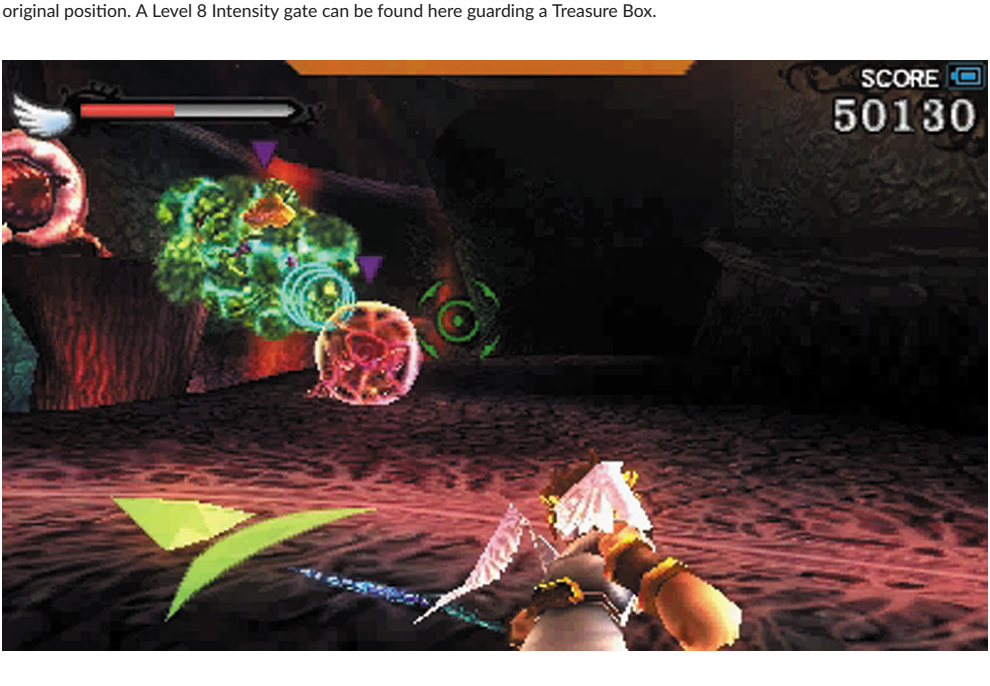

SCORE
50130
8

3. You can shoot the green flesh blocks here to lower them to your level. When you stand on them, they rise back up to their original position. A Level 8 Intensity gate can be found here guarding a Treasure Box.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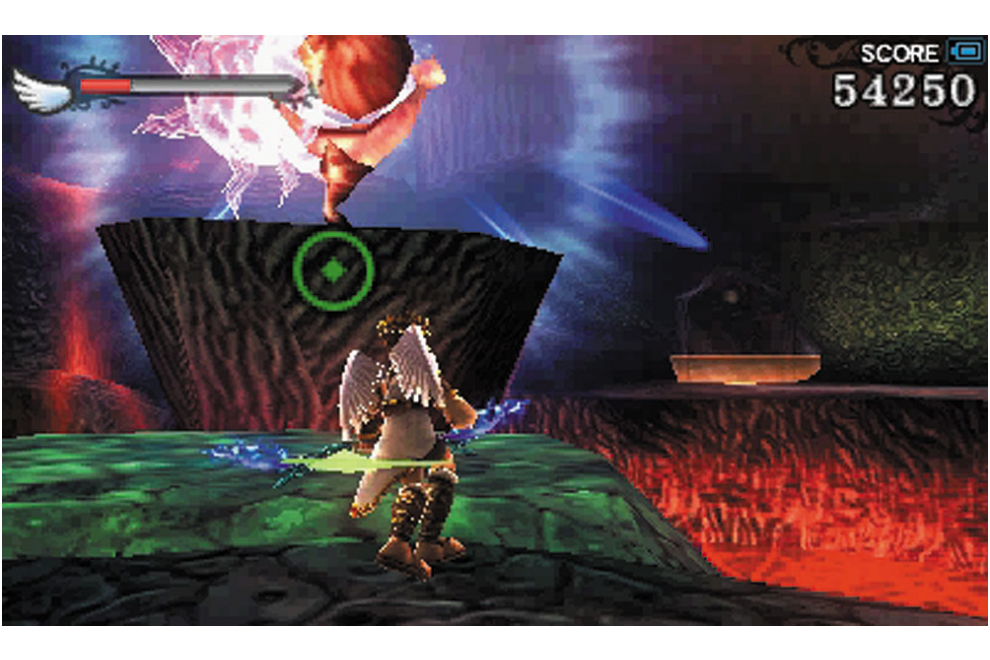
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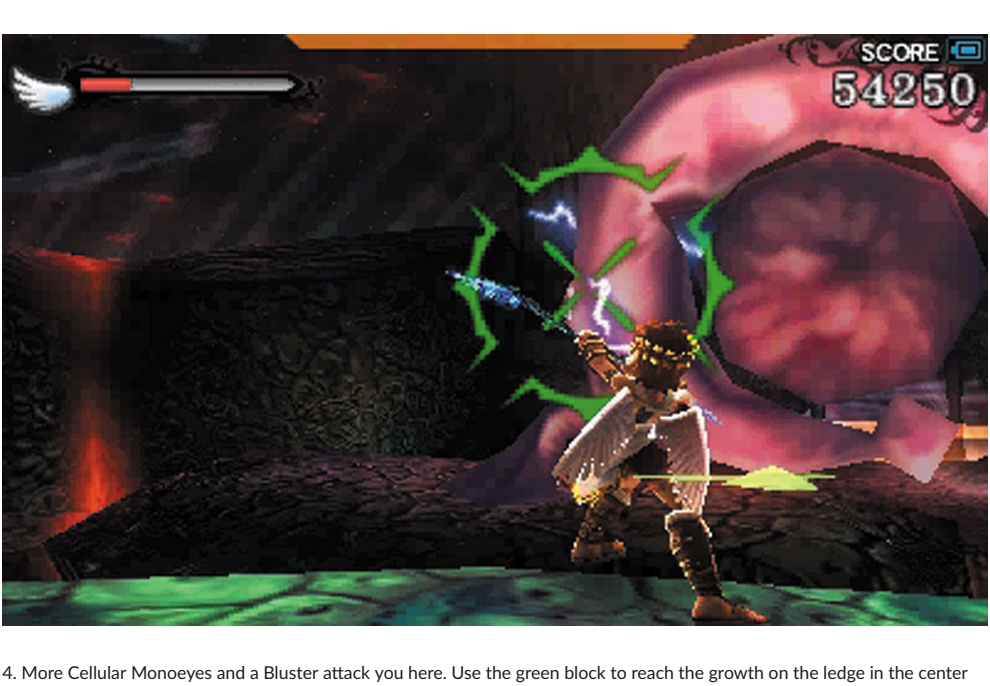
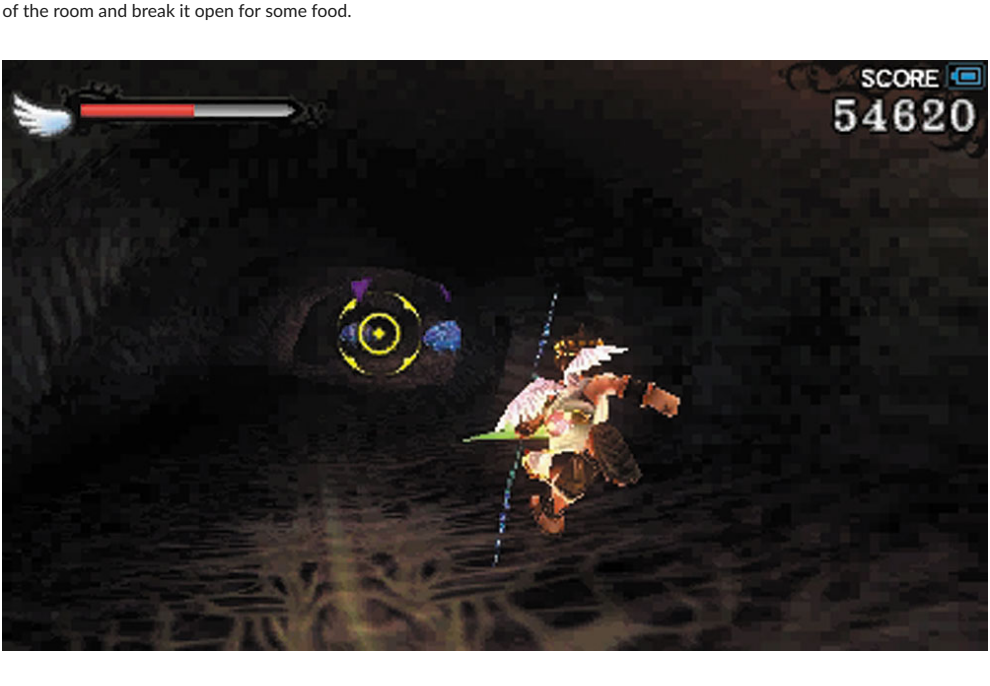

SCORE
54250

4. More Cellular Monoeyes and a Bluster attack you here. Use the green block to reach the growth on the ledge in the center of the room and break it open for some food.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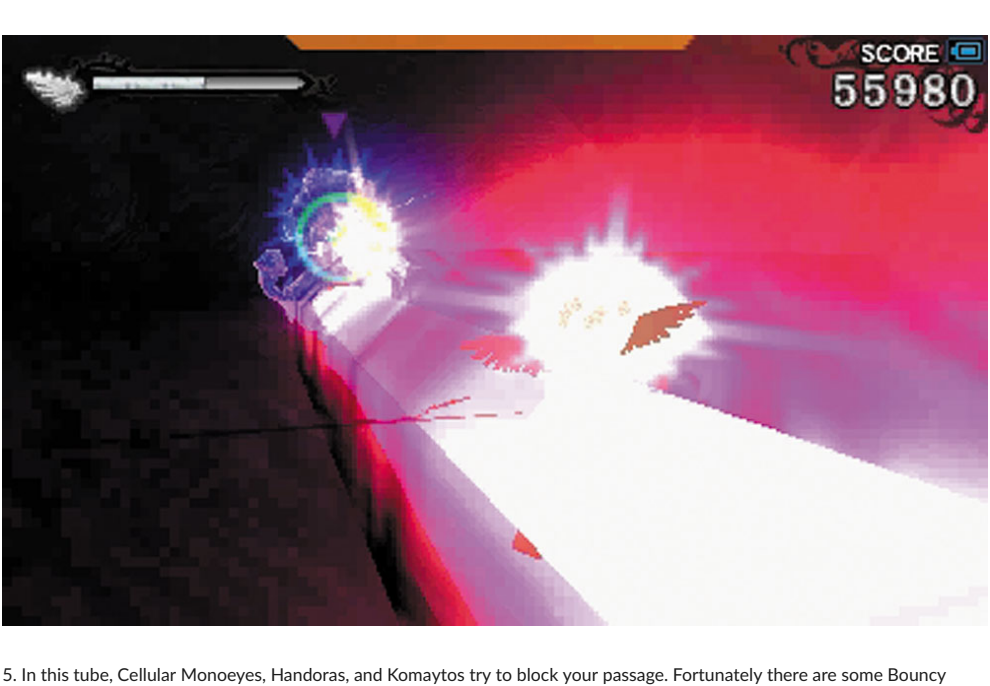
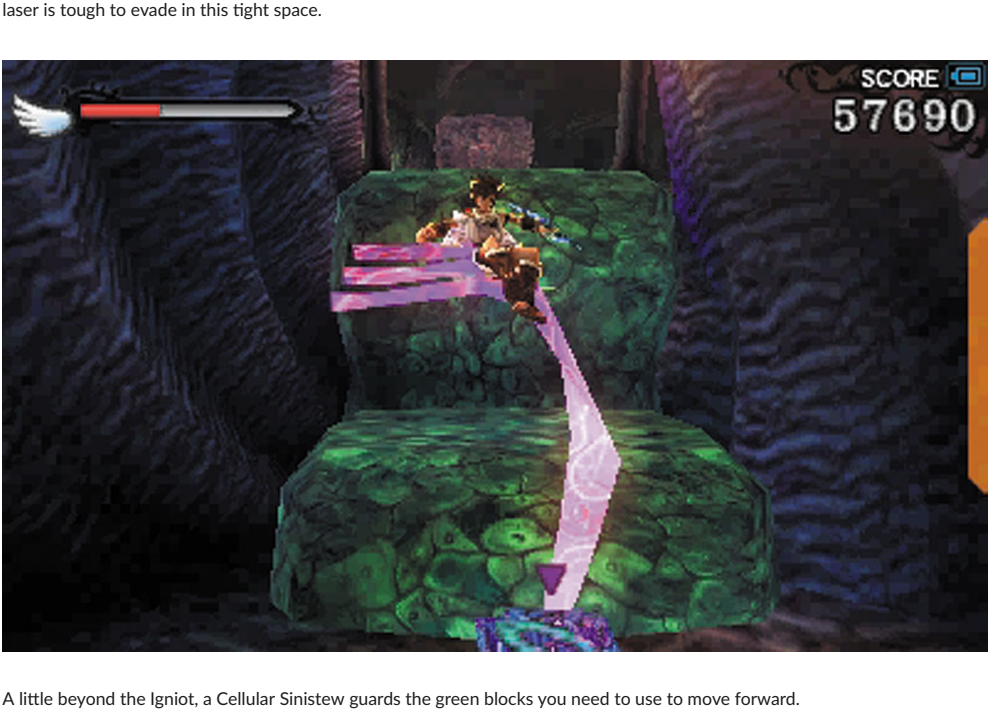

SCORE
55980

5. In this tube, Cellular Monoeyes, Handoras, and Komaytos try to block your passage. Fortunately there are some Bouncy Bombs that can be used to help clear the tunnel quicker. Watch out for the Cellular Igniot, as it may survive the bomb blasts. Its laser is tough to evade in this tight space.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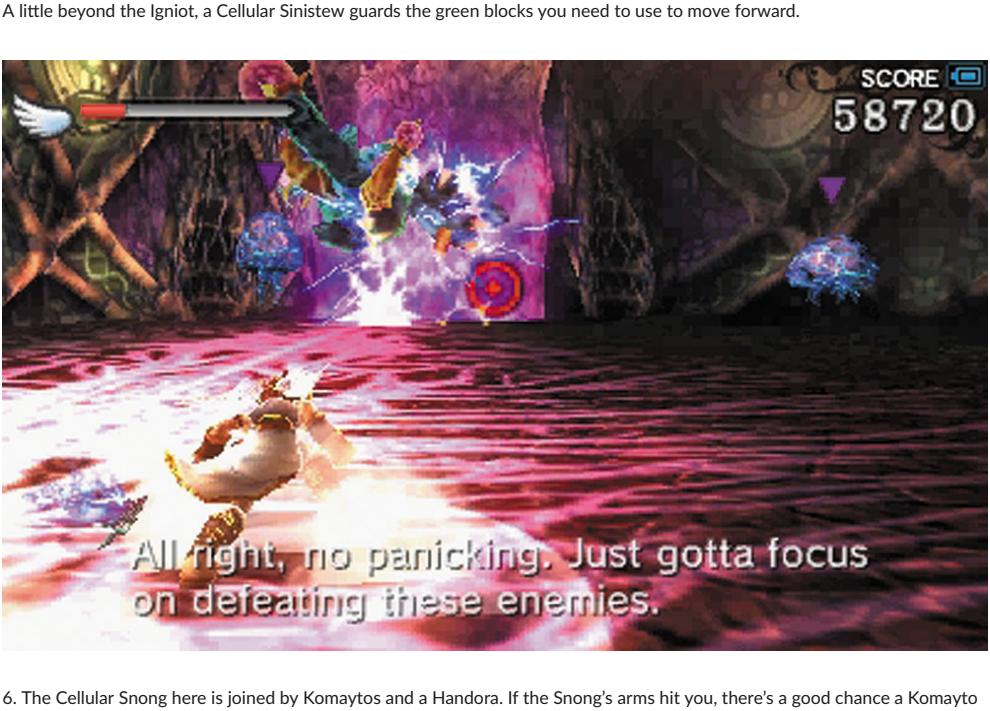
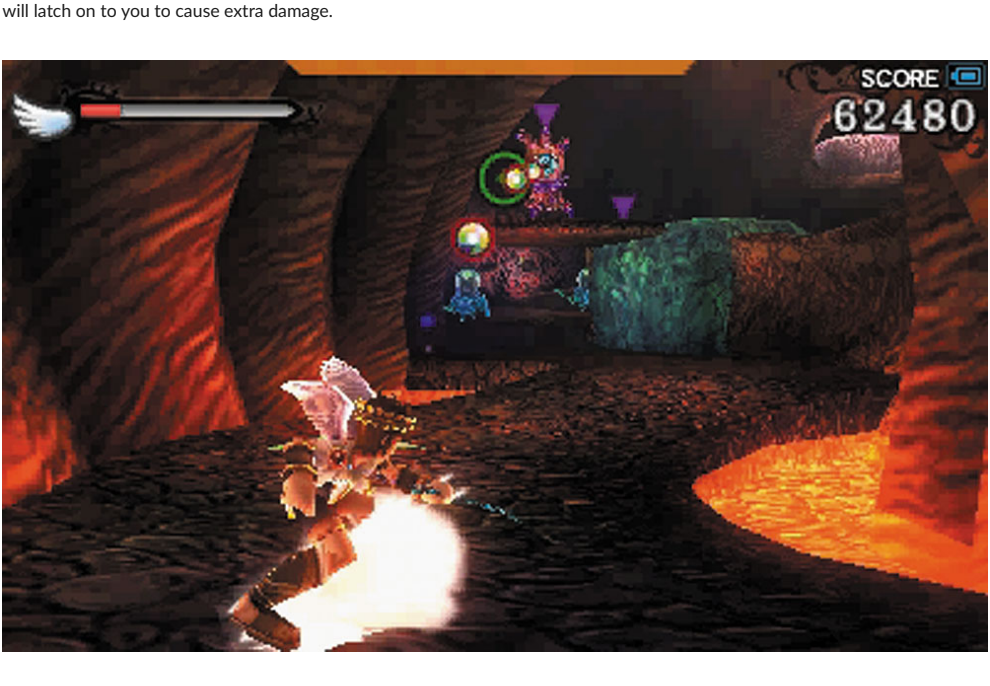
57690

A little beyond the Igniot, a Cellular Sinistew guards the green blocks you need to use to move forward.


SCORE
58720
All right, no panicking. Just gotta focus on defeating these enemies.

6. The Cellular Snong here is joined by Komaytos and a Handora. If the Snong's arms hit you, there's a good chance a Komayto will latch on to you to cause extra damage.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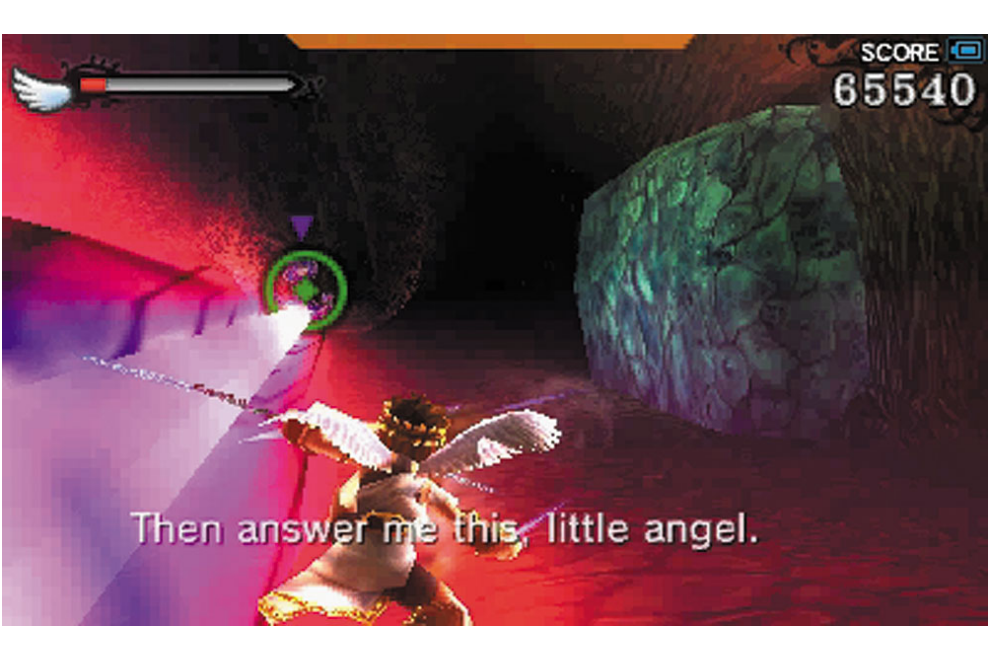
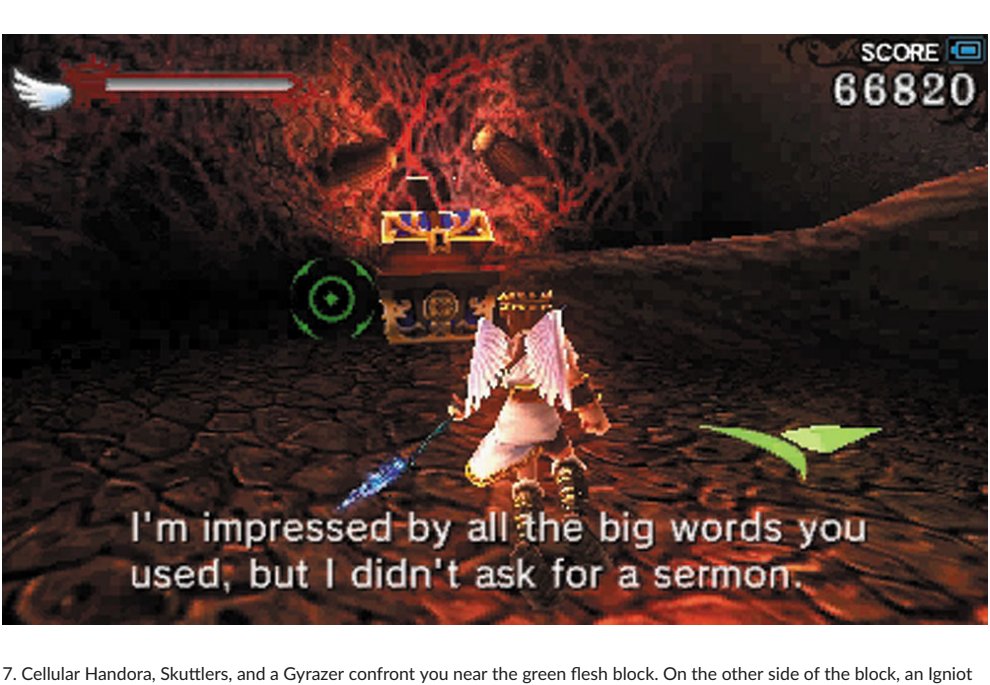
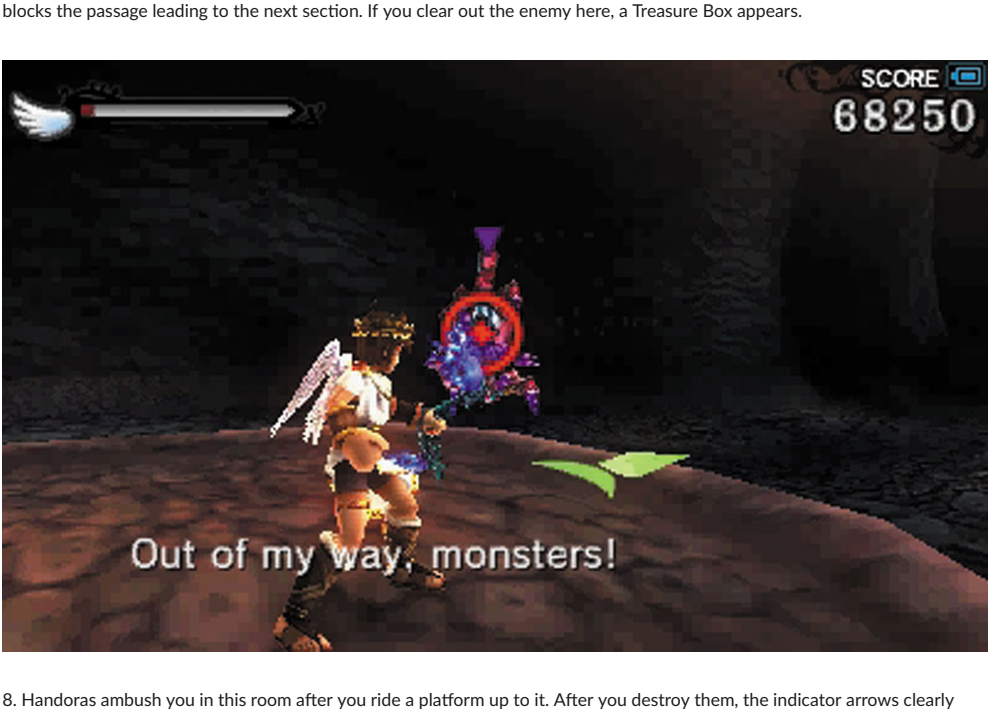
62480

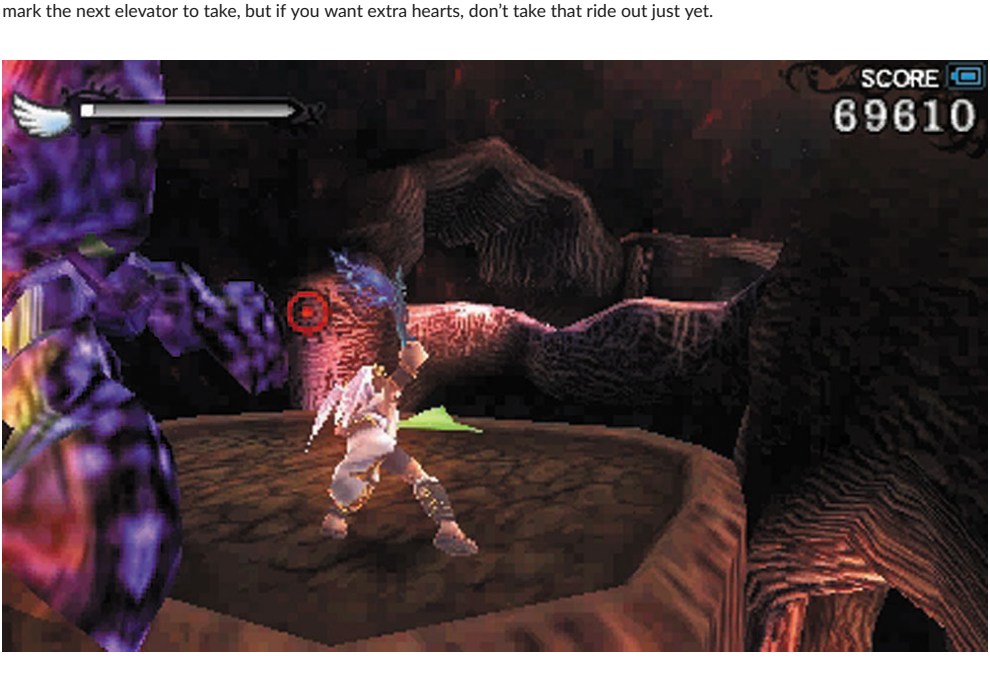

SCORE
65540
Then answer me this, little angel.


SCORE
66820
I'm impressed by all the big words you used, but I didn't ask for a sermon.

7. Cellular Handora, Skuttlers, and a Gyrazer confront you near the green flesh block. On the other side of the block, an Igniot blocks the passage leading to the next section. If you clear out the enemy here, a Treasure Box appears.


SCORE
68250
Out of my way, monsters!

8. Handoras ambush you in this room after you ride a platform up to it. After you destroy them, the indicator arrows clearly mark the next elevator to take, but if you want extra hearts, don't take that ride out just yet.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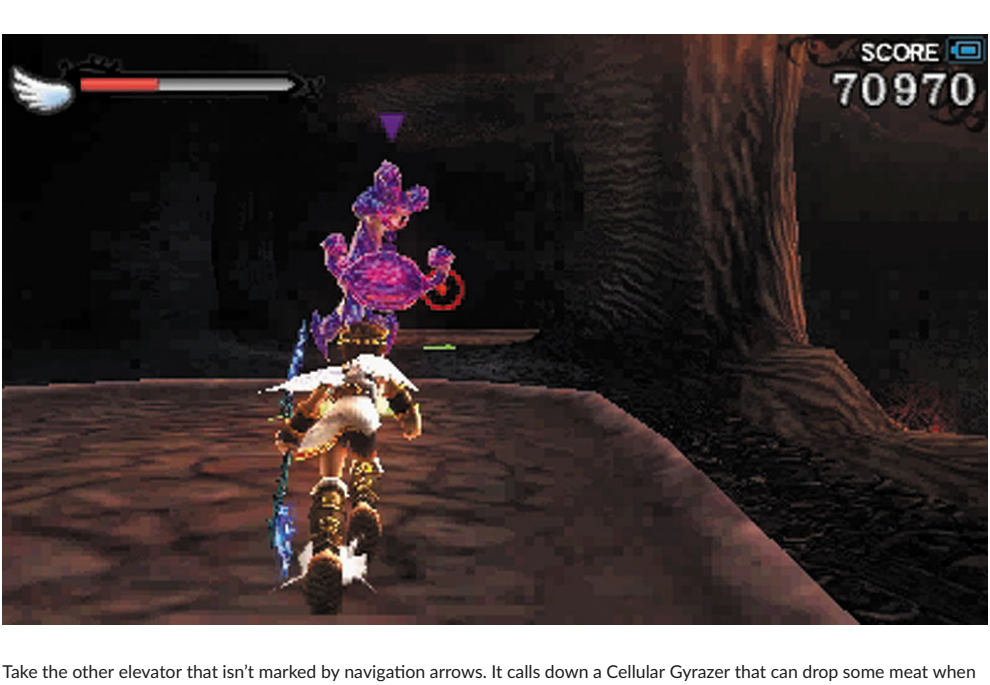
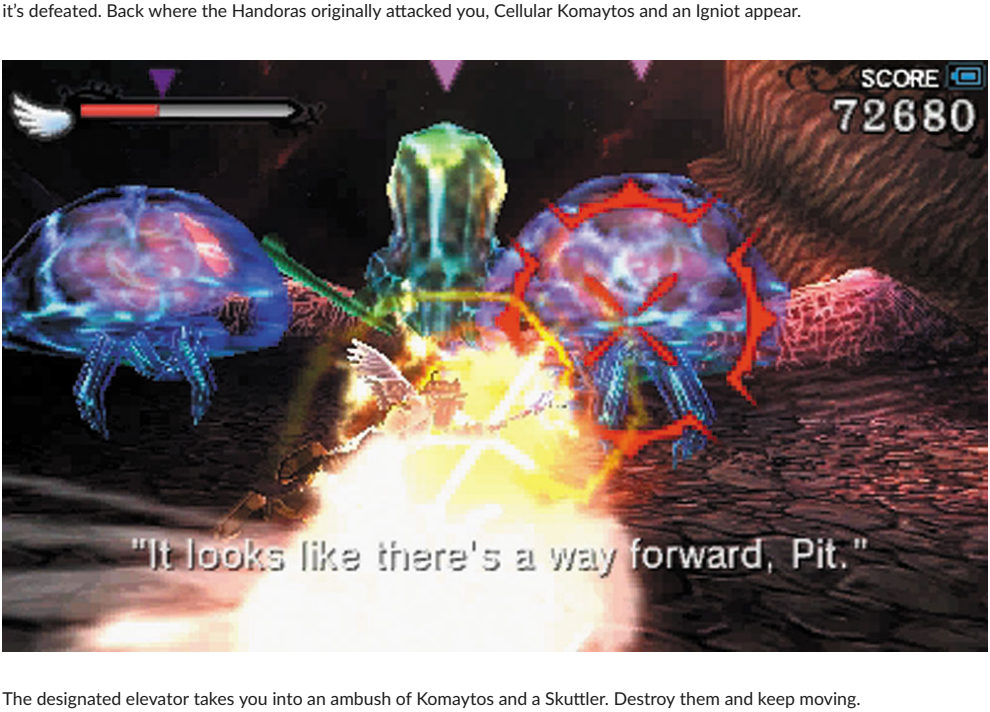
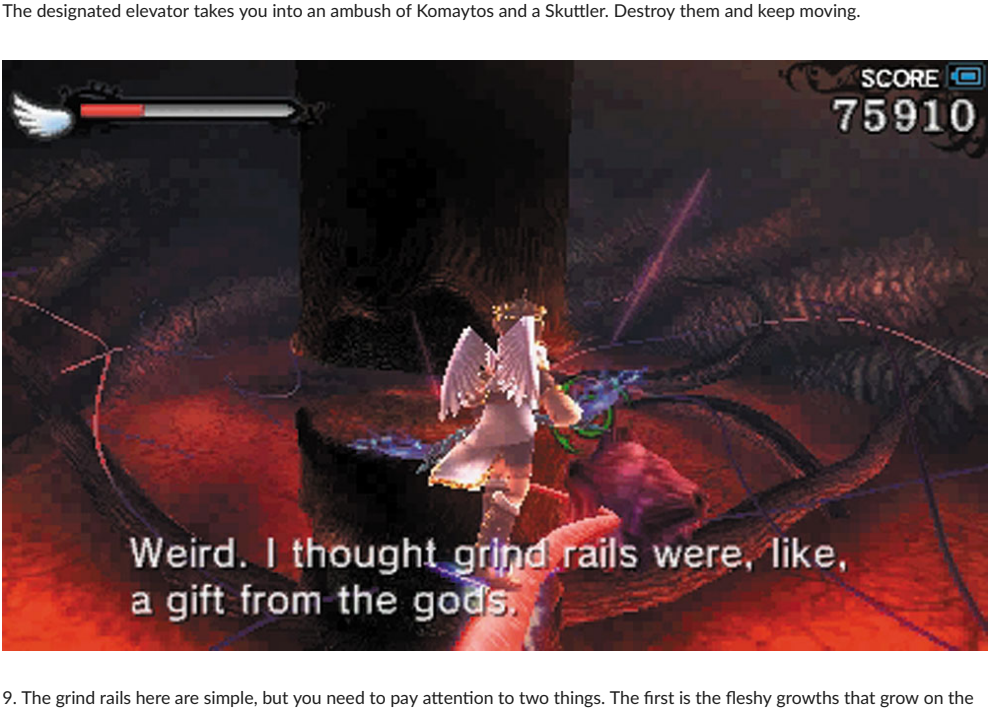
69610


SCORE
70970

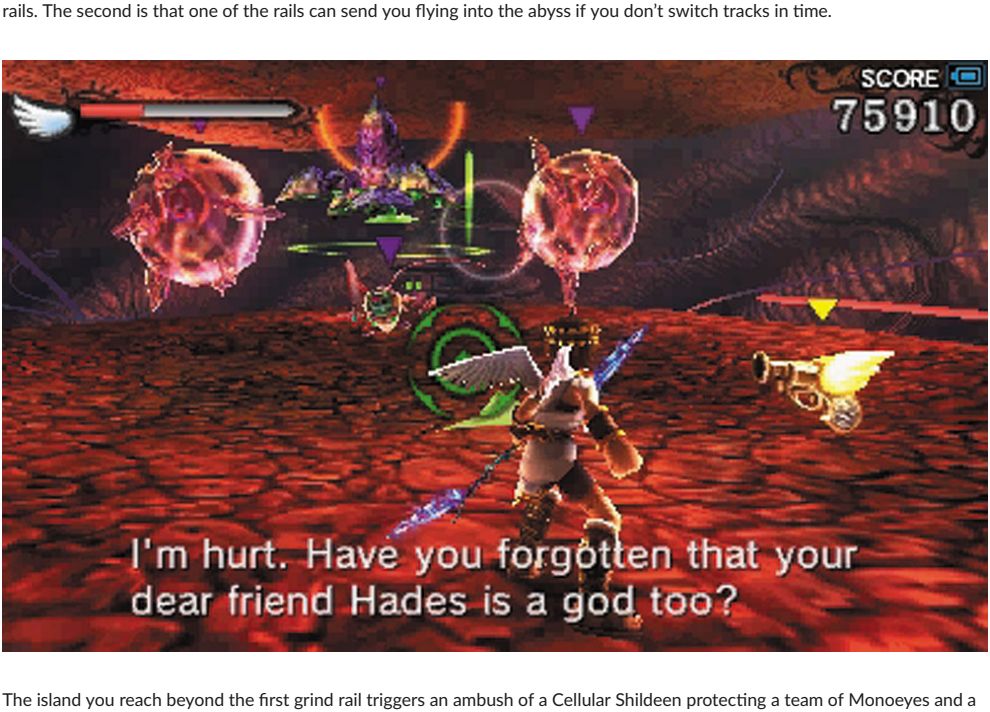
Take the other elevator that isn't marked by navigation arrows. It calls down a Cellular Gyrazer that can drop some meat when it's defeated. Back where the Handoras originally attacked you, Cellular Komaytos and an Igniot appear.


SCORE
72680
"It looks like there's a way forward, Pit."

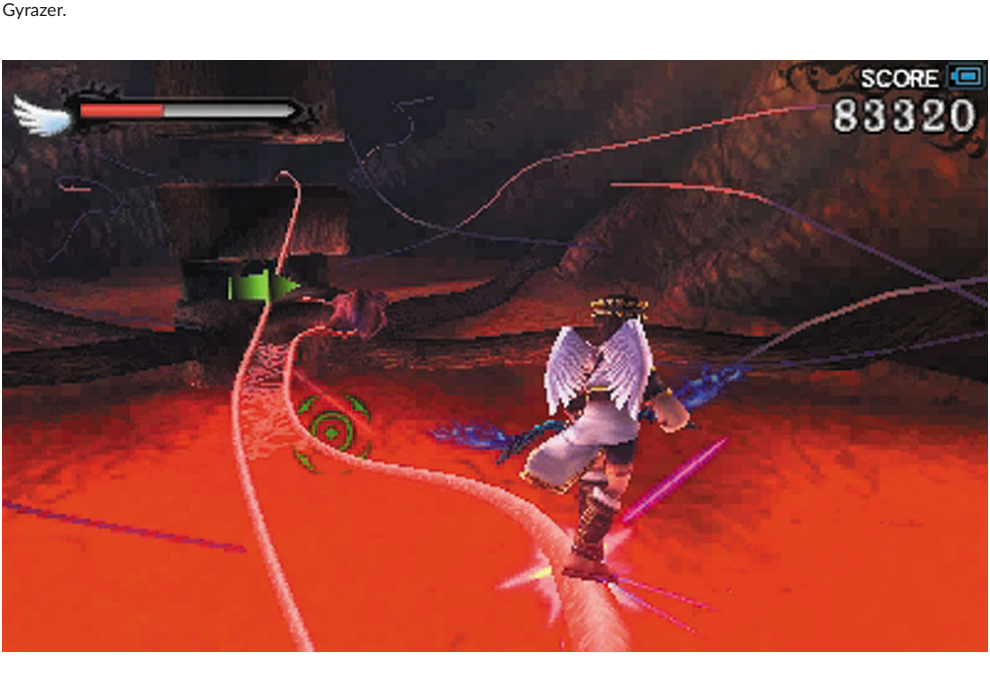
The designated elevator takes you into an ambush of Komaytos and a Skuttler. Destroy them and keep moving.

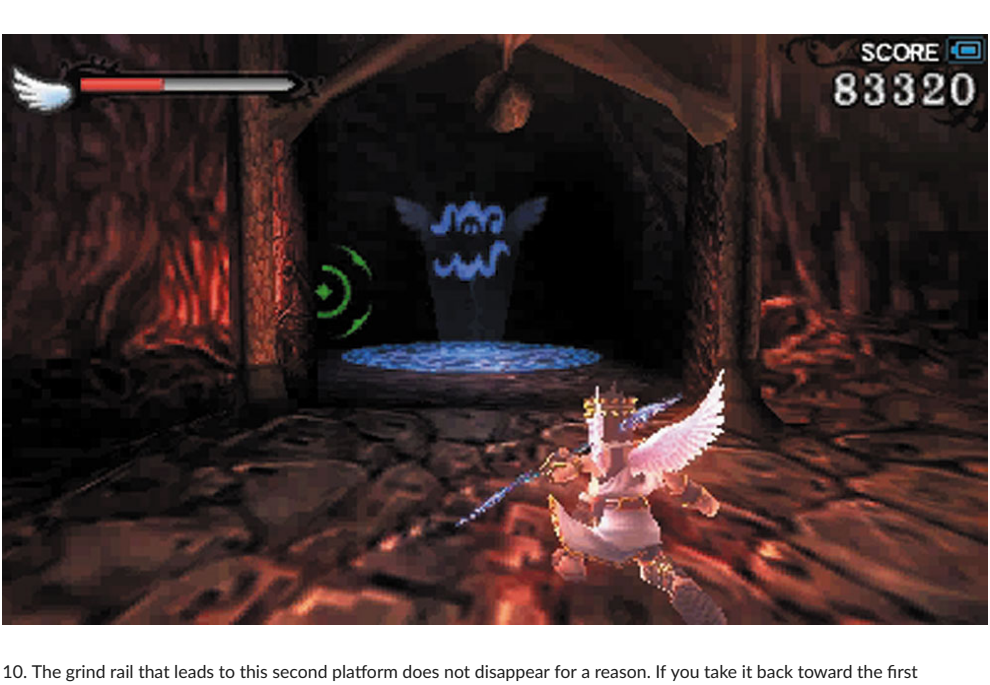

SCORE
75910
Weird. I thought grind rails were, like, a gift from the gods.

9. The grind rails here are simple, but you need to pay attention to two things. The first is the fleshy growths that grow on the rails. The second is that one of the rails can send you flying into the abyss if you don't switch tracks in time.

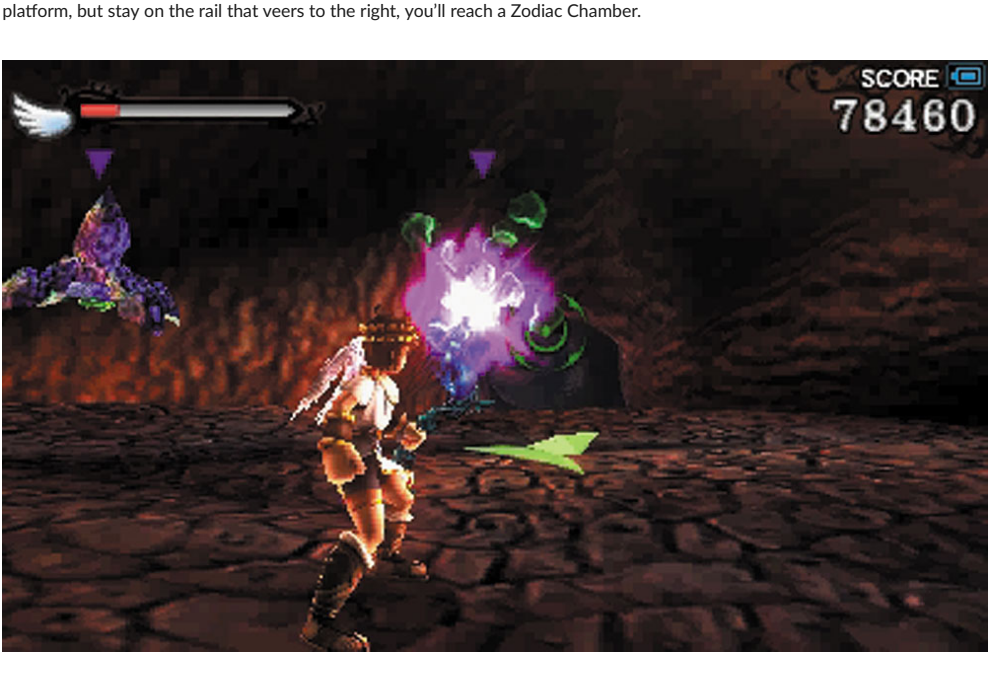

SCORE
75910
I'm hurt. Have you forgotten that your dear friend Hades is a god too?

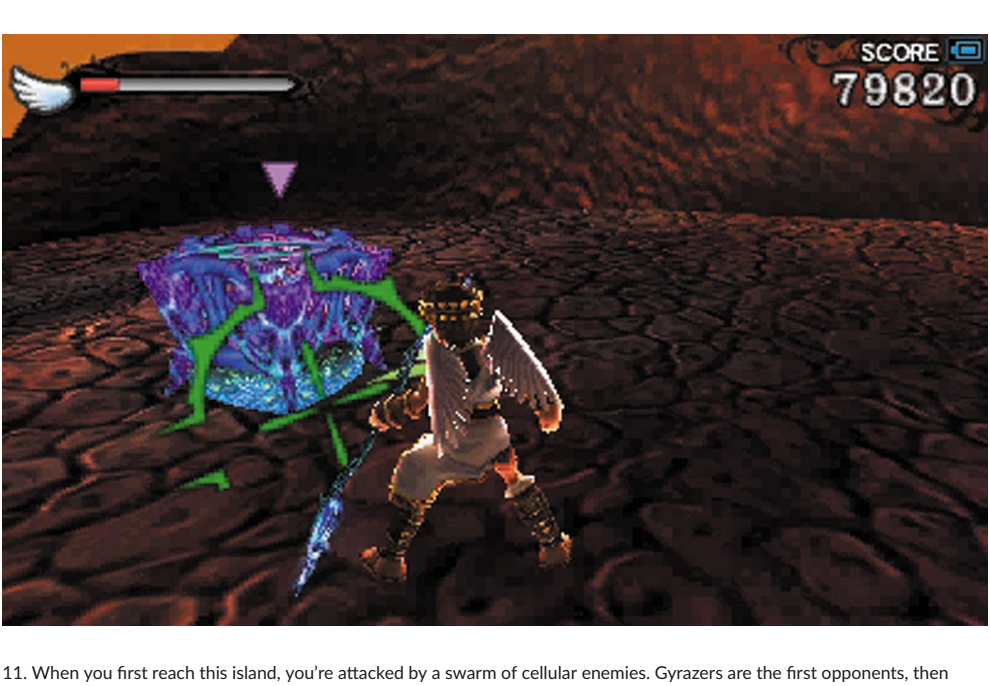
The island you reach beyond the first grind rail triggers an ambush of a Cellular Shildeen protecting a team of Monoeyes and a Gyrazer.


SCORE
83320

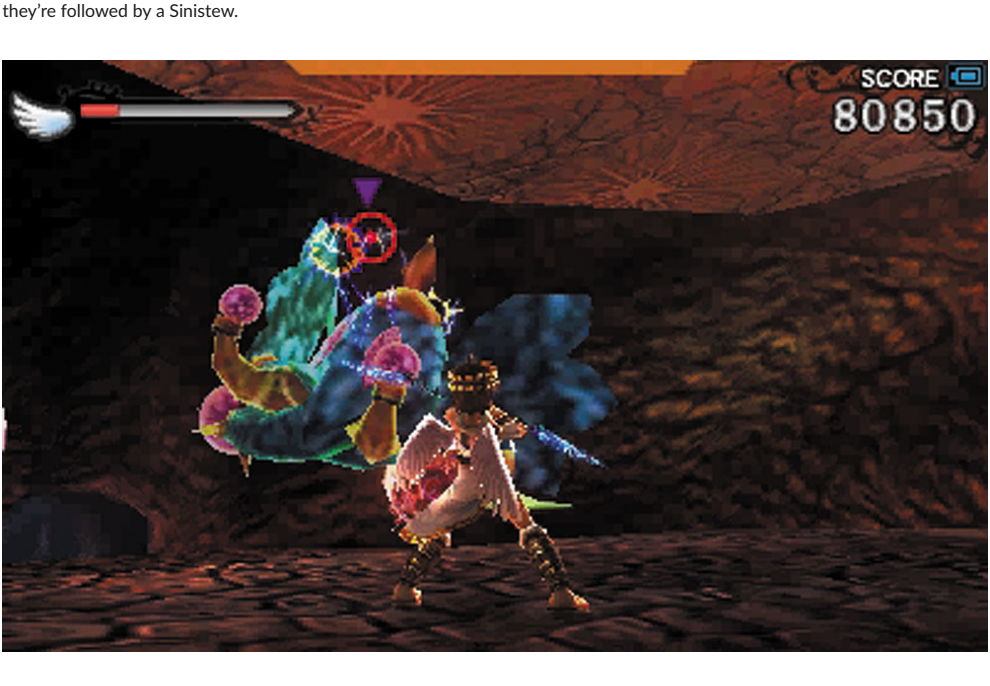

SCORE
83320

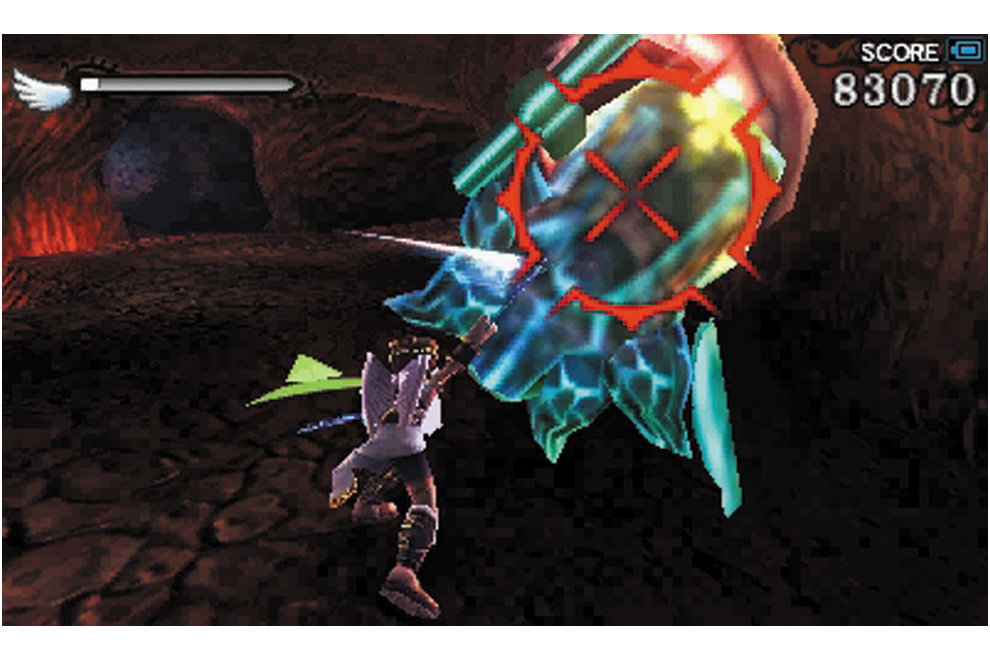
10. The grind rail that leads to this second platform does not disappear for a reason. If you take it back toward the first platform, but stay on the rail that veers to the right, you'll reach a Zodiac Chamber.

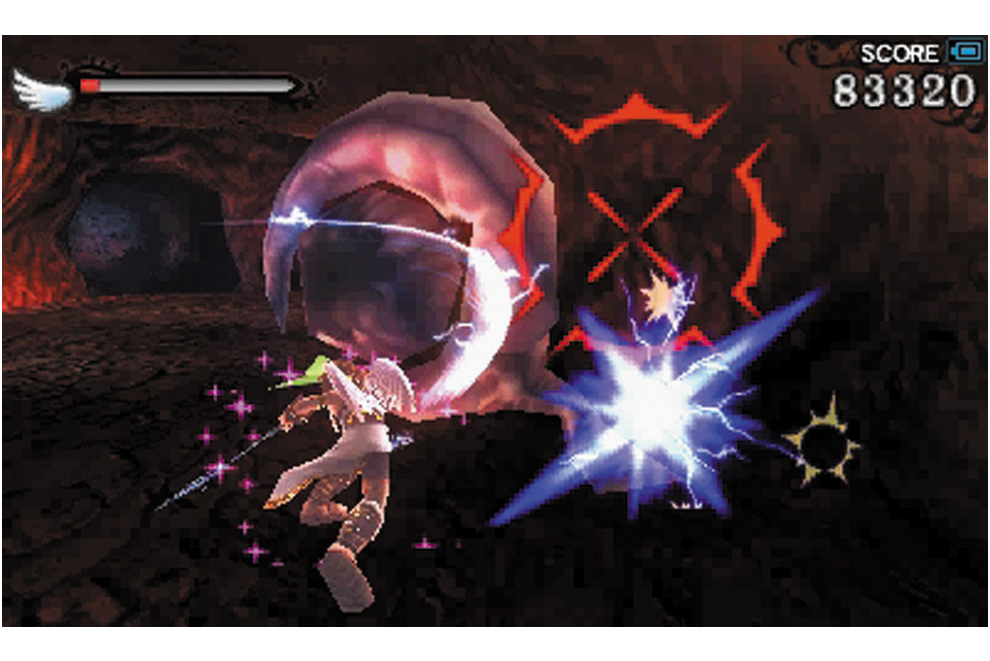

SCORE
78460

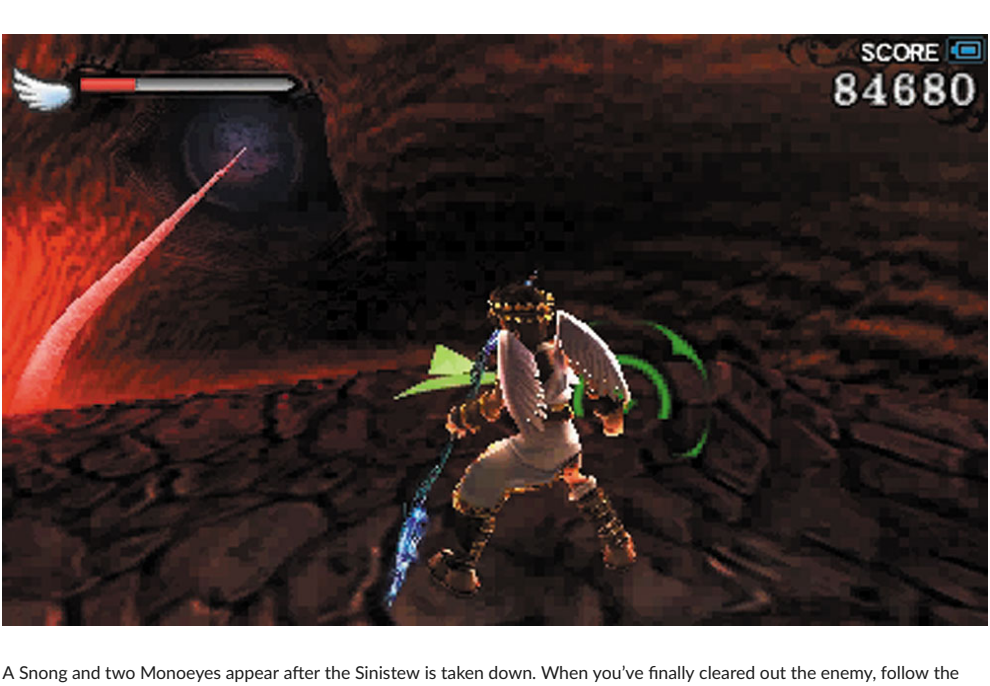

SCORE
79820

11. When you first reach this island, you're attacked by a swarm of cellular enemies. Gyrazers are the first opponents, then they're followed by a Sinistew.

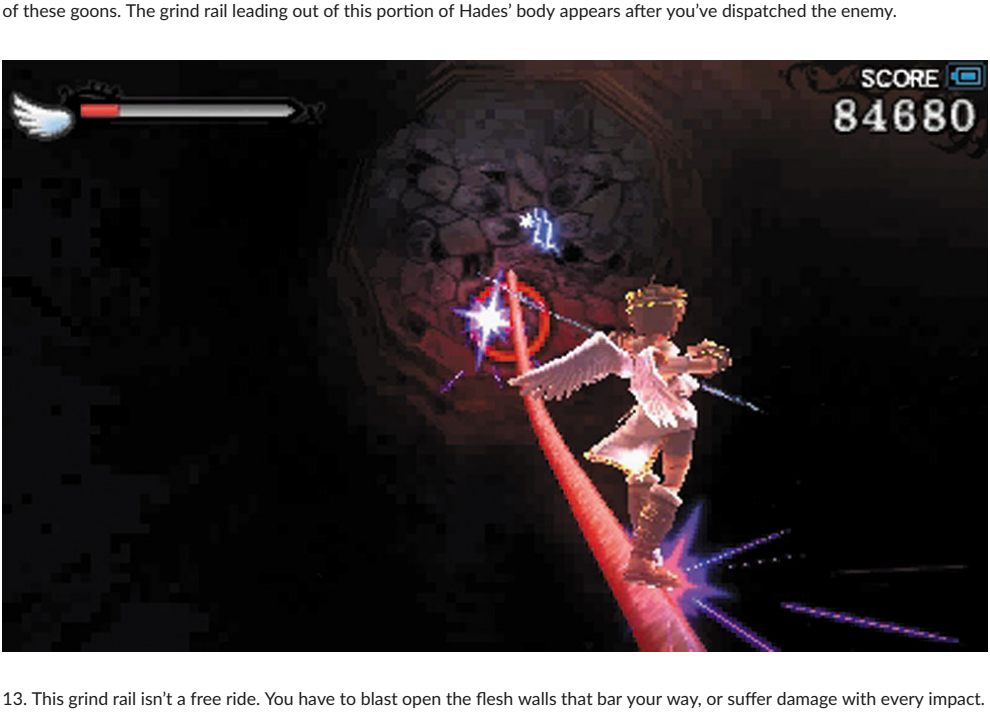

SCORE
80850


SCORE
83070

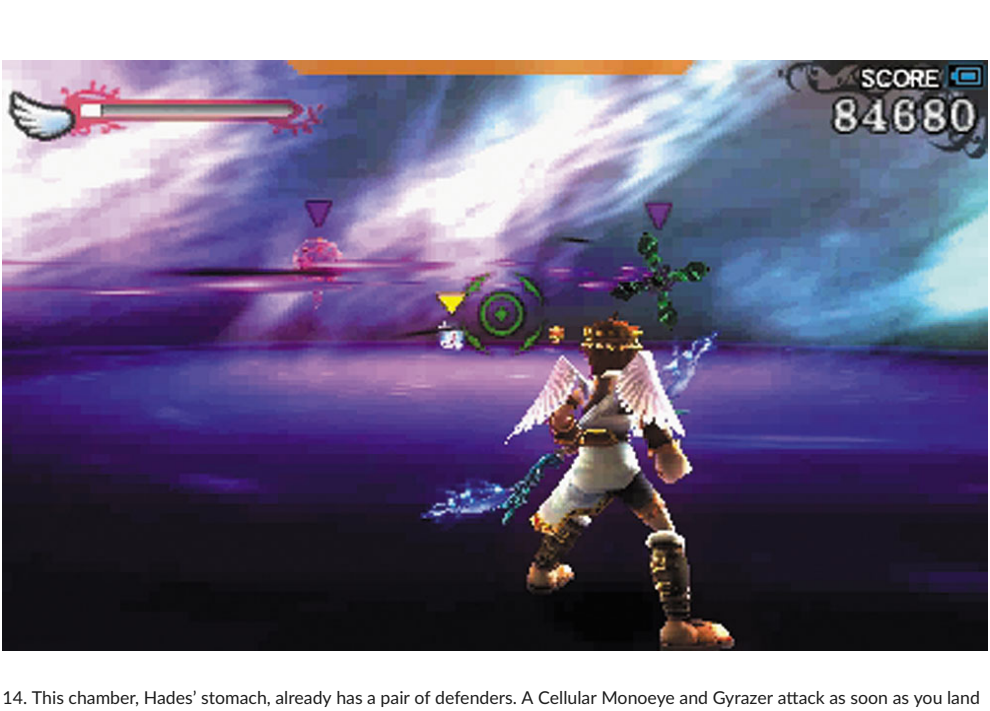

SCORE
83320


SCORE
84680

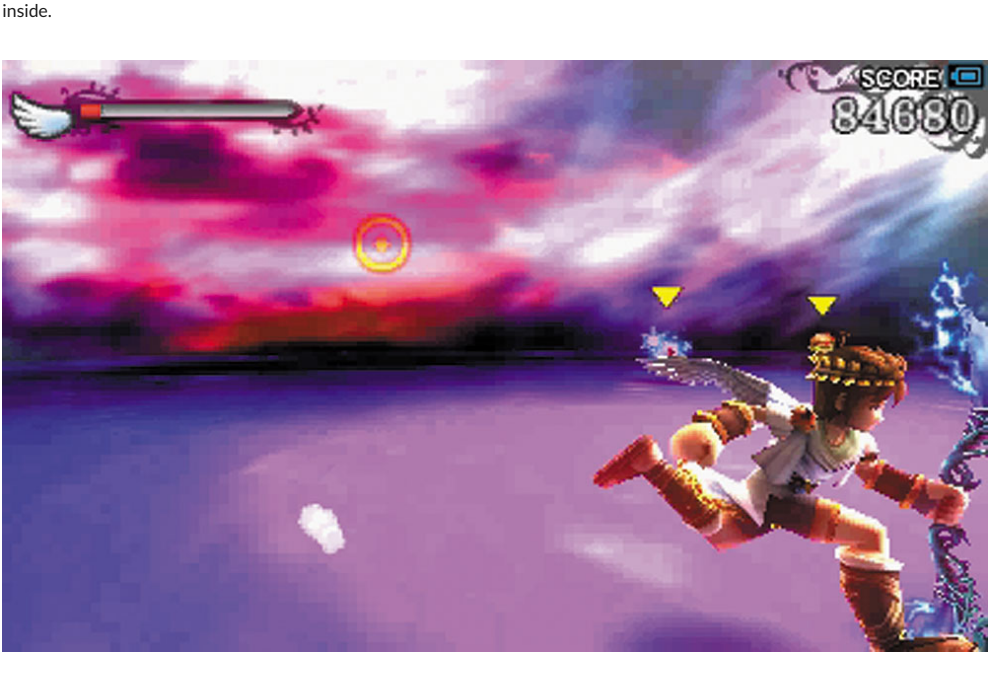
A Snong and two Monoeyes appear after the Sinistew is taken down. When you've finally cleared out the enemy, follow the path winding down the side of the platform to defeat a Skuttler and another fleshy growth that appears to be producing more of these goons. The grind rail leading out of this portion of Hades' body appears after you've dispatched the enemy.


SCORE
84680

13. This grind rail isn't a free ride. You have to blast open the flesh walls that bar your way, or suffer damage with every impact.


SCORE
84680

14. This chamber, Hades' stomach, already has a pair of defenders. A Cellular Monoeye and Gyrazer attack as soon as you land inside.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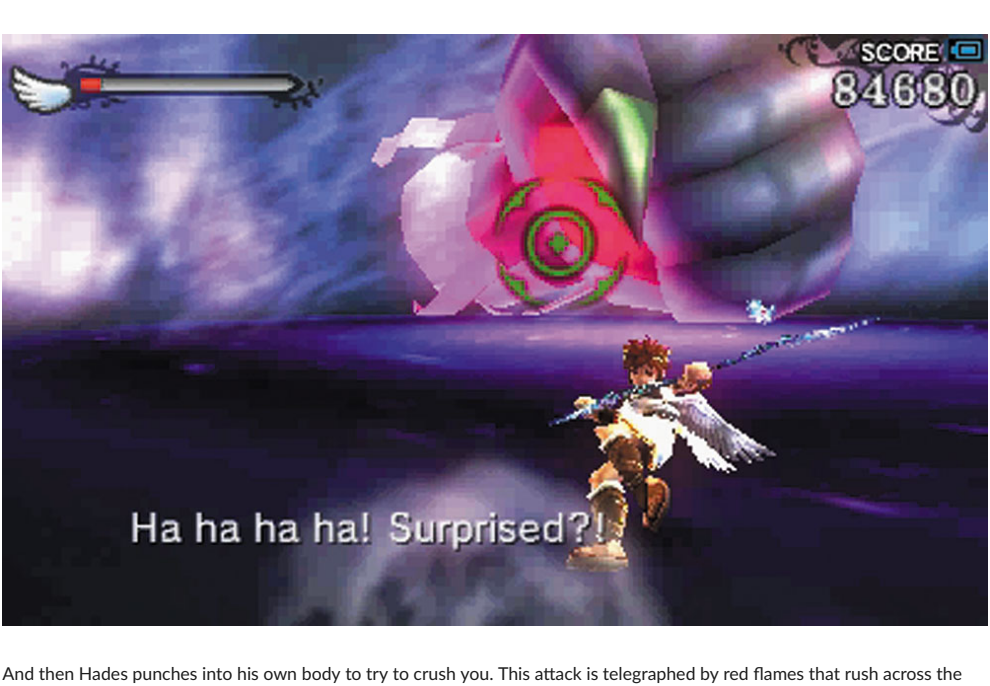
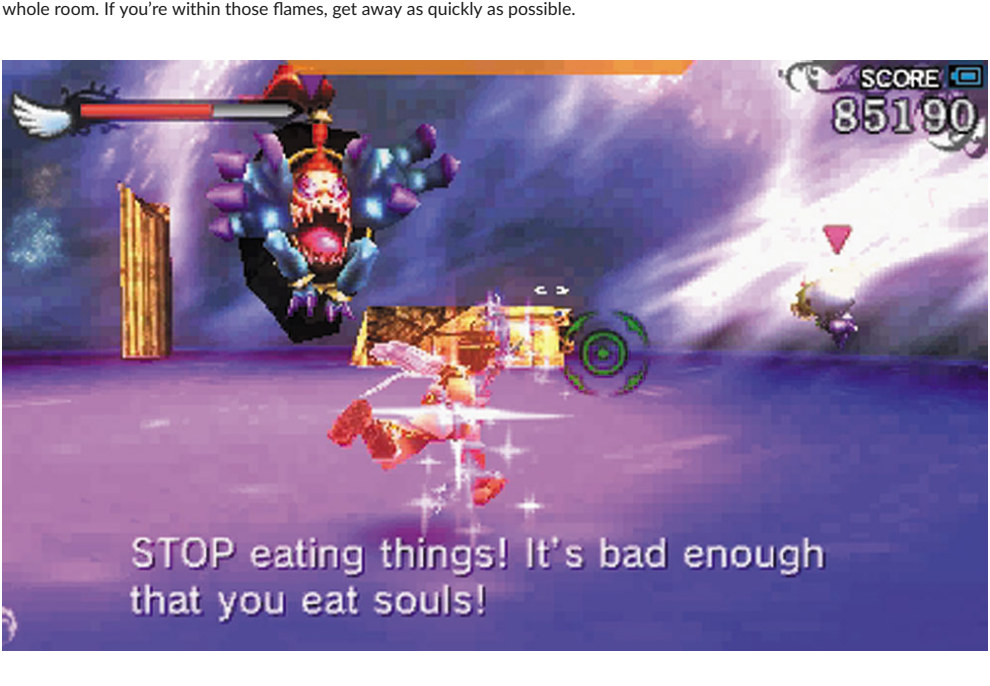
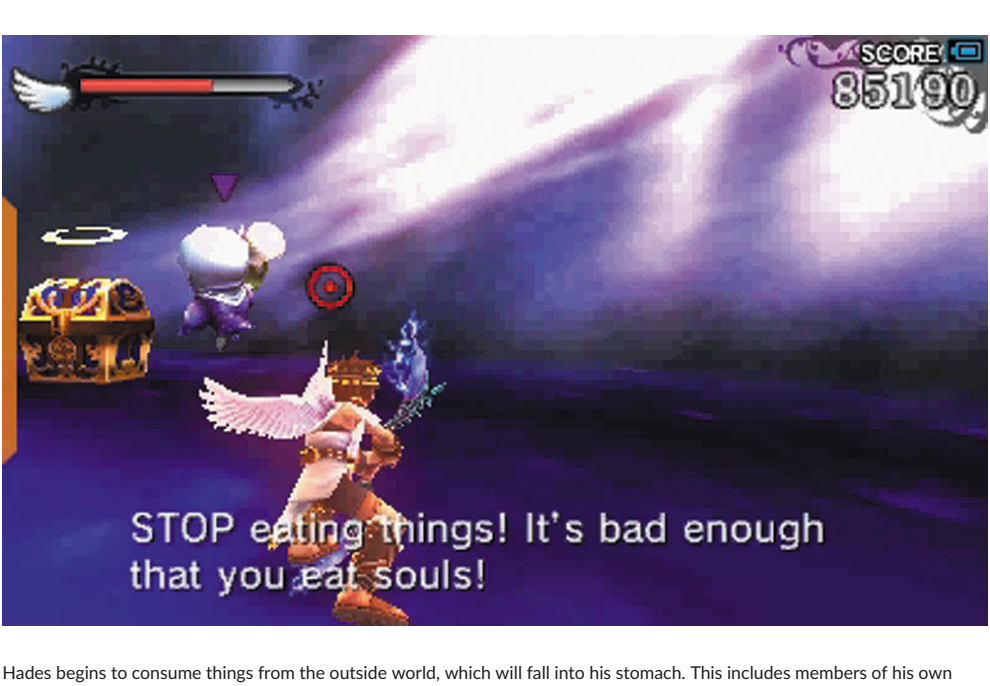
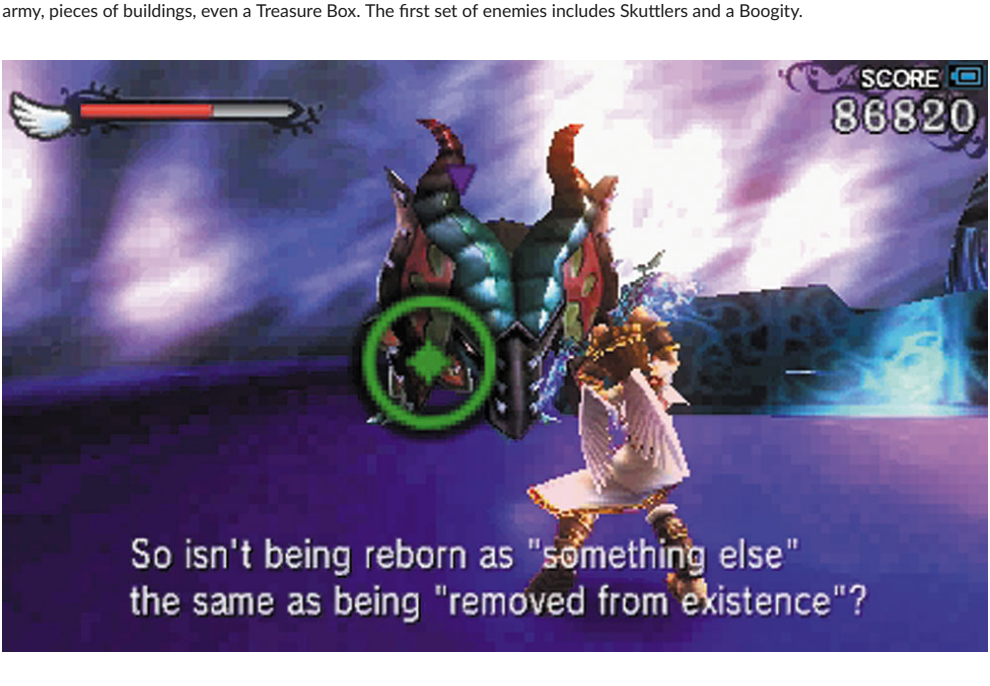

SCORE
84680
Ha ha ha ha! Surprised?!

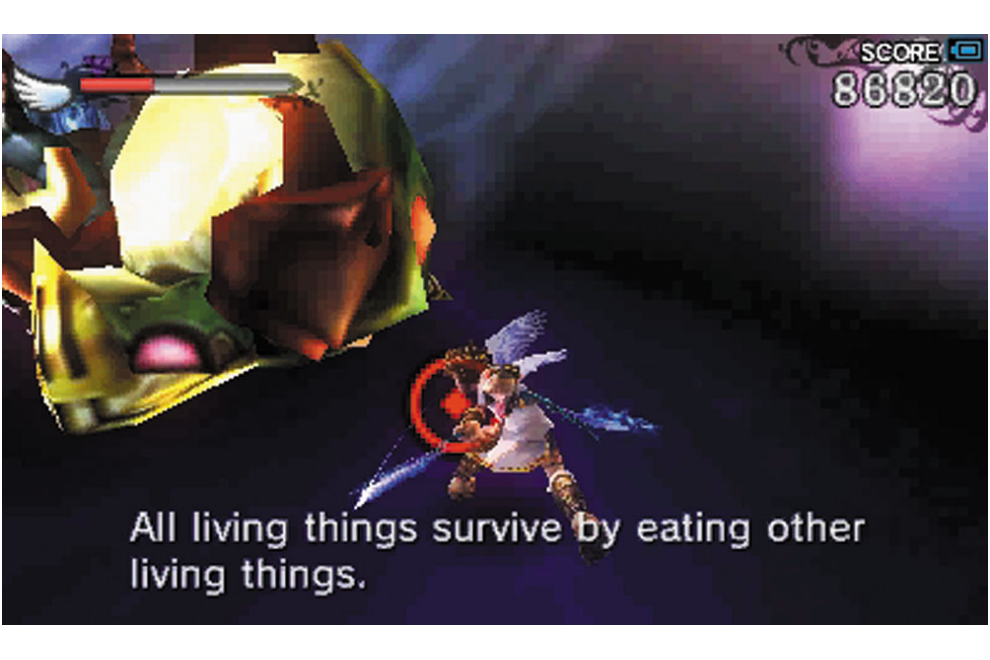
And then Hades punches into his own body to try to crush you. This attack is telegraphed by red flames that rush across the whole room. If you're within those flames, get away as quickly as possible.

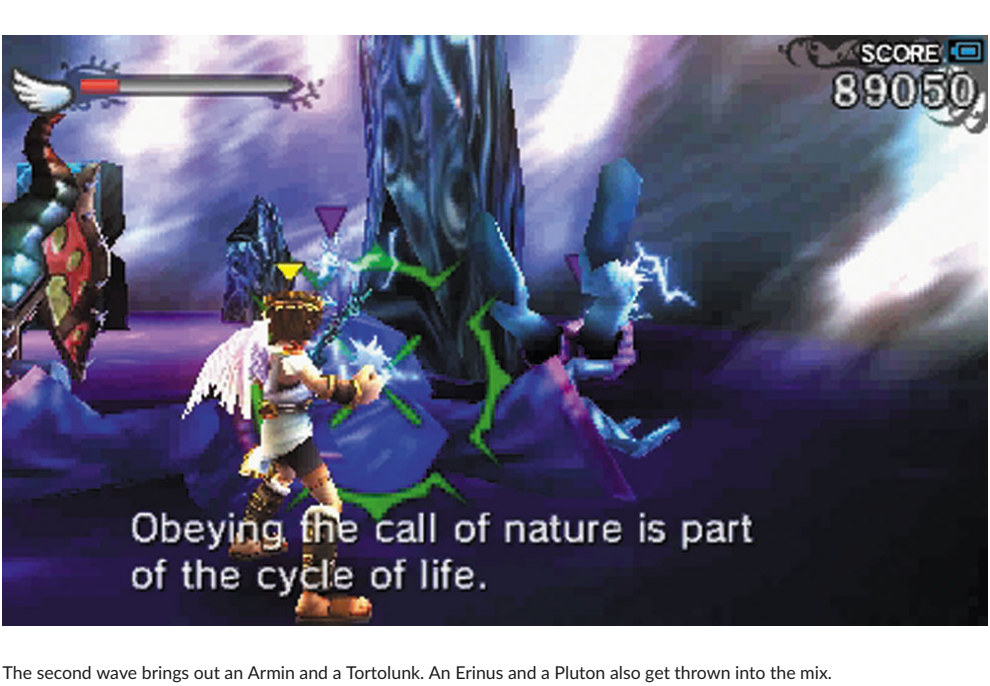

SCORE
85190
STOP eating things! It's bad enough that you eat souls!


SCORE
85190
STOP eating things! It's bad enough that you eat souls!

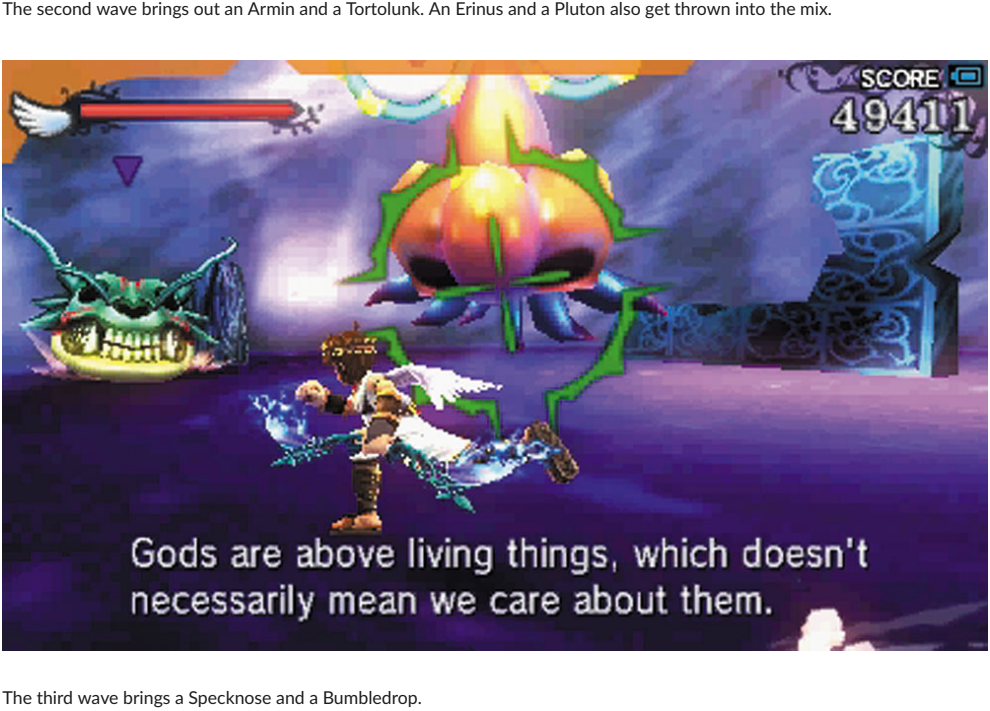
Hades begins to consume things from the outside world, which will fall into his stomach. This includes members of his own army, pieces of buildings, even a Treasure Box. The first set of enemies includes Skuttlers and a Boogity.


SCORE
86820
So isn't being reborn as "something else" the same as being "removed from existence"?

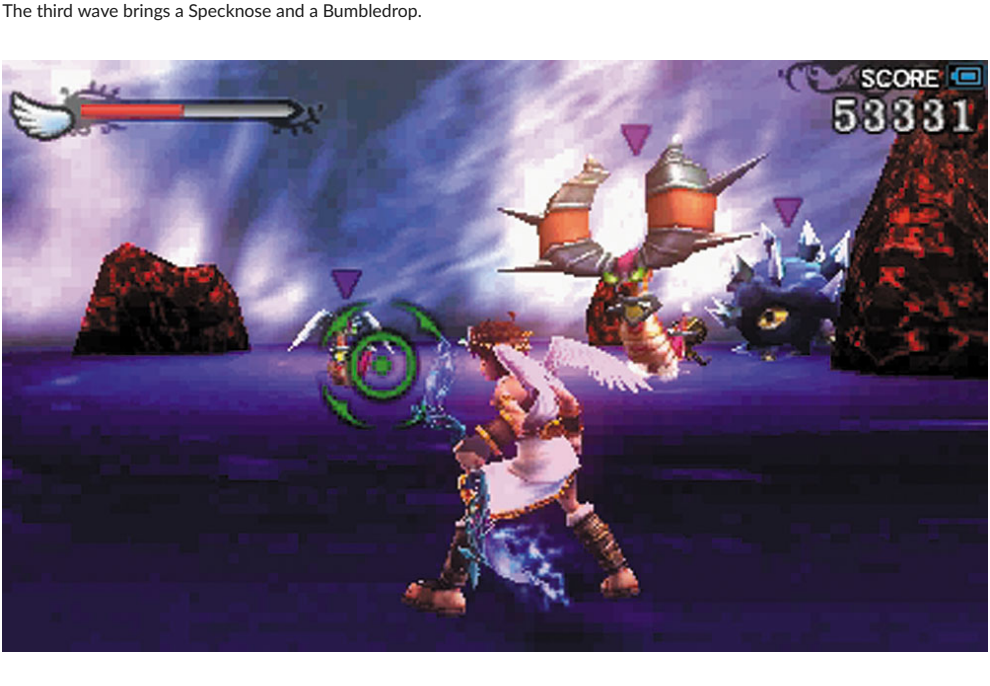

SCORE
86820
All living things survive by eating other living things.

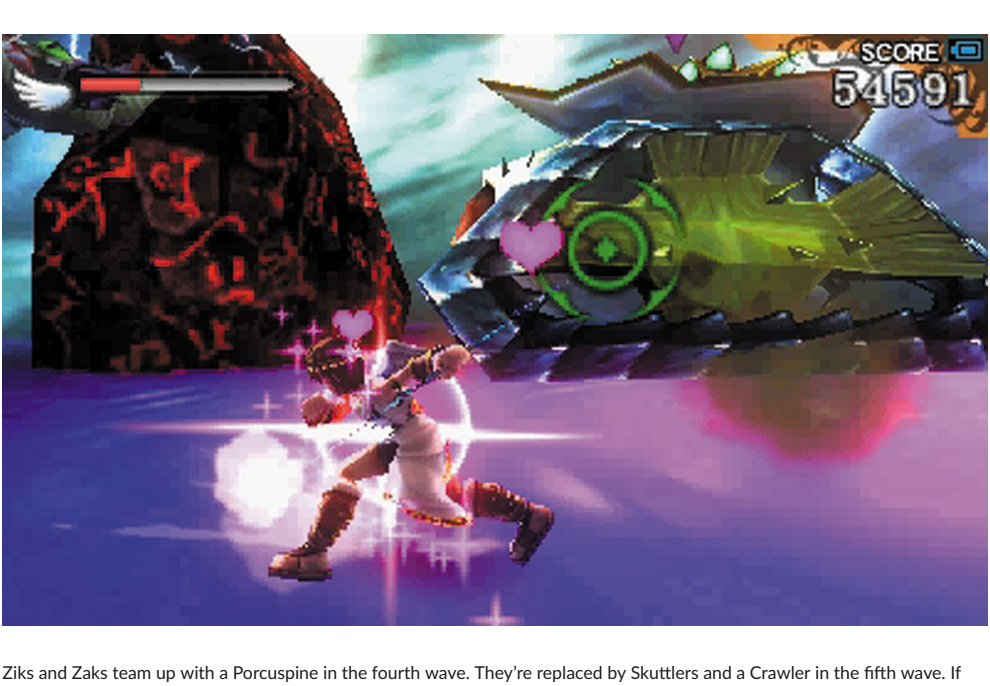

SCORE
89050
Obeying the call of nature is part of the cycle of life.

The second wave brings out an Armin and a Tortolunk. An Erinus and a Pluton also get thrown into the mix.

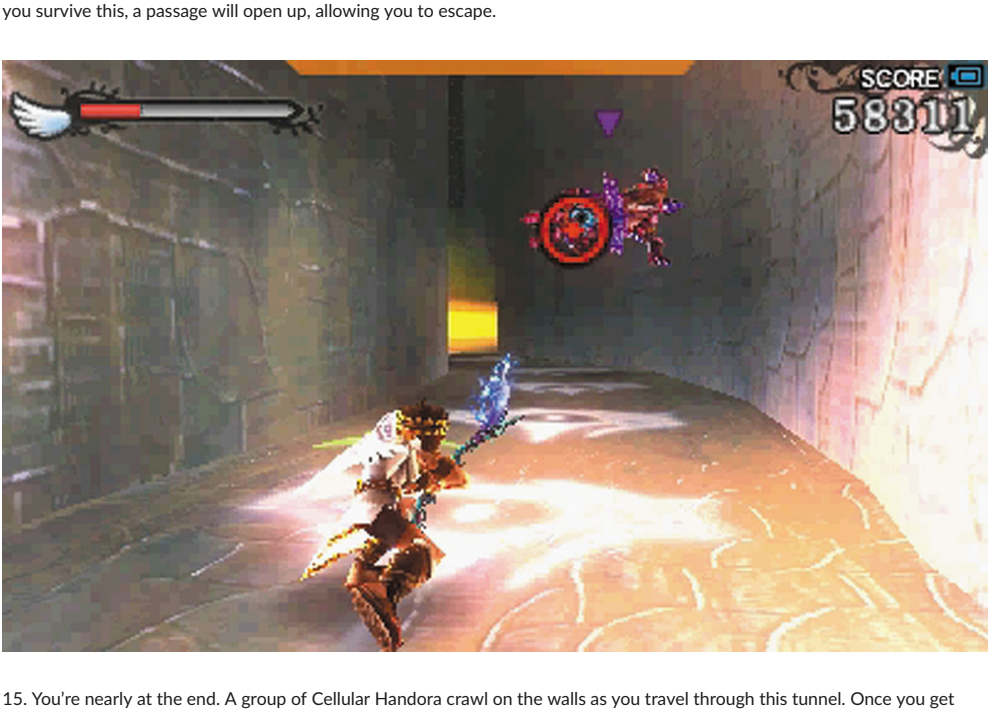

SCORE
49411
Gods are above living things, which doesn't necessarily mean we care about them.

The third wave brings a Specknose and a Bumbledrop.

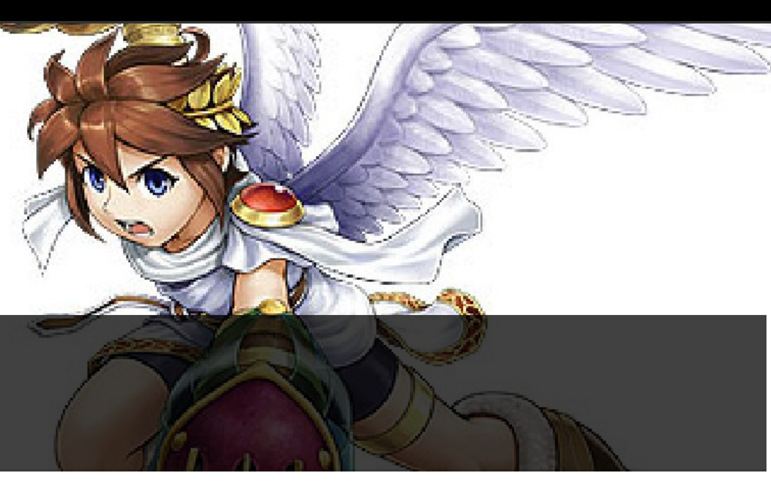

SCORE
53331


SCORE
54591

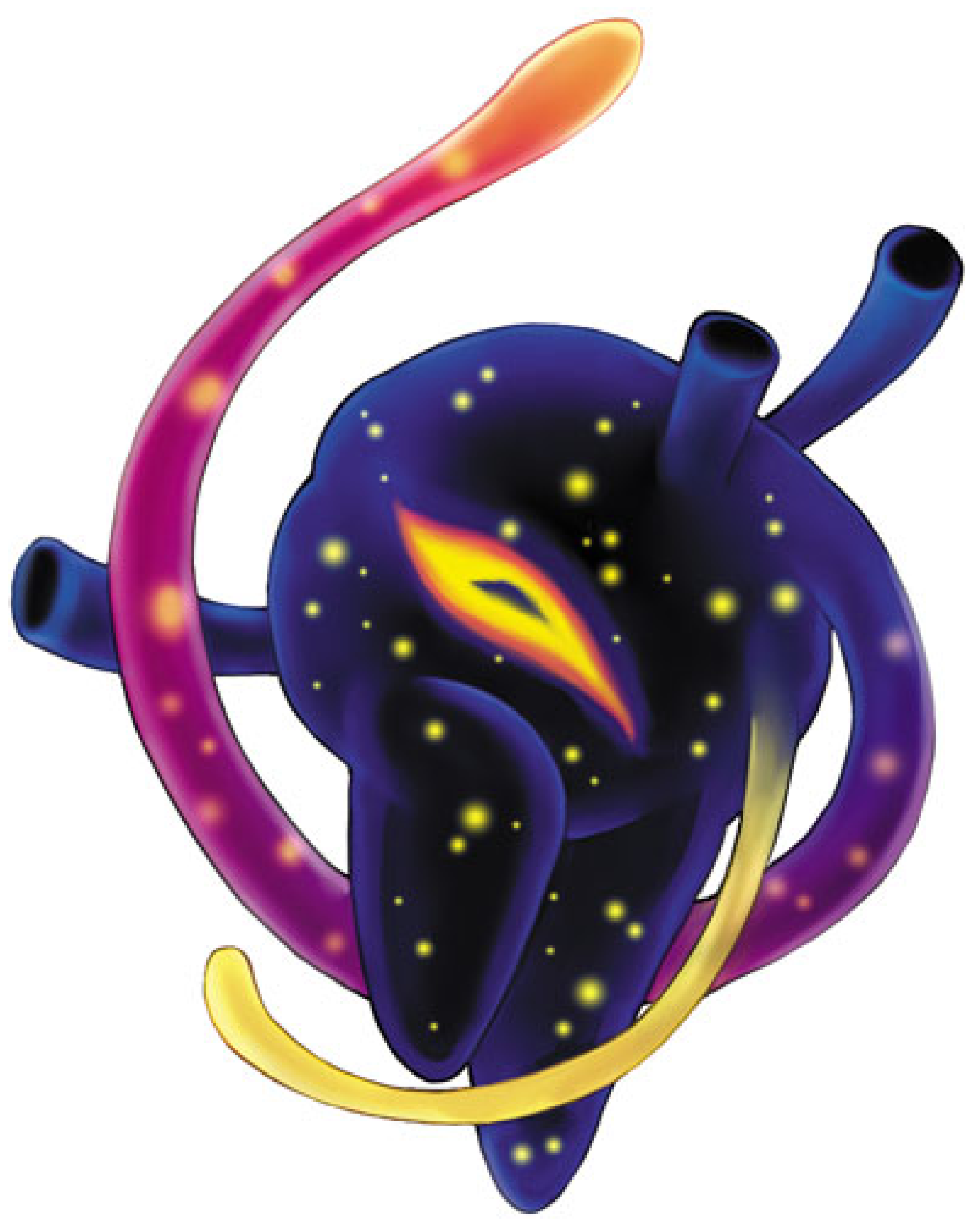
Ziks and Zaks team up with a Porcupine in the fourth wave. They're replaced by Skuttlers and a Crawler in the fifth wave. If you survive this, a passage will open up, allowing you to escape.


SCORE
58311

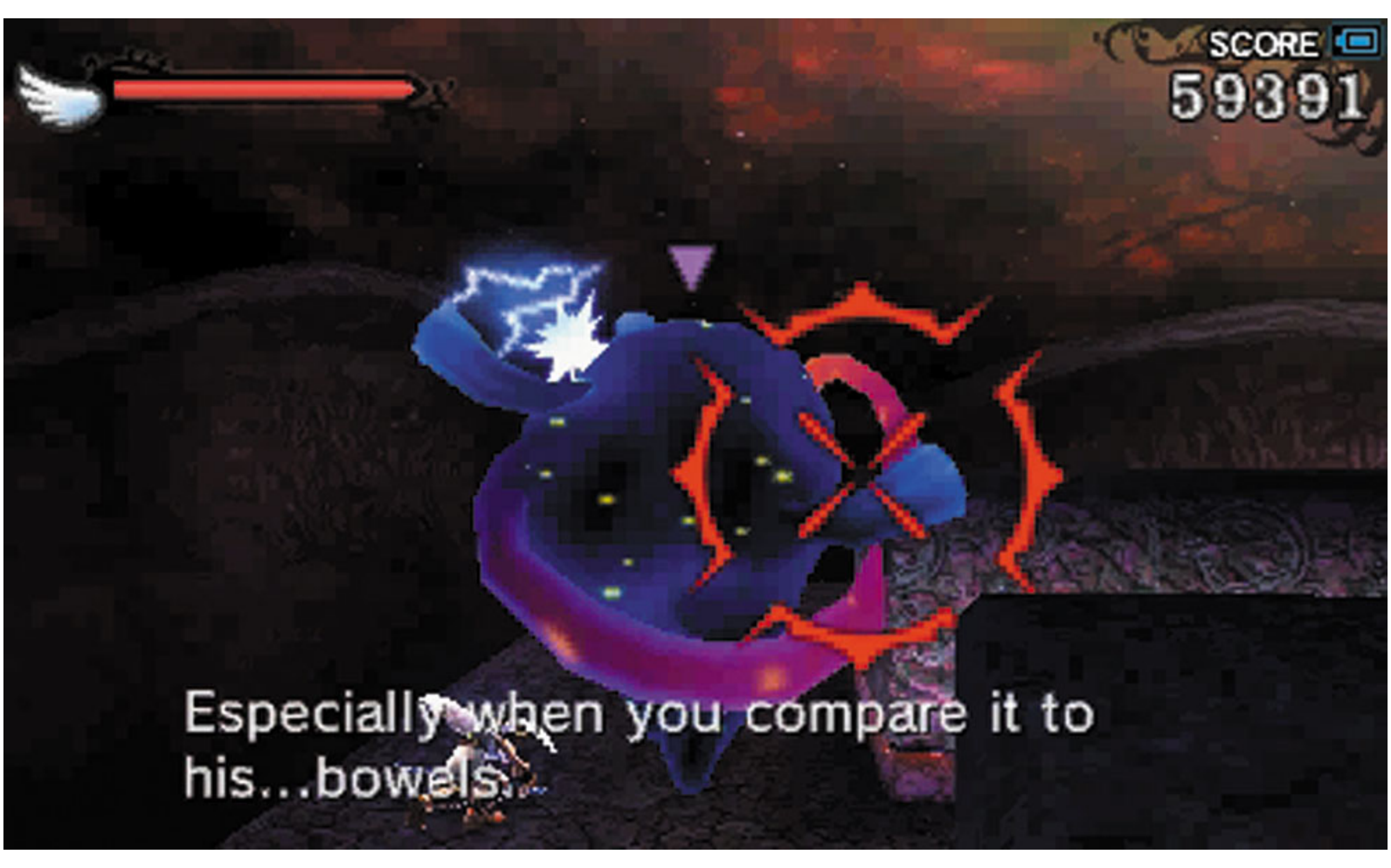
15. You're nearly at the end. A group of Cellular Handora crawl on the walls as you travel through this tunnel. Once you get past them, you'll reach the door leading to the boss battle, and a well deserved Drink of the Gods.

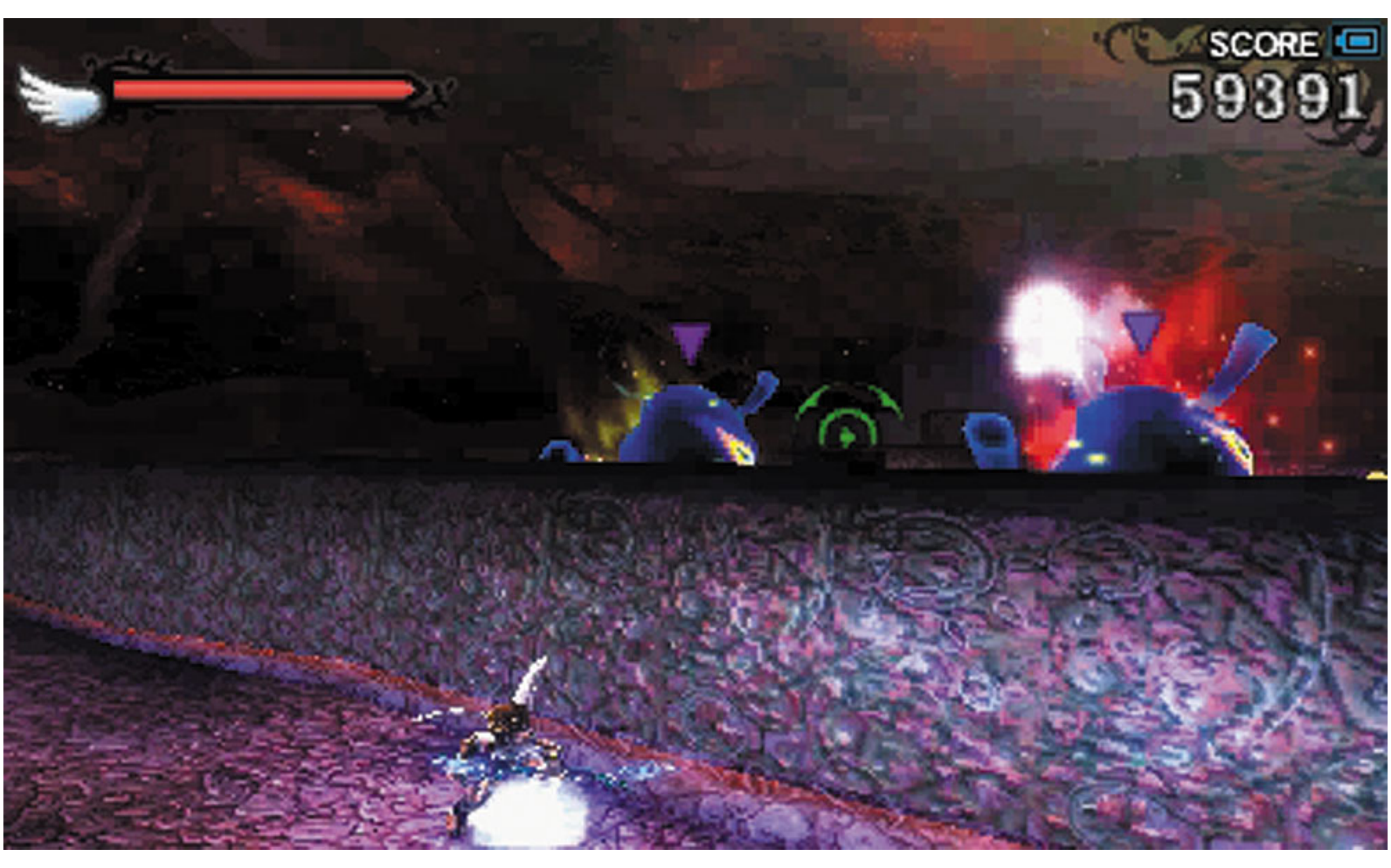


Boss Battle: Hades' Heart

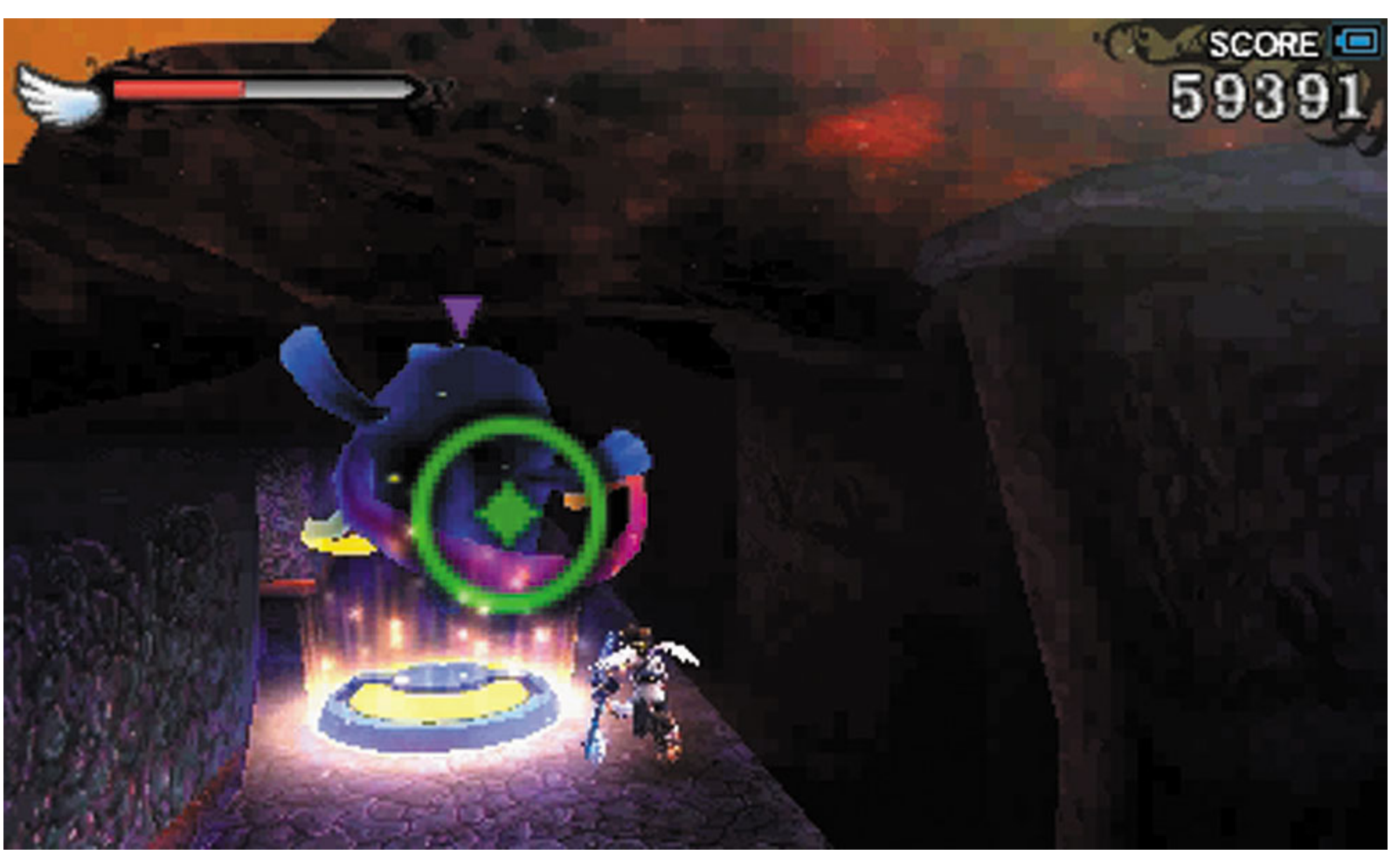


Health Range	
Min Health	Max Health
250	1250



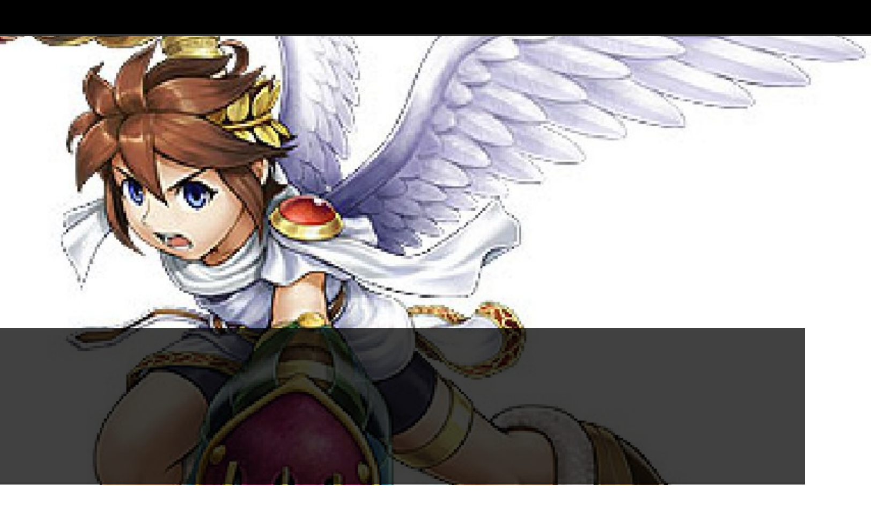


The surprisingly cute heart of Hades begins the fight by running as fast as it can away from Pit, using the mazelike environment as cover against your attacks. Once you do some damage to Hades' Heart, it glows red and flees toward another location, leaving behind a clone of itself. This clone is actually a walking bomb! Do not stand in the same "row" the clone occupies in the maze. When it self-destructs, the explosion extends in four directions to any wall it can reach.



Chasing down the real Hades' Heart can be perilous. It occasionally drops land mines to defend itself. As the fight continues, and Hades' Heart sustains more damage, it runs faster and faster, making it difficult to predict where the heart is going, and more difficult to dodge if it happens to be running straight at you.

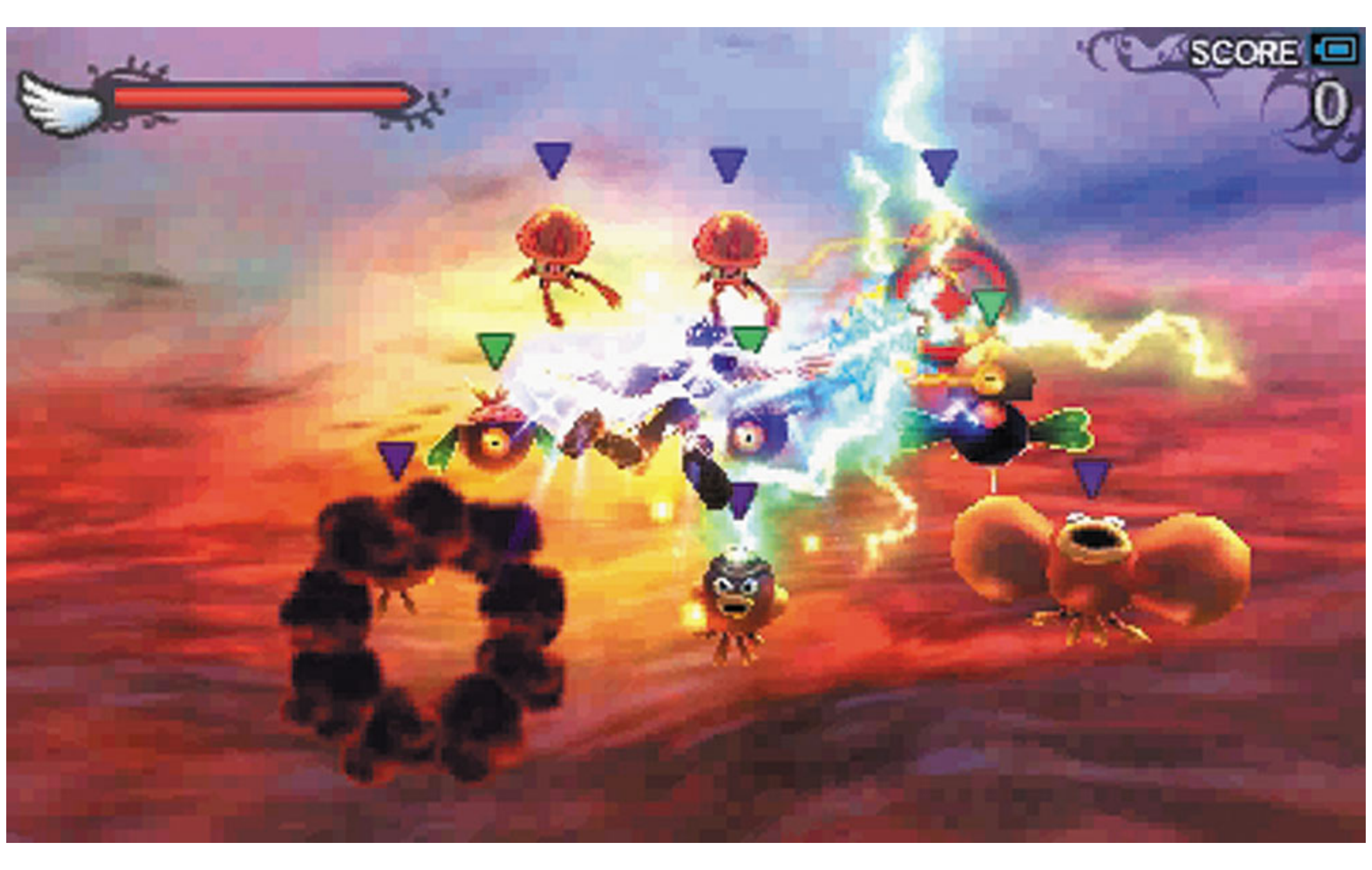
The extreme heart attack is explosive enough to give Dark Pit a chance to rescue his brother. Pit survives to fight another day, but things are looking grim without the Three Sacred Treasures. You need a new trump card.



Chapter 24: The Three Trials

Air Battle

Dyntos is the God of the Forge who made the original Sacred Treasures. Palutena hopes that he will be able to provide some means of defeating Hades.

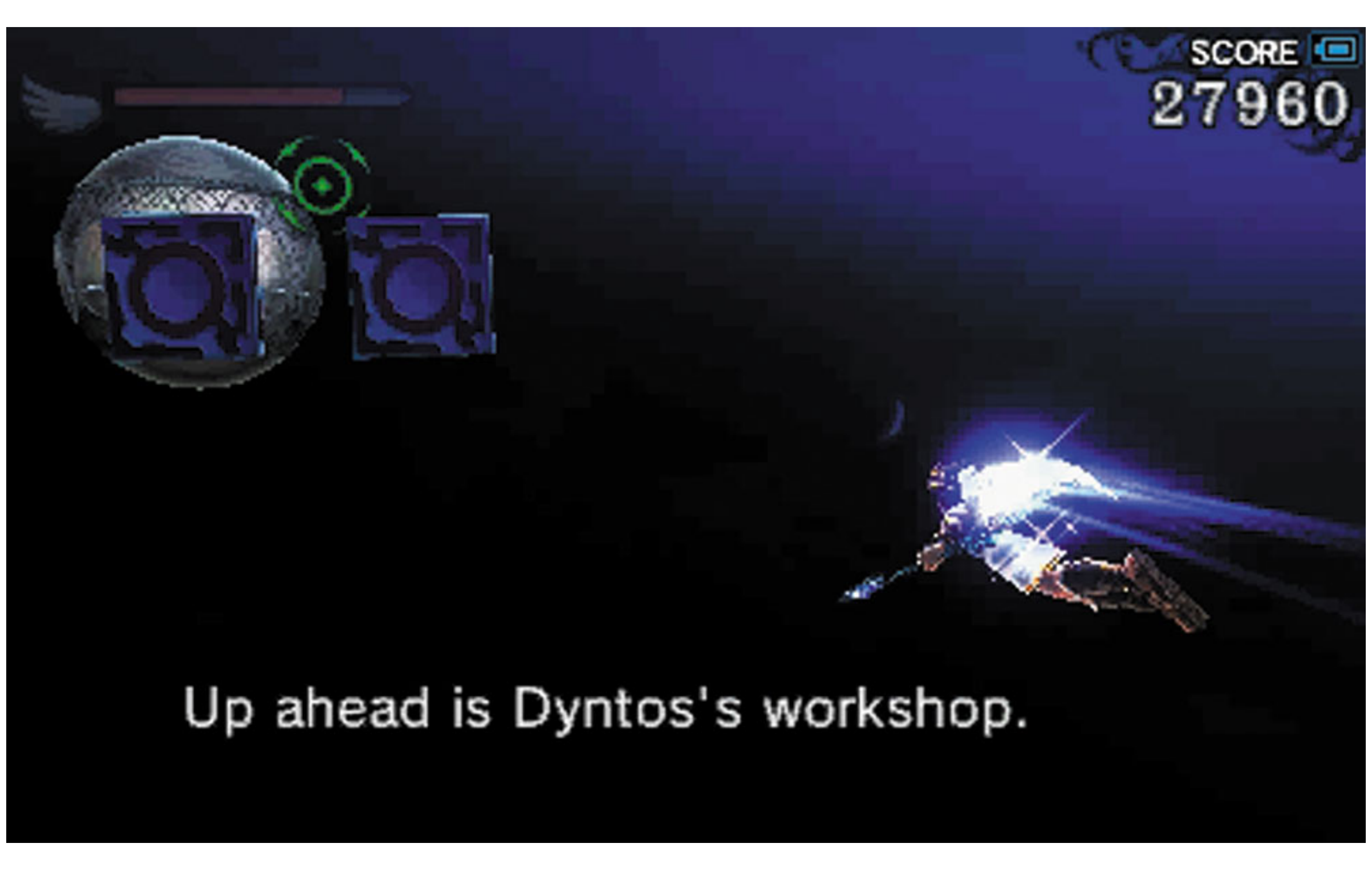


SCORE
10780
Yes, but I should warn you—

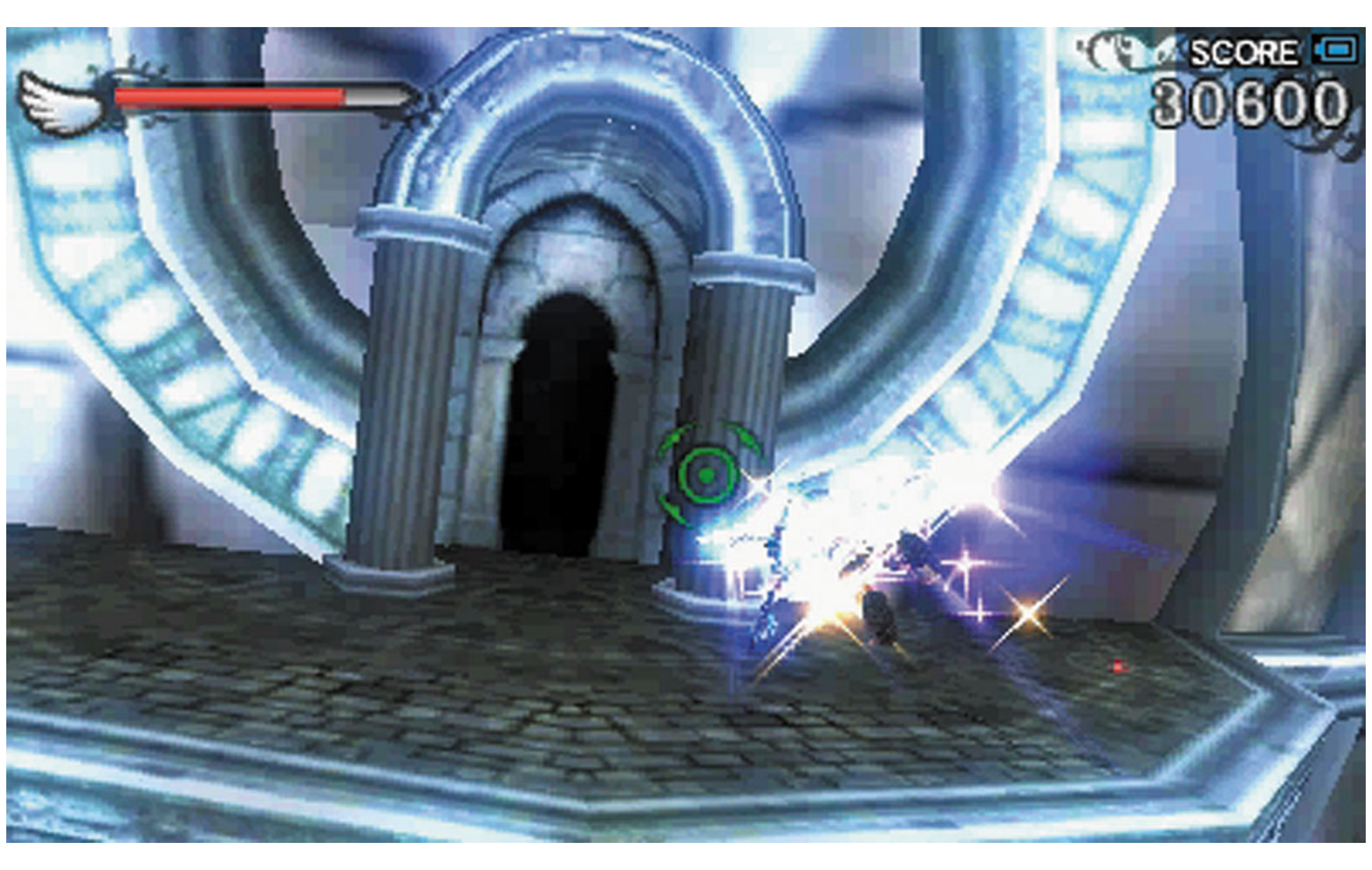
SCORE
17700
What exactly is going on here?

SCORE
18140

You might notice that the enemies you face from the very beginning of this Air Battle come from every major faction. Even Palutena's own forces are represented here. After the first waves are destroyed, Dyntos himself welcomes Pit to his realm just as a set of Recovery Orbs appear. Take them as an omen. Dyntos has three special trials Pit must pass if he is to receive the weapon he needs to battle Hades, but your first challenge is just to get to Dyntos first.


SCORE
27960
Up ahead is Dyntos's workshop.

Closing in on Dyntos's workshop, you'll notice pairs of Monoliths in the distance. Try to destroy the enemies that attempt to get behind them. If they manage to get behind the Monoliths, they are converted into Rozzes and attempt to ram you.

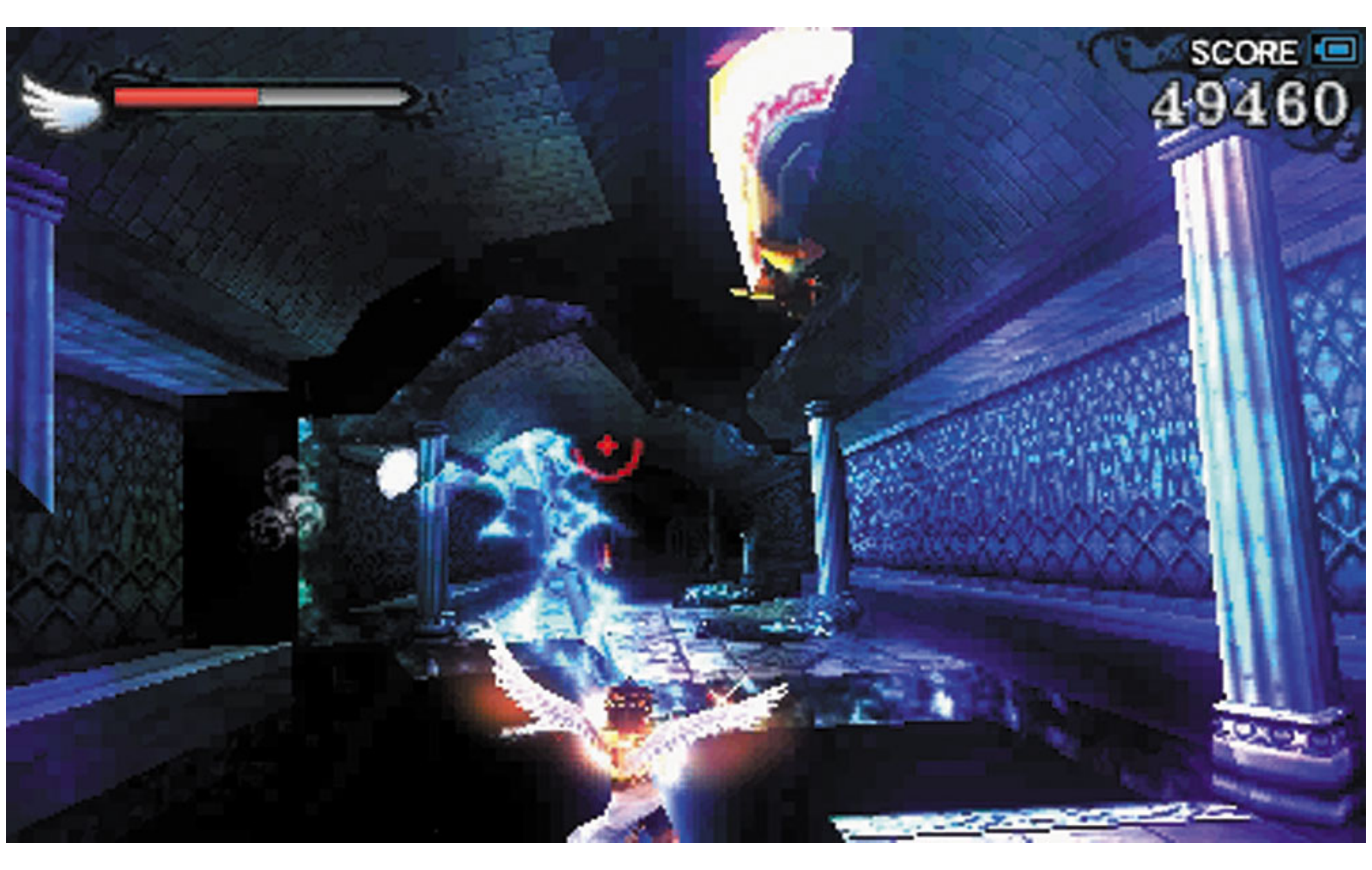

SCORE
30600

SCORE
30760
From the outside, you wouldn't think
a hall this big could fit inside.

SCORE
32600
And they're just the tip of the iceberg!

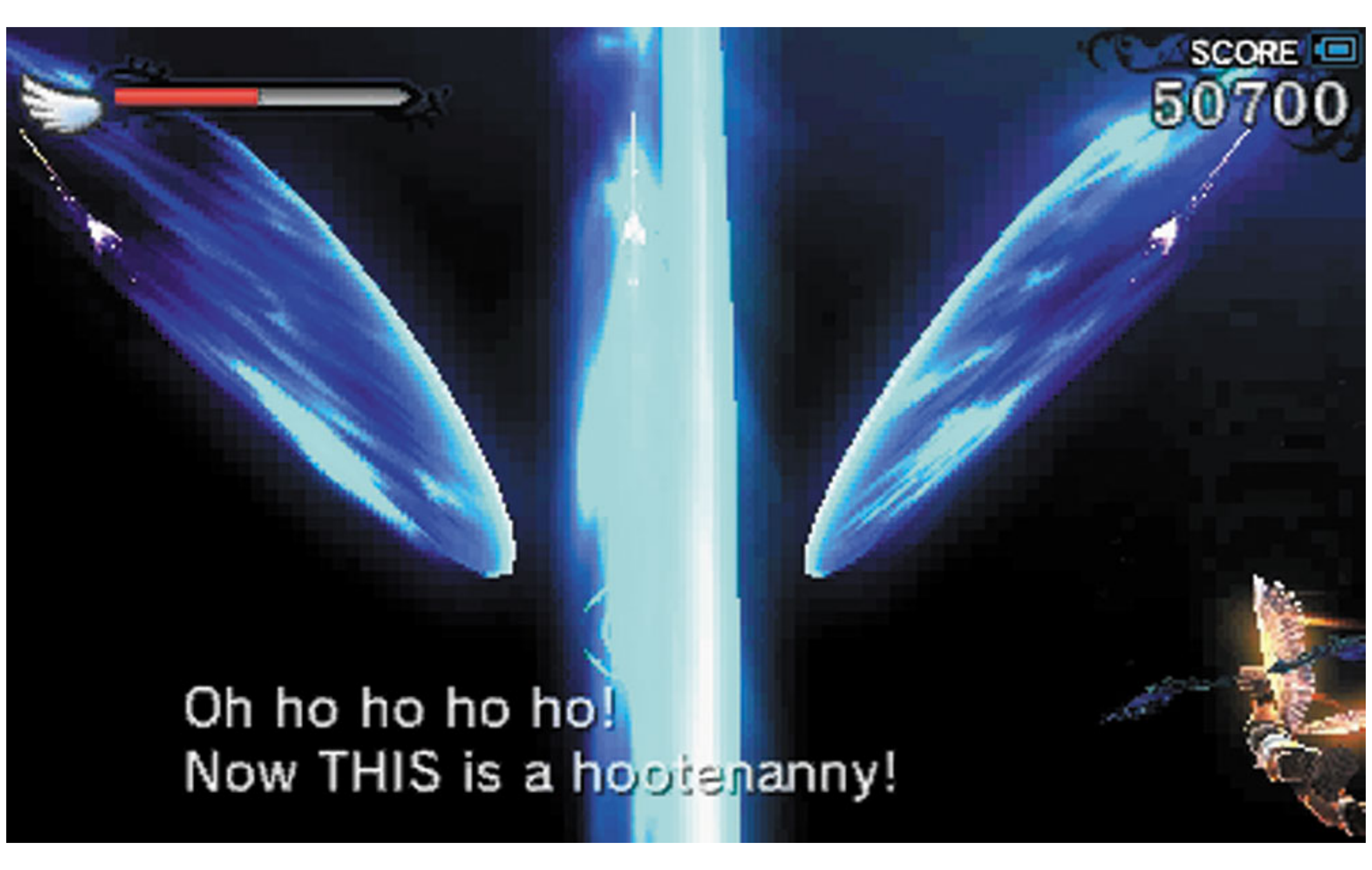
As soon as you enter the workshop, more Recovery Orbs can be collected. It's good timing, as more baddies attack. Watch out for Ornes to appear; they close in very fast at these speeds.

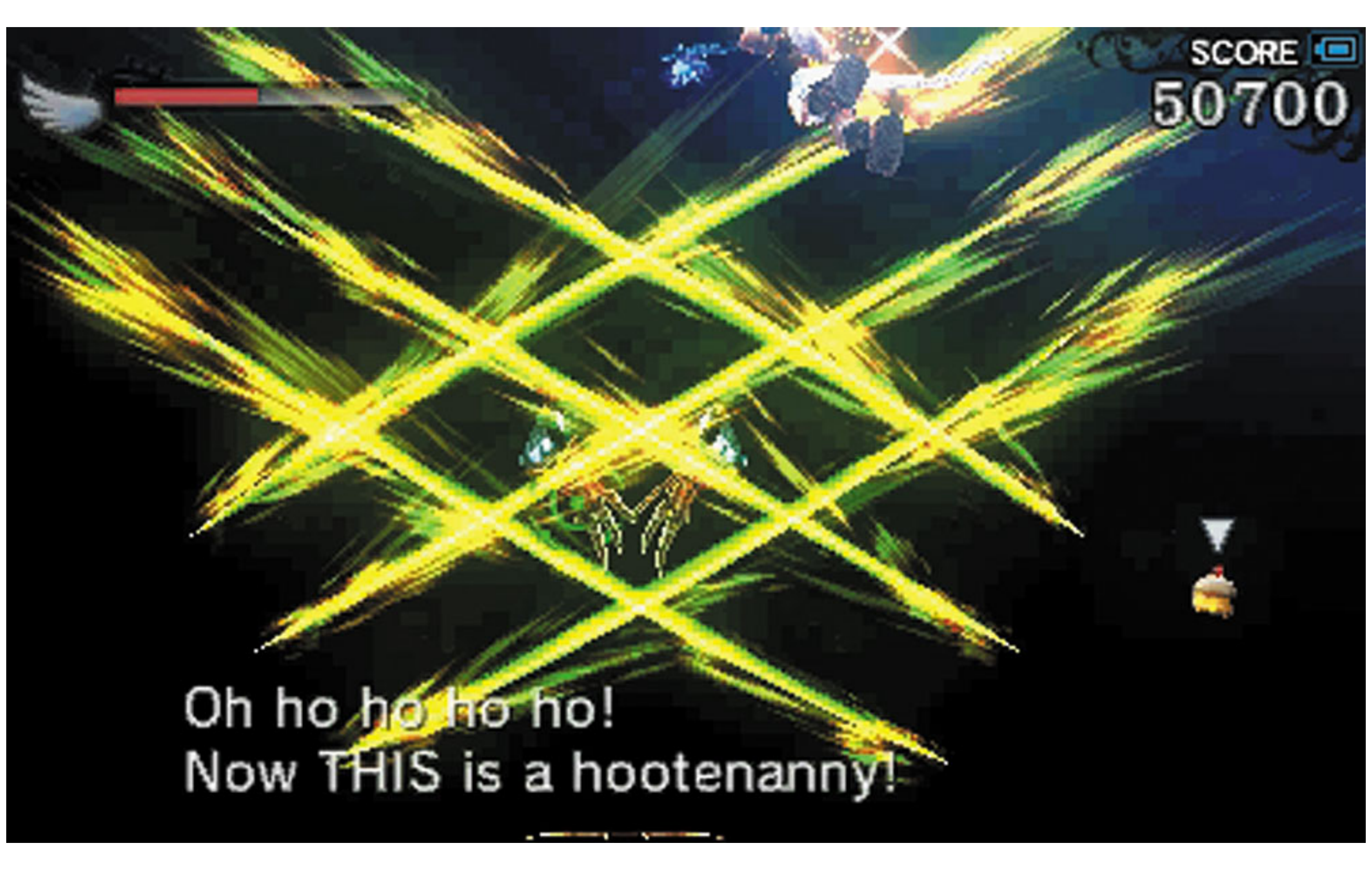
SCORE
36960
Yessiree. That's a promise.

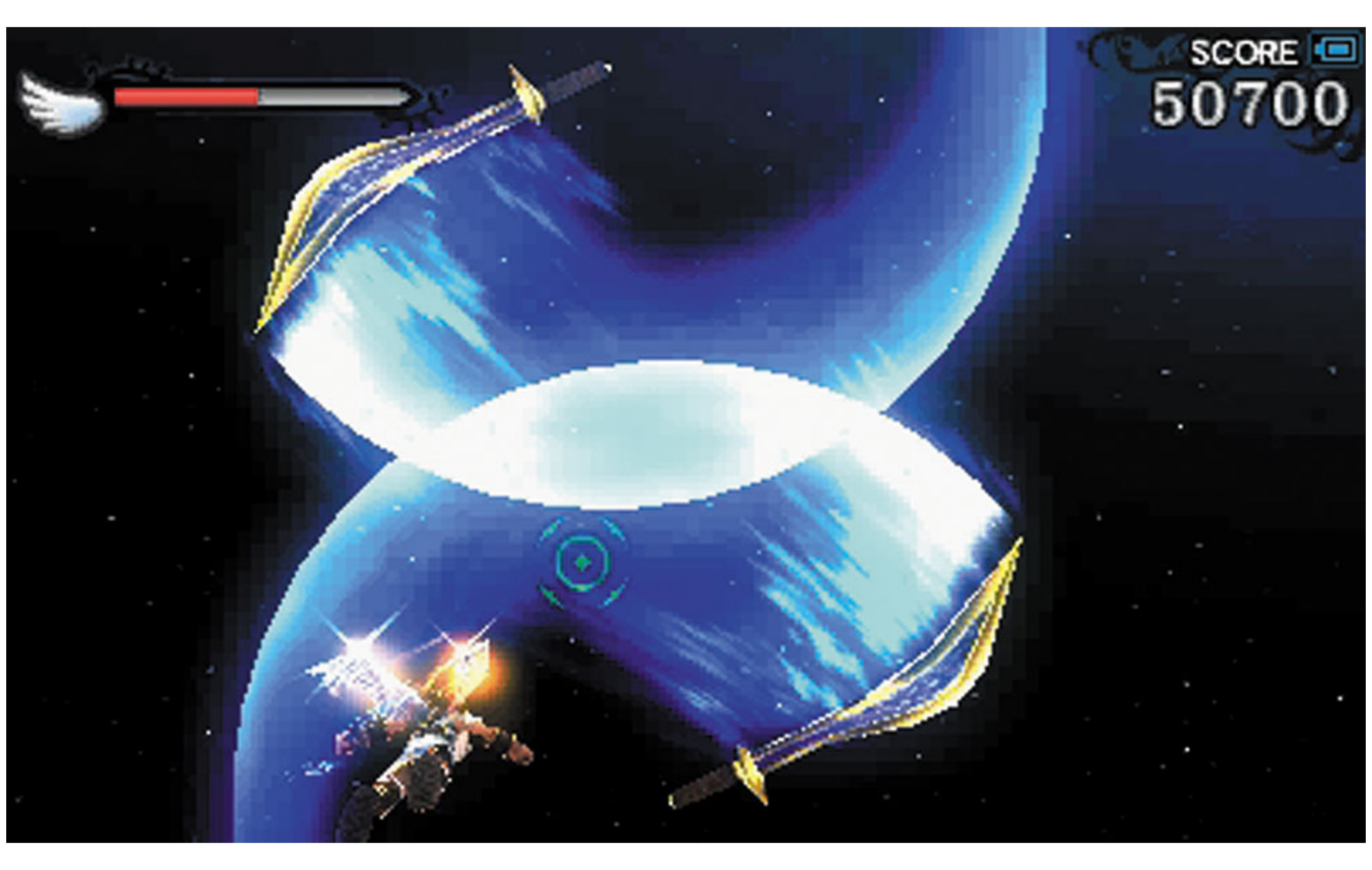

SCORE
49460

SCORE
47580

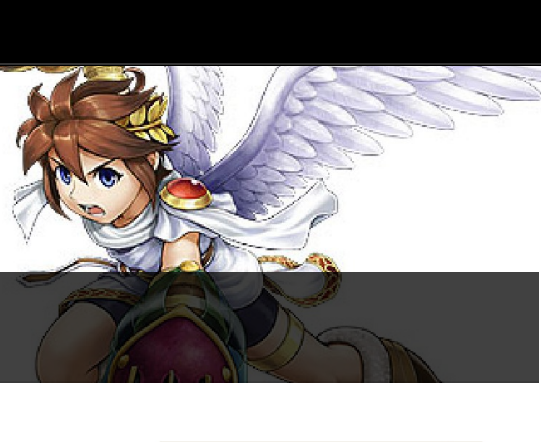
The corridor begins to fracture the farther you travel and the enemies only increase in numbers. If possible, have Special Attacks ready for this section.


SCORE
50700
Oh ho ho ho ho!
Now THIS is a hootenanny!


SCORE
50700
Oh ho ho ho ho!
Now THIS is a hootenanny!

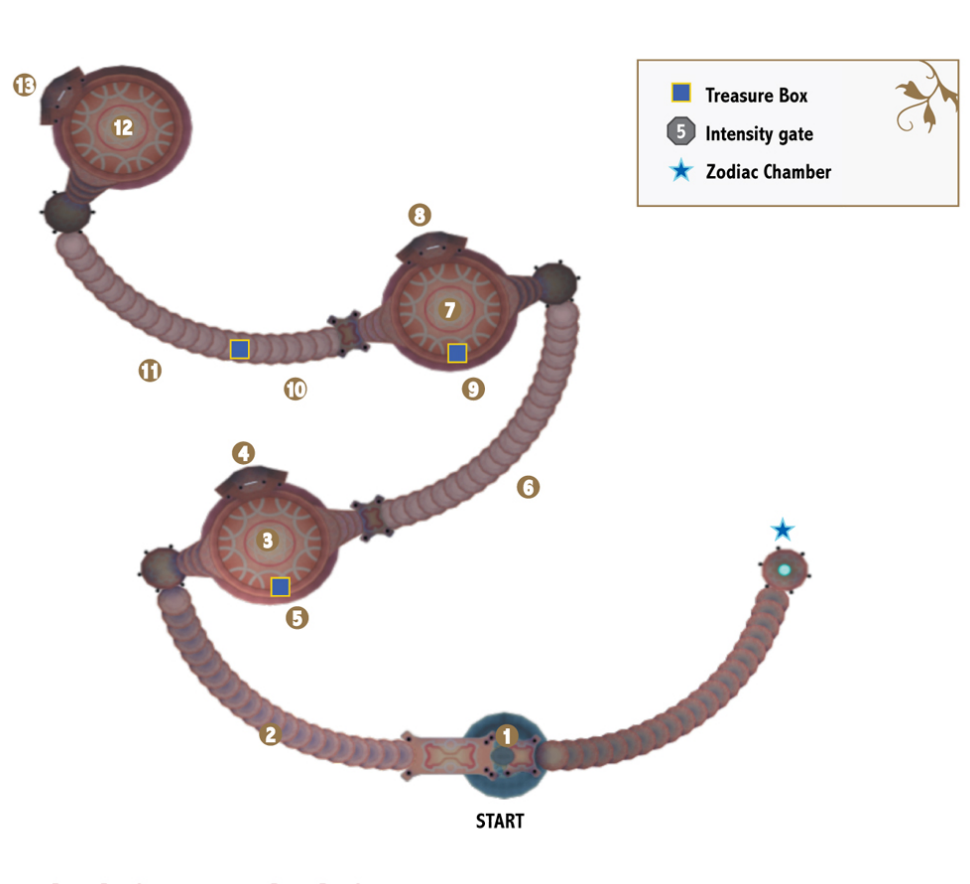

SCORE
50700

After surviving the long passage, Pit emerges in a dark space. Three sets of weapons suddenly appear before him and fire energy waves that can be very hard to dodge at first. For the swords, try to be in the lower left or right corners of the screen. The claws can be evaded by being at the center and top of the screen. For the bow, be at the center left or right edges of the screen. After that final onslaught, you arrive before Dyntos himself.



Chapter 24: The Three Trials

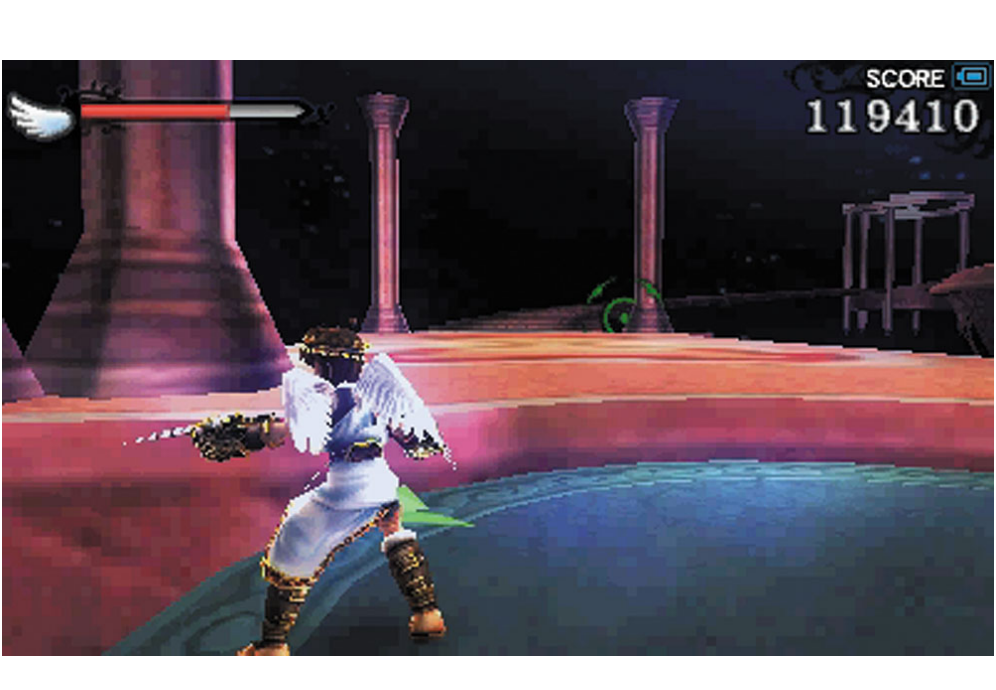
Land Battle

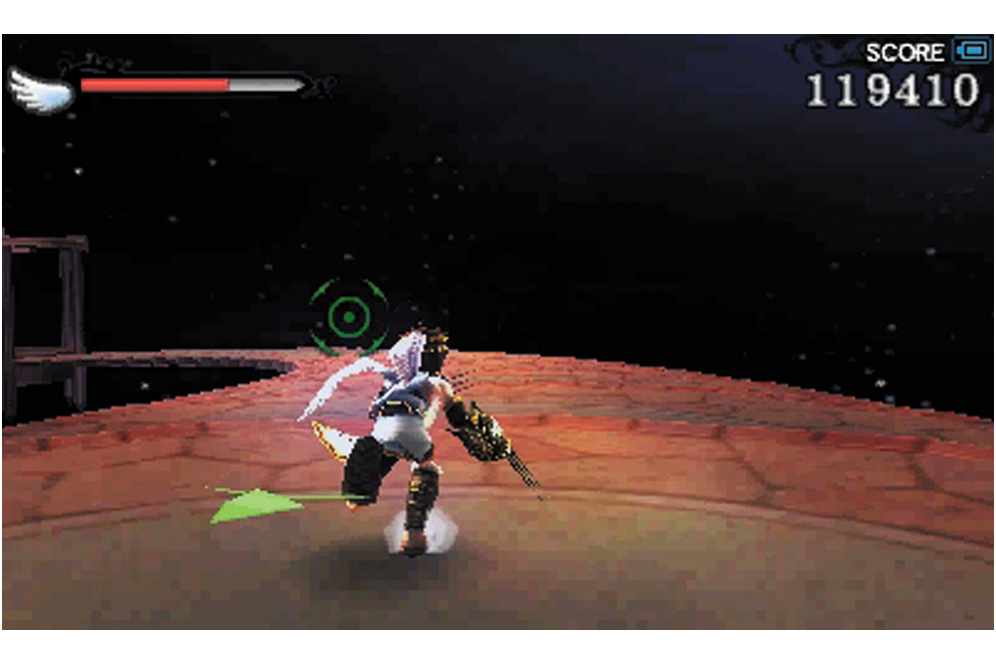

13
12
8
7
11
10
9
4
3
6
5
2
1
START
🟦 Treasure Box
5 Intensity gate
★ Zodiac Chamber

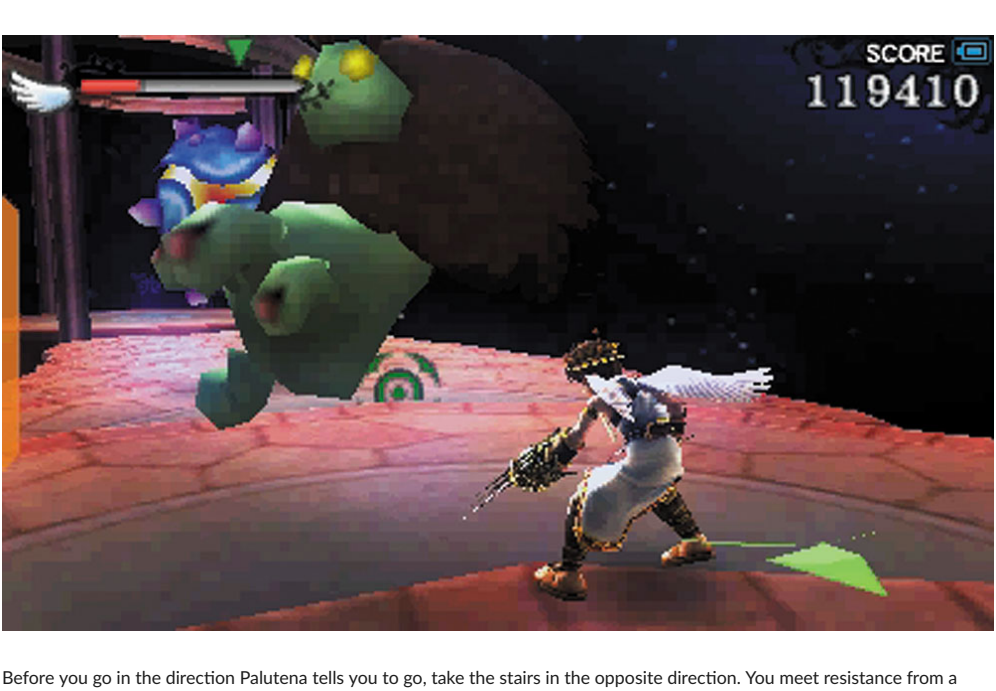
Boss Battle
Boss Battle

You're about to find out that the "Three Trials" is a bit of a misnomer. You must fight multiple boss battles before you even get to the final boss of the chapter. You could even argue that the fighting leading up to each door in Dyntos's workshop before the boss fights begin could be considered a trial by itself. You have already fought and defeated many of these foes before, and your experience is your biggest advantage. While some of the fights present new twists, for the most part, you can refer to previous chapters in this walkthrough to brush up on tactics. Anything new will be called out here.

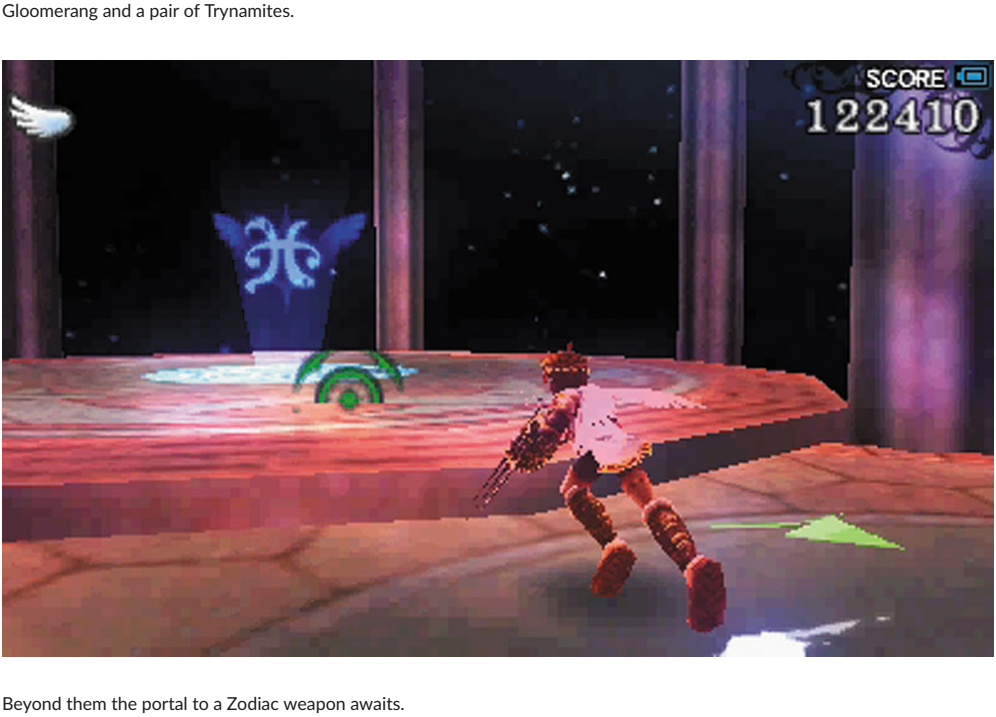
1. You arrive in Dyntos's workshop in a circular room. Stand in the center to take an elevator up to the start of the Three Trials.


SCORE
119410


SCORE
119410

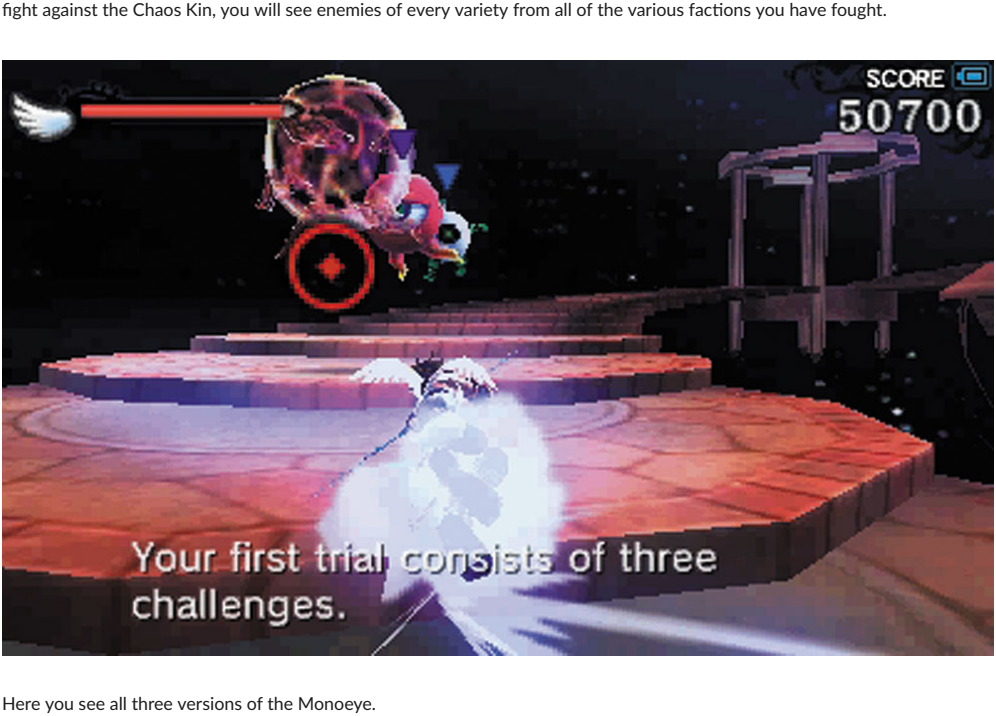

SCORE
119410

Before you go in the direction Palutena tells you to go, take the stairs in the opposite direction. You meet resistance from a Gloomerang and a pair of Trynamites.

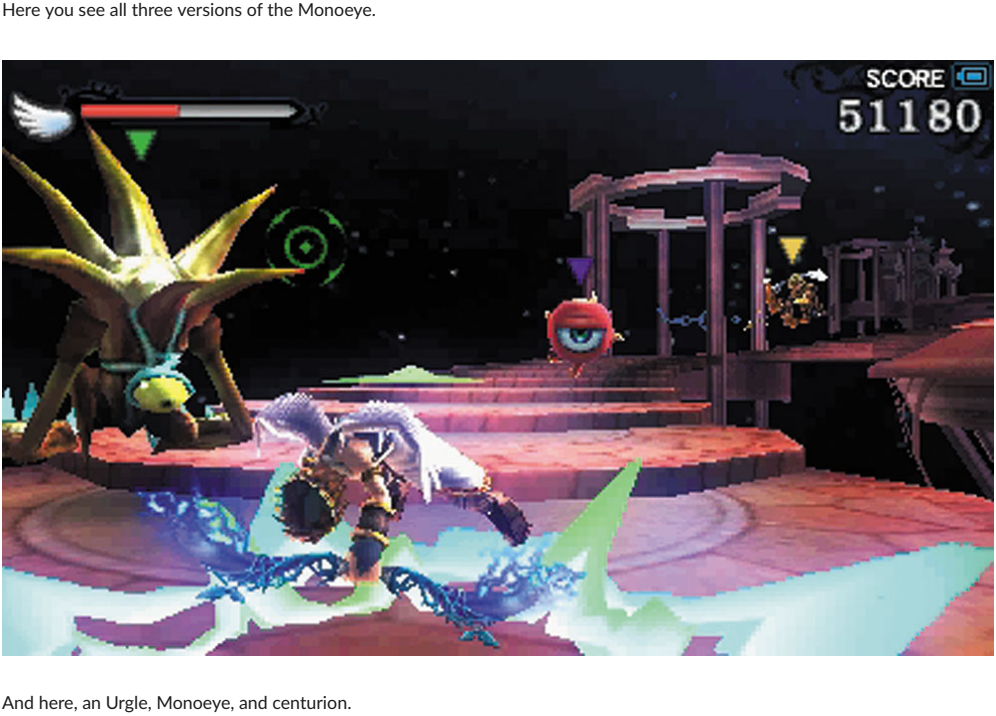

SCORE
122410

Beyond them the portal to a Zodiac weapon awaits.

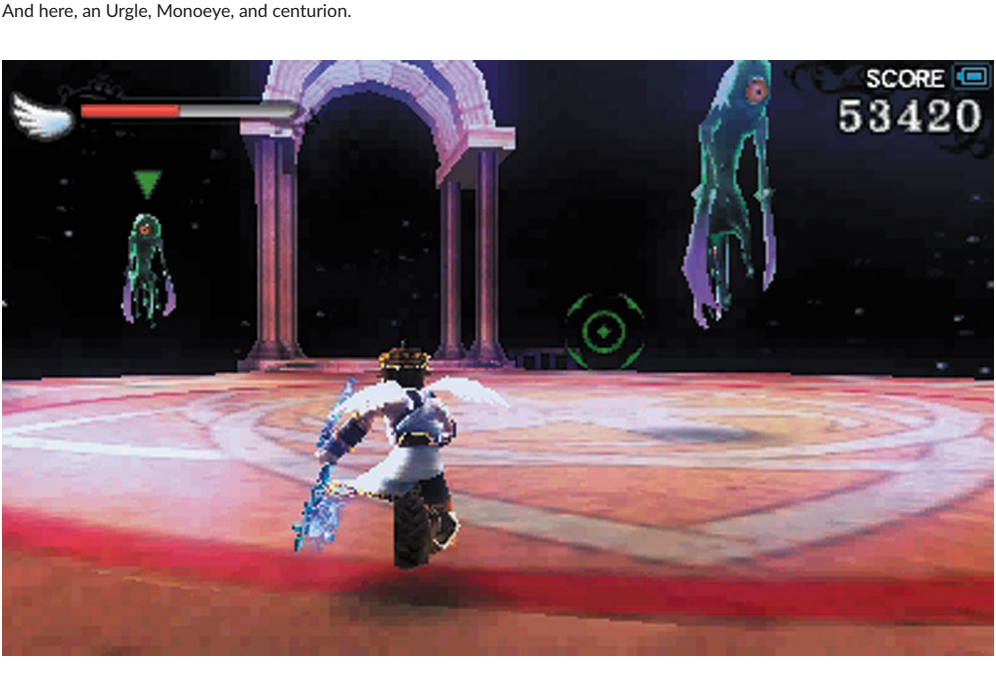
2. Between every major platform, the long staircases are the sites of enemy ambushes. As with the battles leading up to the fight against the Chaos Kin, you will see enemies of every variety from all of the various factions you have fought.

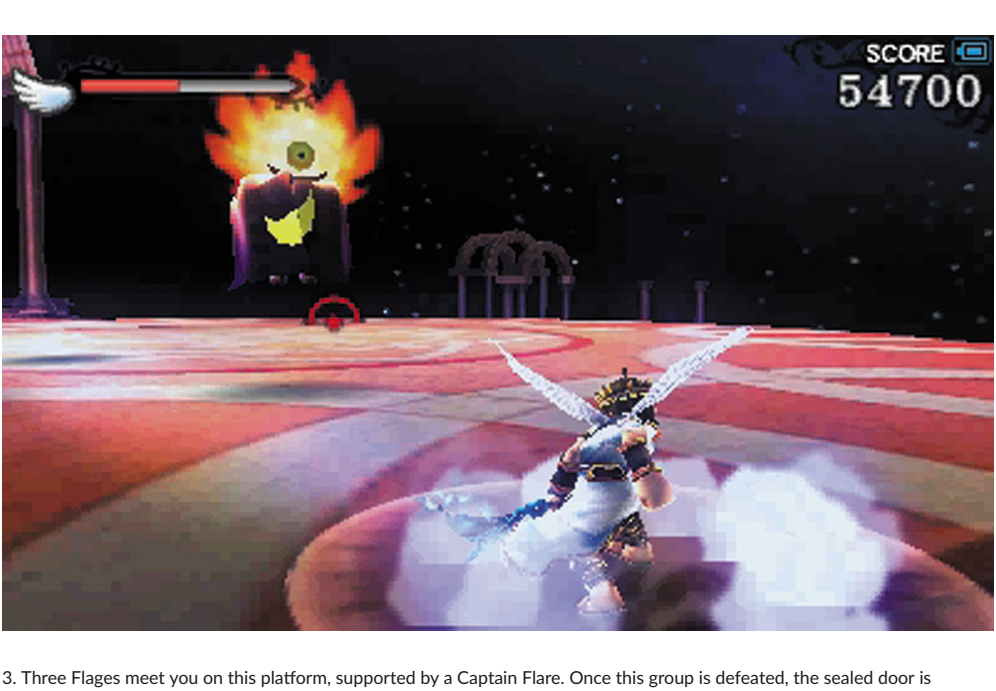

SCORE
50700
Your first trial consists of three challenges.

Here you see all three versions of the Monoeye.

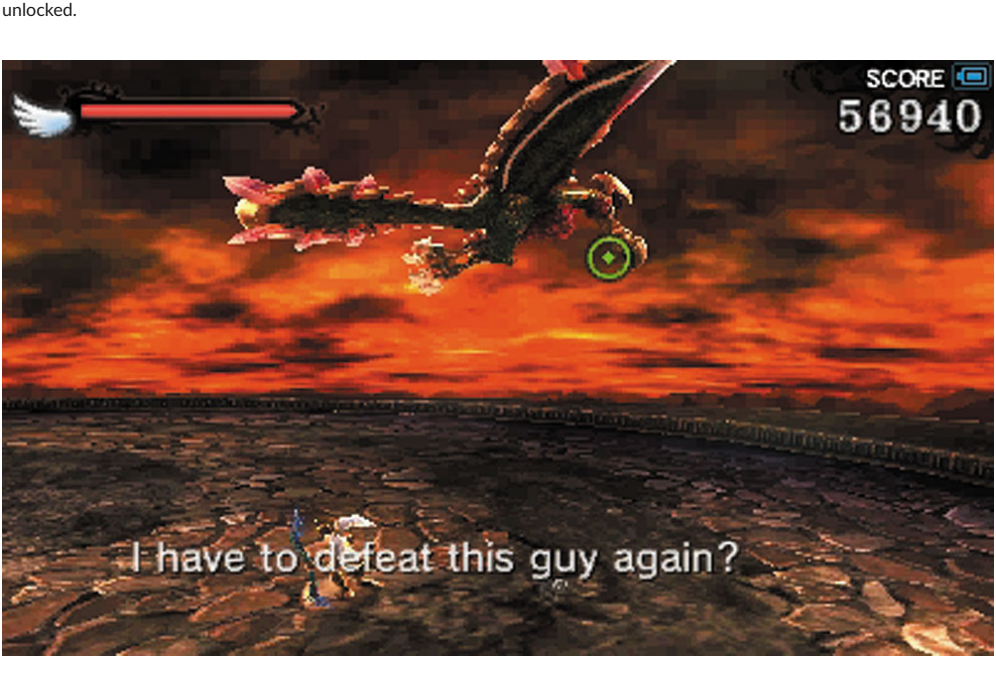

SCORE
51180

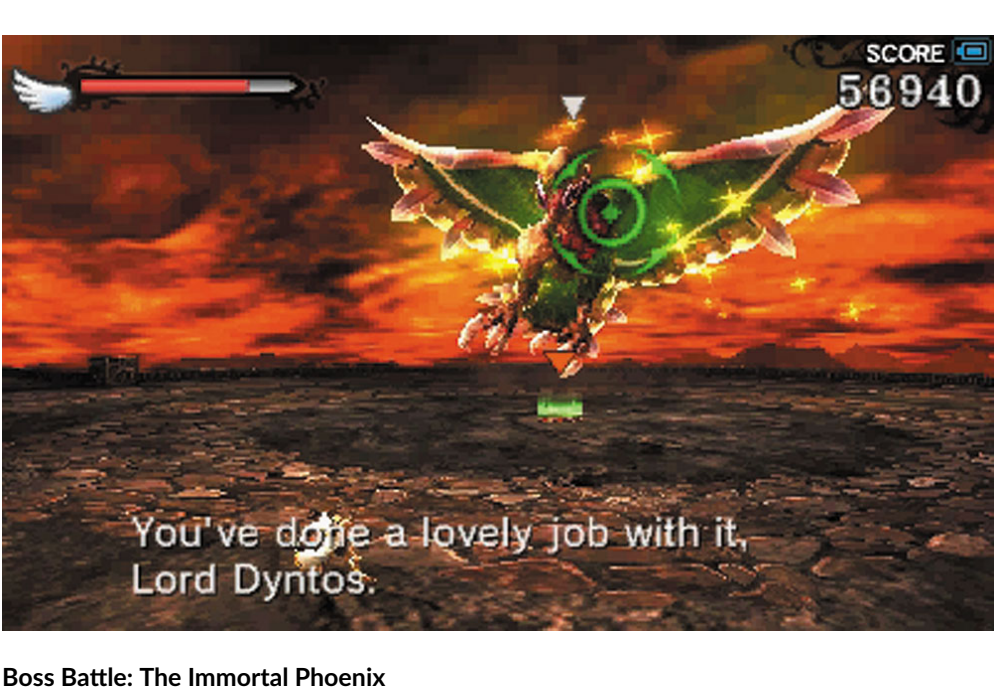
And here, an Urgle, Monoeye, and centurion.


SCORE
53420


SCORE
54700

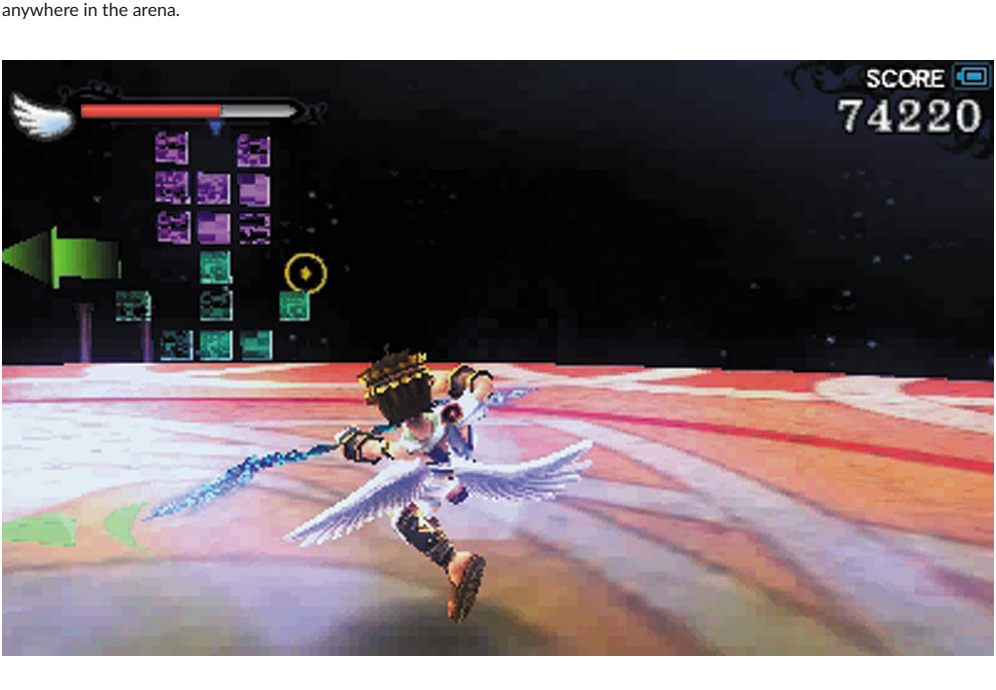
3. Three Flages meet you on this platform, supported by a Captain Flare. Once this group is defeated, the sealed door is unlocked.

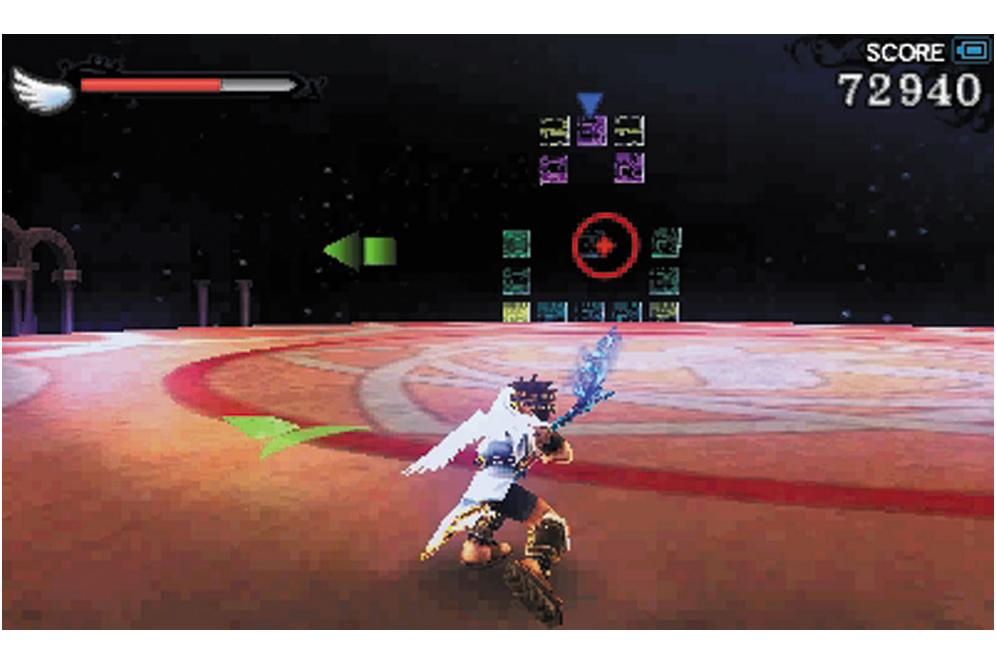

SCORE
56940
I have to defeat this guy again?

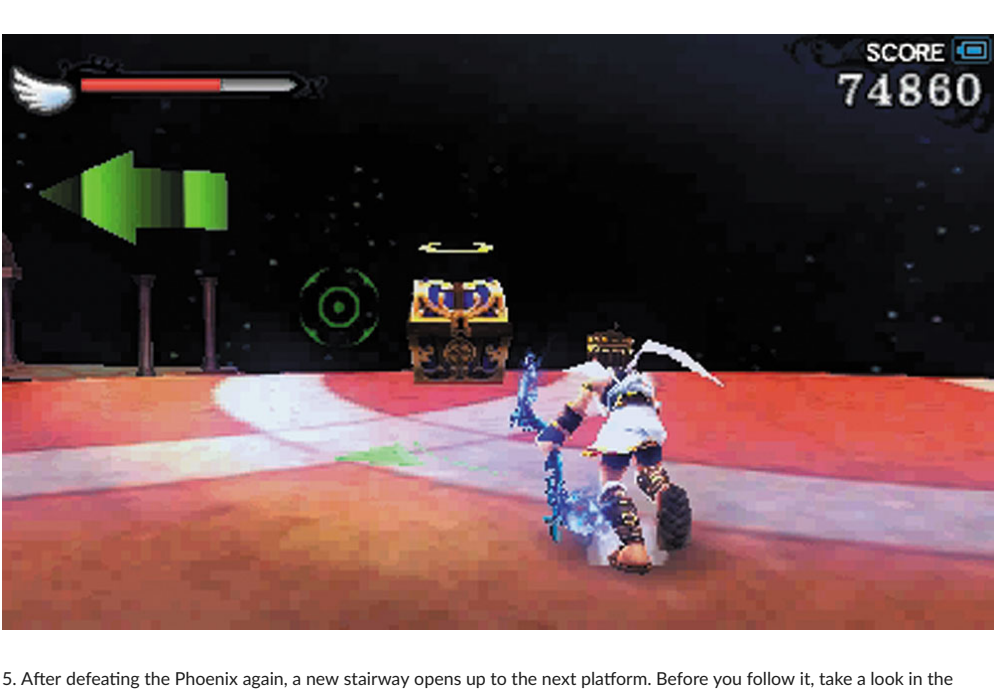

SCORE
56940
You've done a lovely job with it, Lord Dyntos.

Boss Battle: The Immortal Phoenix

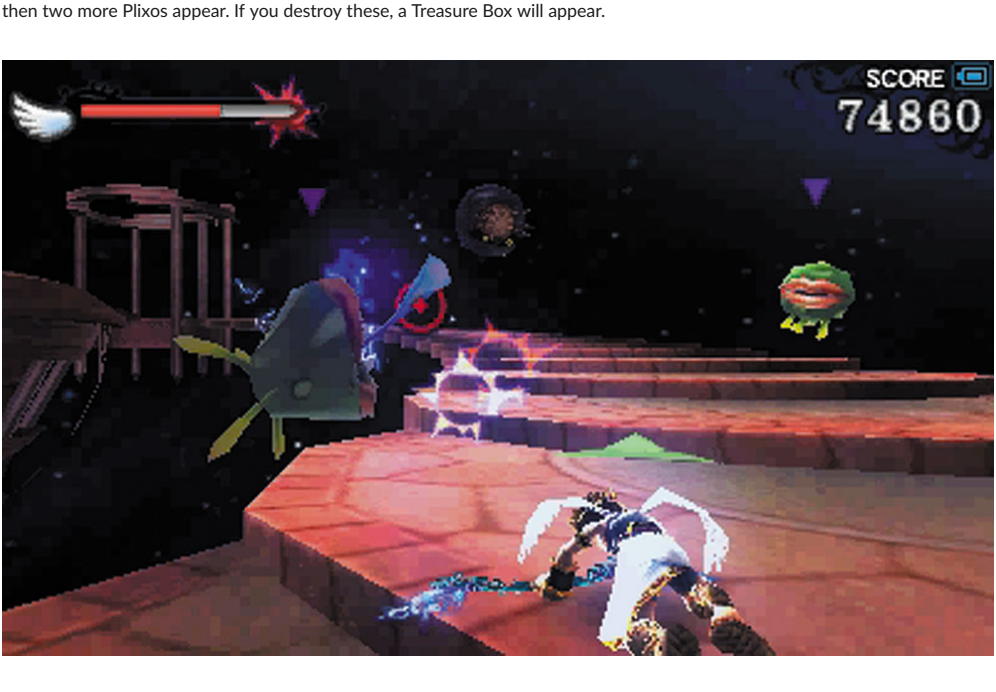
4. The Phoenix returns for this boss battle. He's learned no new tricks since your last encounter, but he could be a bit more aggressive and dangerous overall if you've been ramping up the Intensity since you saw him last. If you look around the arena, you might find a Boom Spear, a powerful throwing weapon that can do pretty severe damage to the Phoenix from just about anywhere in the arena.

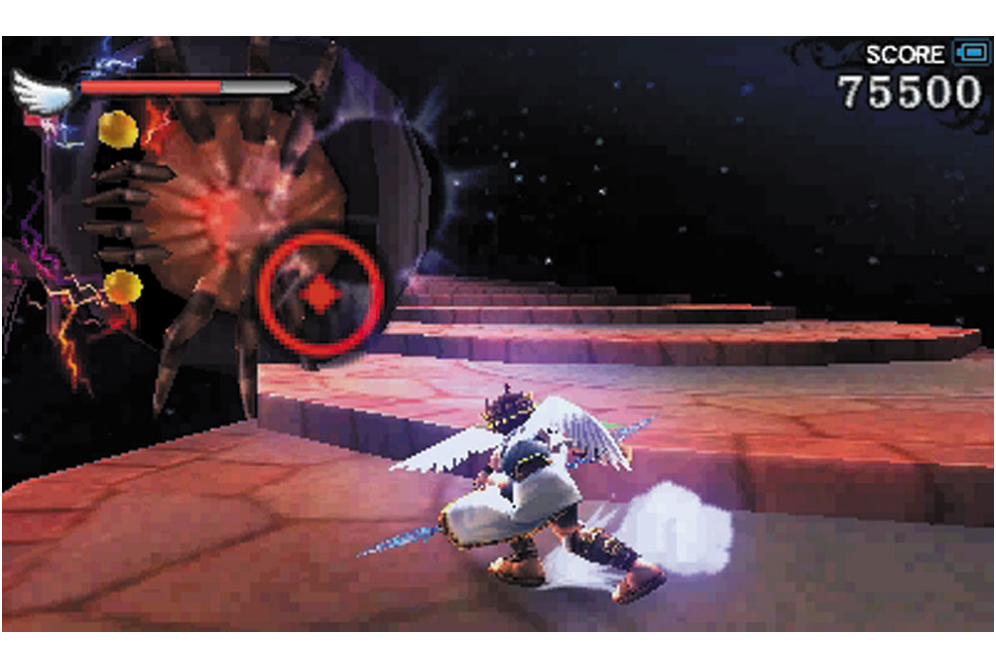

SCORE
74220

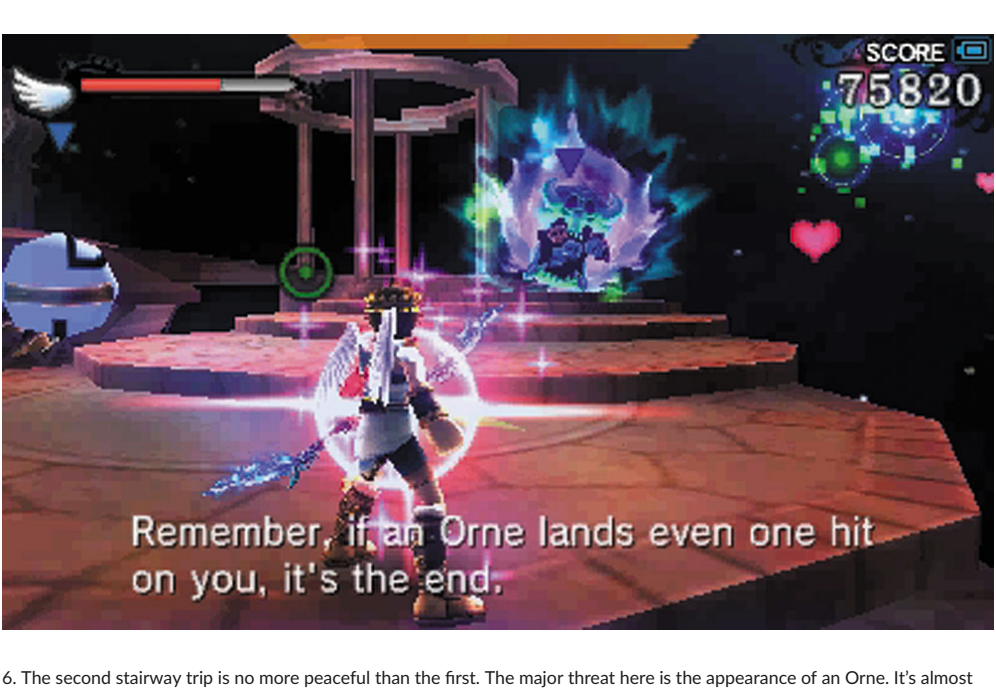

SCORE
72940


SCORE
74860

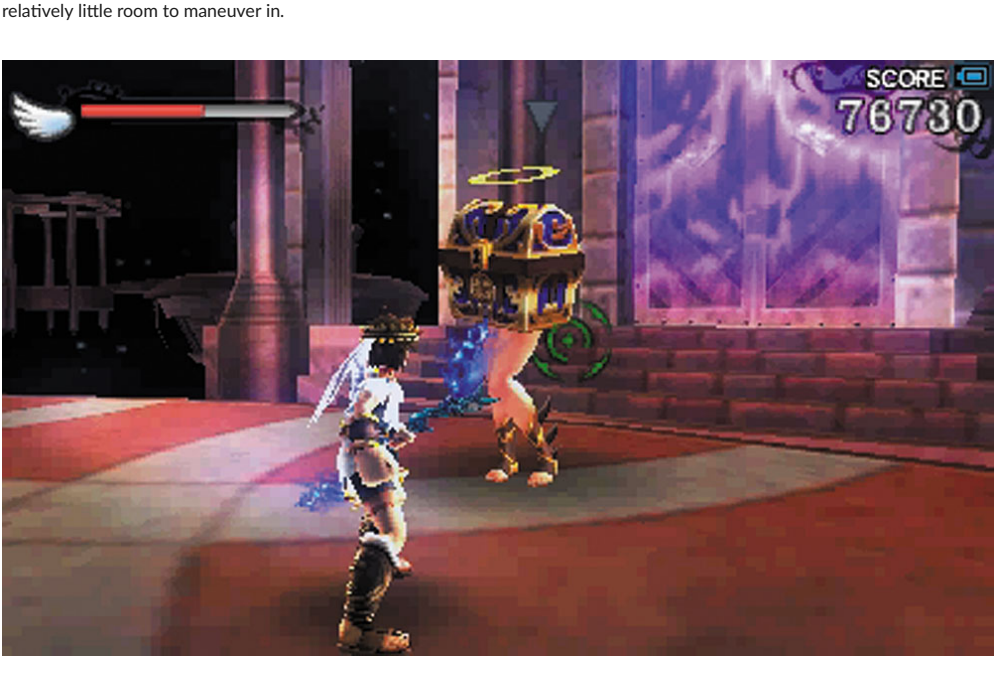
5. After defeating the Phoenix again, a new stairway opens up to the next platform. Before you follow it, take a look in the direction from which you exit the boss room. You'll notice a Plixo changing into different patterns and shapes. Destroy it, and then two more Plixos appear. If you destroy these, a Treasure Box will appear.

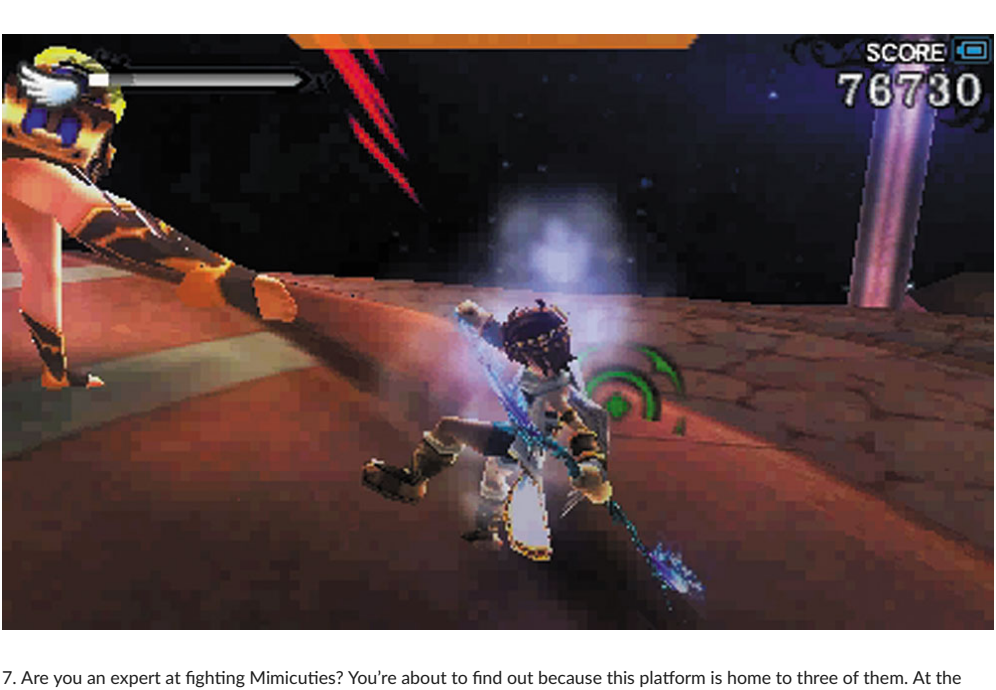

SCORE
74860


SCORE
75500

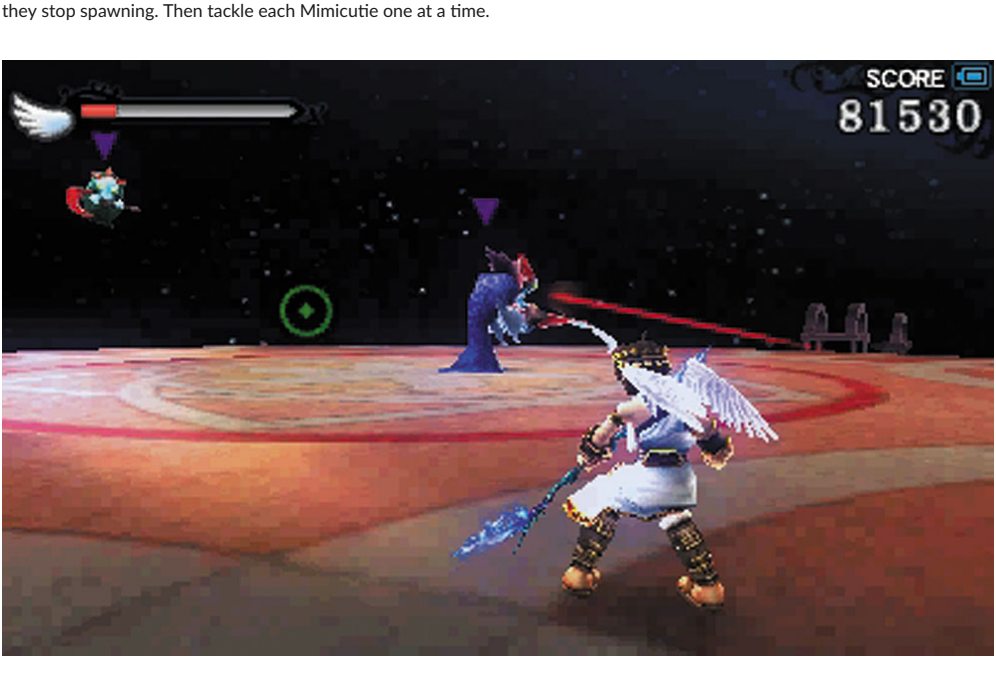

SCORE
75820
Remember, if an Orne lands even one hit on you, it's the end.

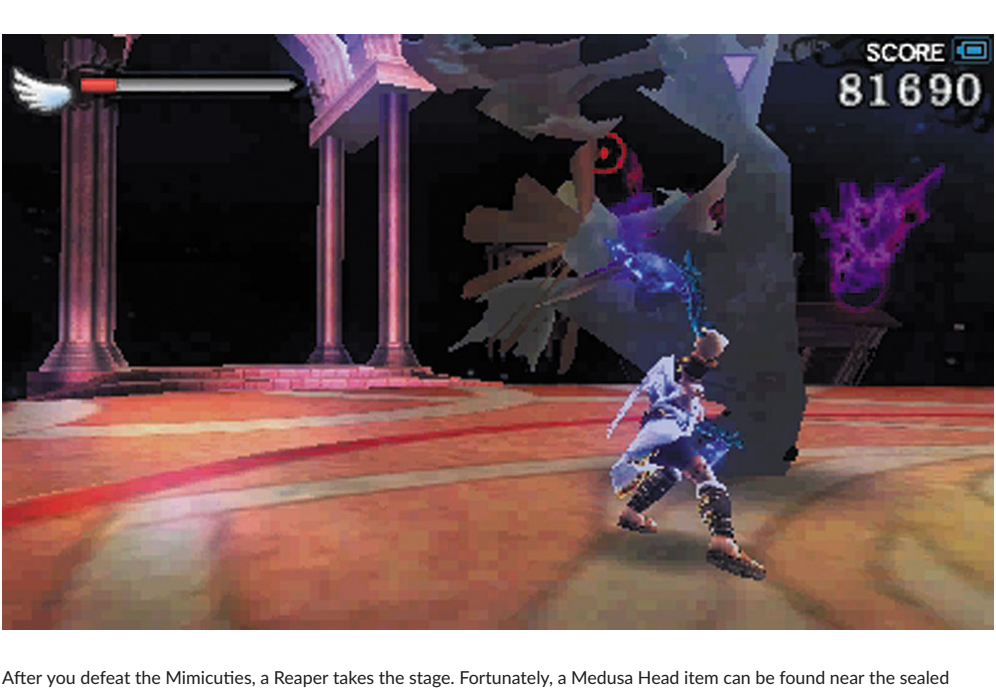
6. The second stairway trip is no more peaceful than the first. The major threat here is the appearance of an Orne. It's almost best if you just skip the enemies and run for the next platform. Fighting next to an Orne is not very fun when you have relatively little room to maneuver in.


SCORE
76730

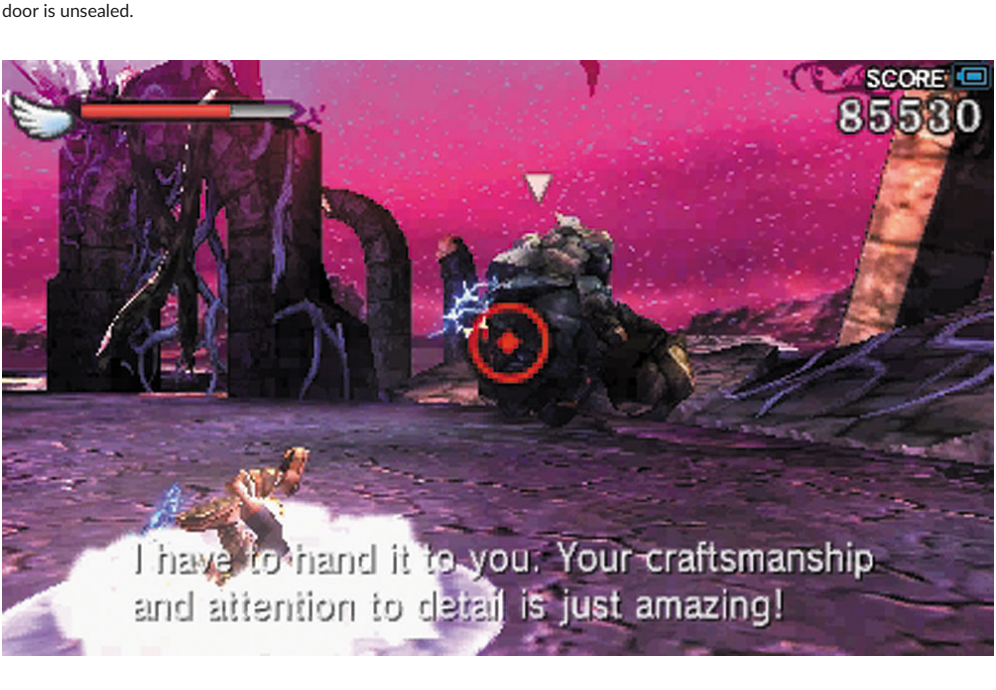

SCORE
76730

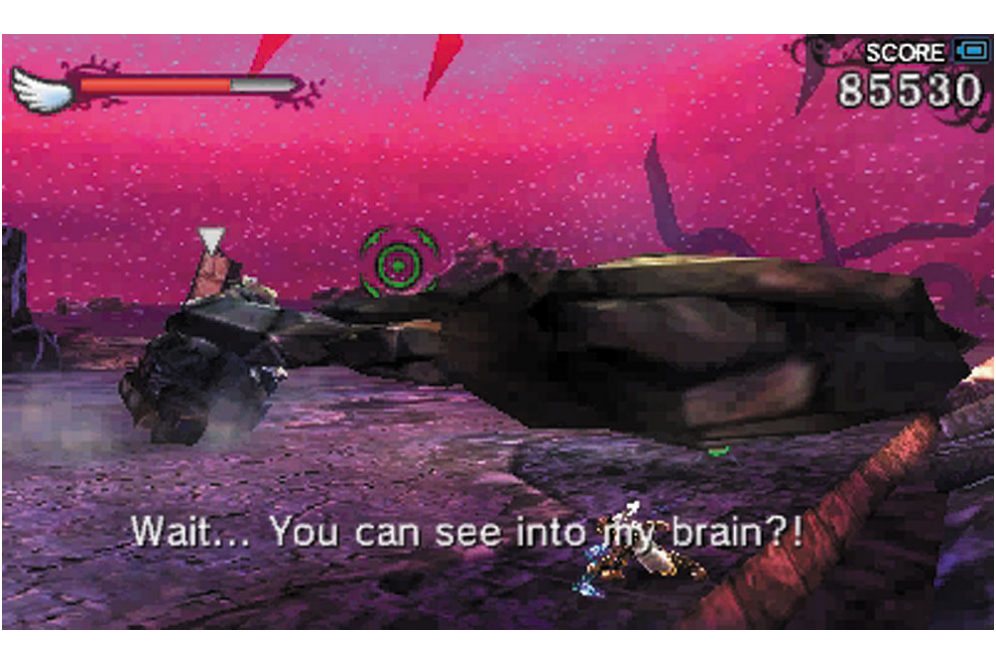
7. Are you an expert at fighting Mimicuties? You're about to find out because this platform is home to three of them. At the center of the area, Bumpety Bombs drop down to attack. Before engaging the Mimicuties, it's best to destroy the bombs until they stop spawning. Then tackle each Mimicutie one at a time.

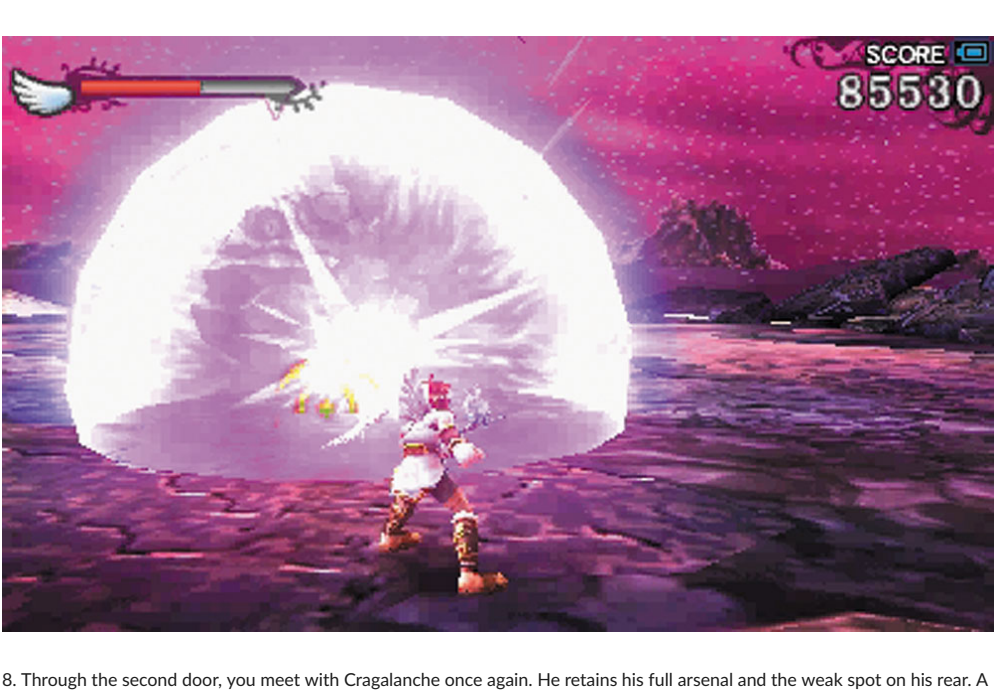

SCORE
81530


SCORE
81690

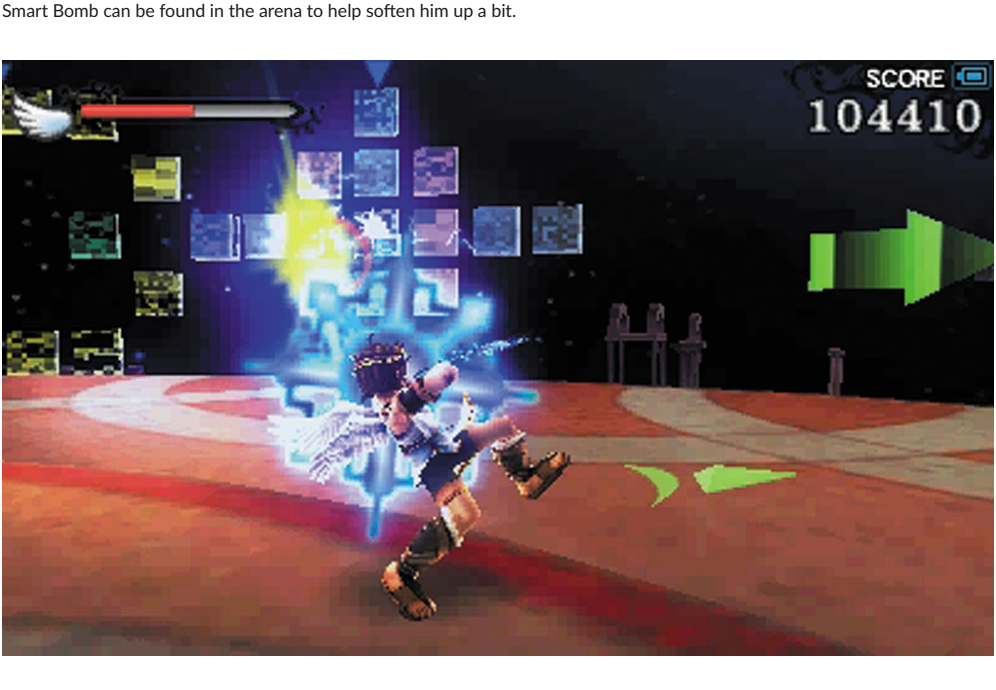
After you defeat the Mimicuties, a Reaper takes the stage. Fortunately, a Medusa Head item can be found near the sealed door, and properly placed, it can turn the Reaper to stone, thereby minimizing its threat. Once the Reaper has been beaten, the door is unsealed.

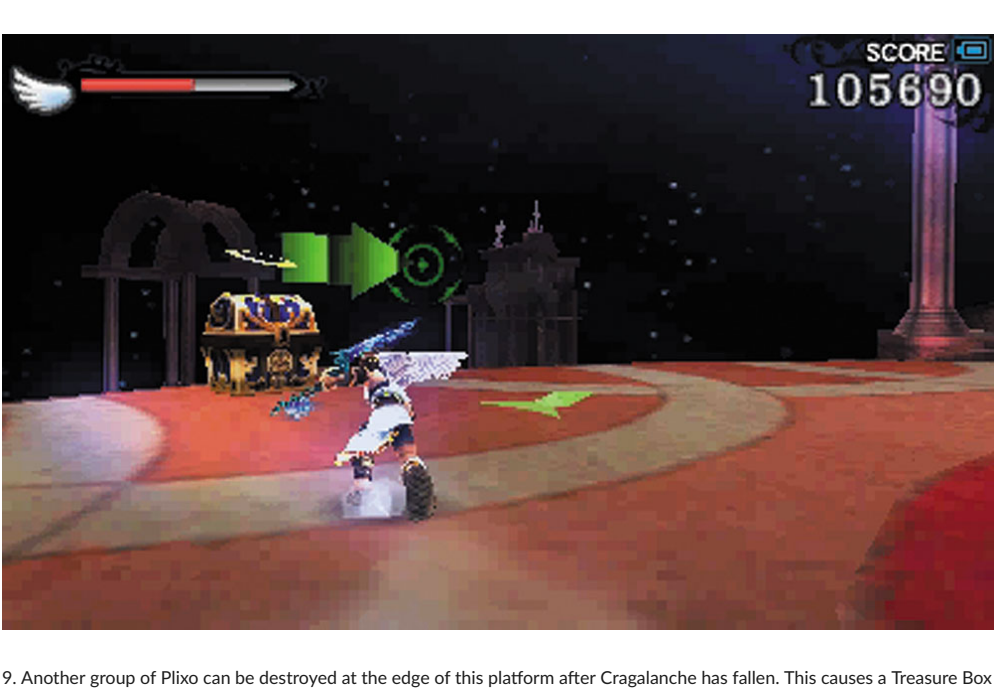

SCORE
85530
I have to hand it to you. Your craftsmanship and attention to detail is just amazing!


SCORE
85530
Wait... You can see into my brain?!

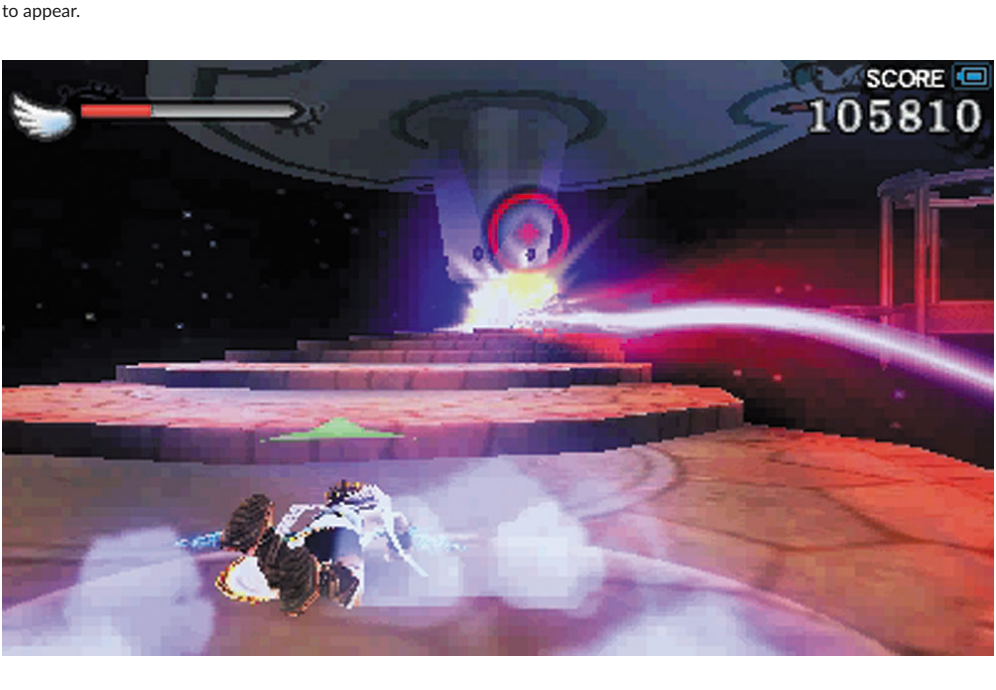

SCORE
85530

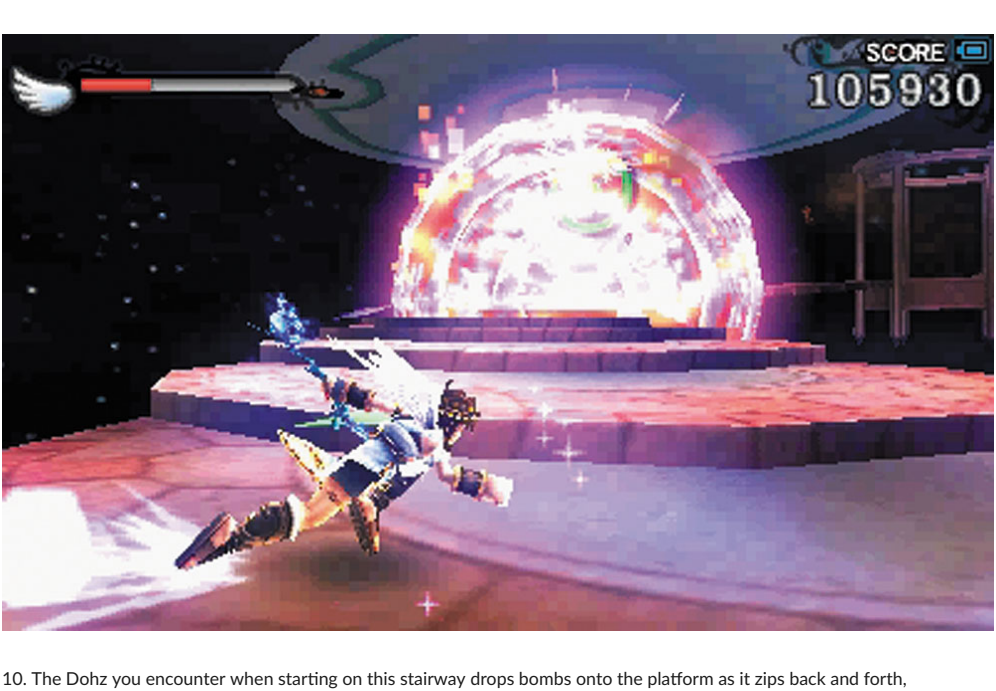
8. Through the second door, you meet with Cragalanche once again. He retains his full arsenal and the weak spot on his rear. A Smart Bomb can be found in the arena to help soften him up a bit.


SCORE
104410

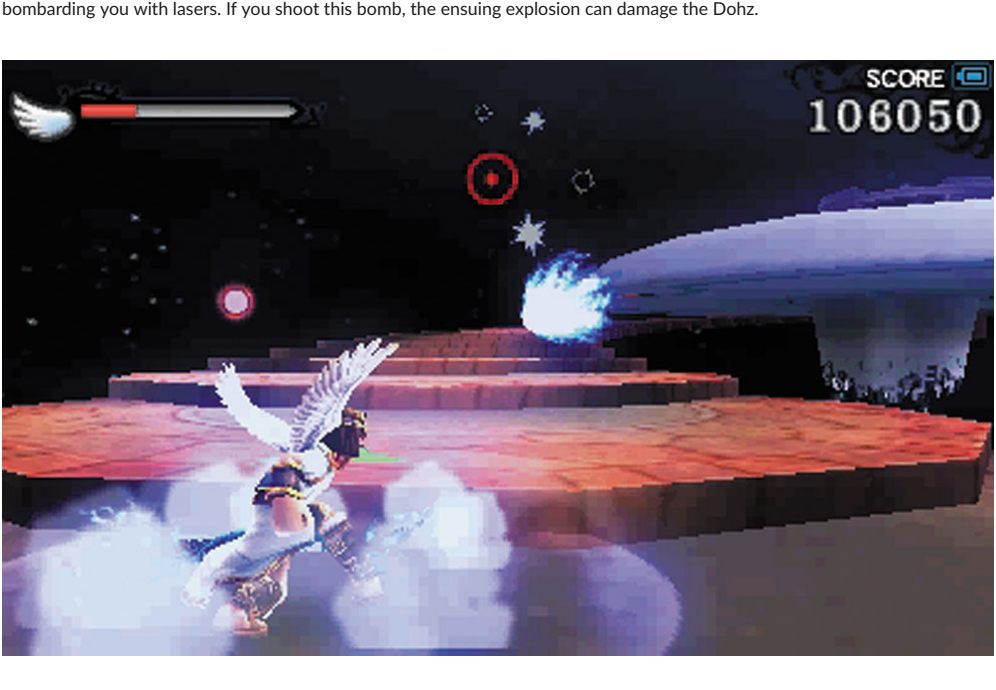

SCORE
105690

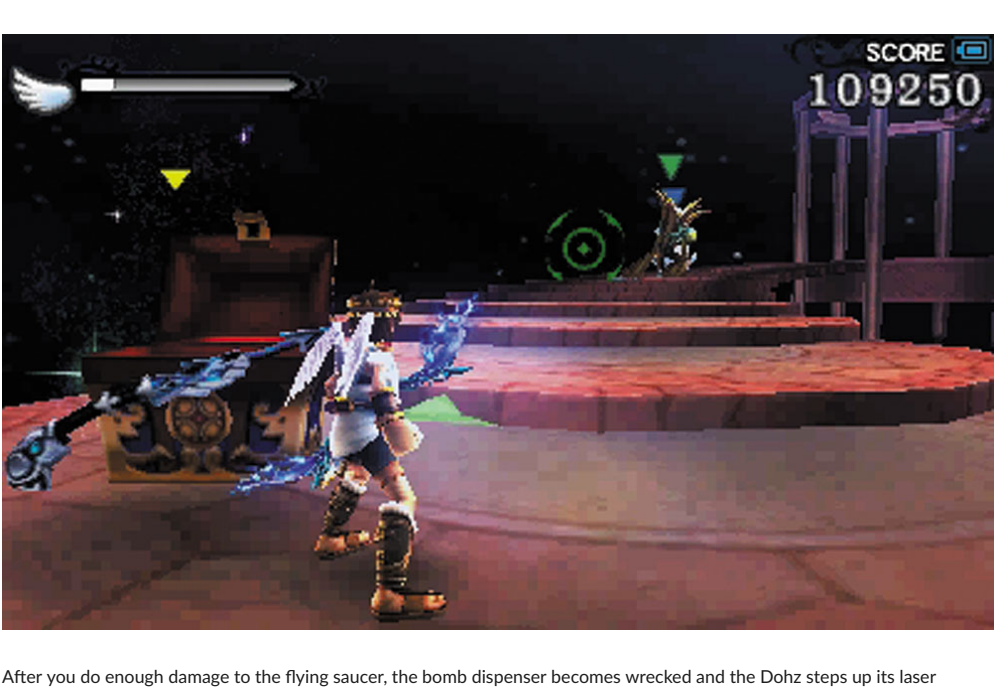
9. Another group of Plixo can be destroyed at the edge of this platform after Cragalanche has fallen. This causes a Treasure Box to appear.


SCORE
105810

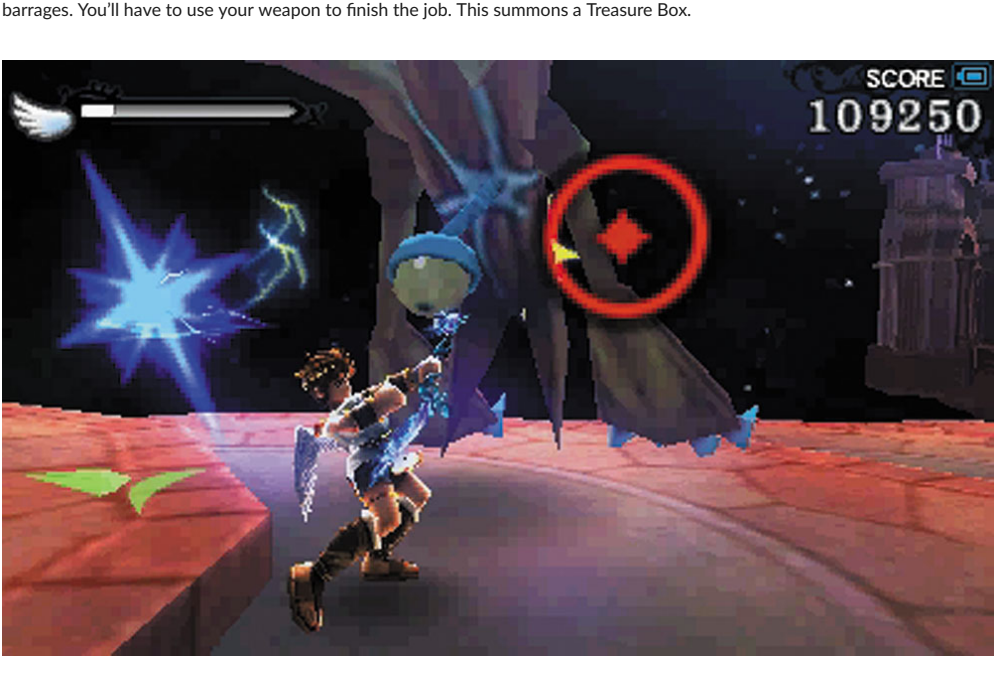

SCORE
105930

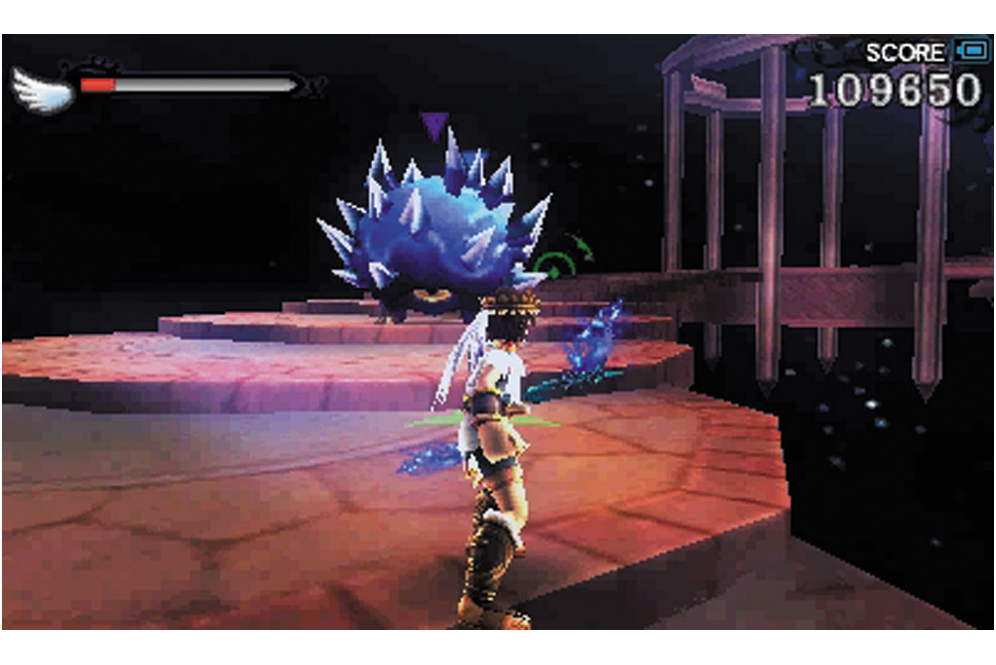
10. The Dohz you encounter when starting on this stairway drops bombs onto the platform as it zips back and forth, bombarding you with lasers. If you shoot this bomb, the ensuing explosion can damage the Dohz.


SCORE
106050


SCORE
109250

After you do enough damage to the flying saucer, the bomb dispenser becomes wrecked and the Dohz steps up its laser barrages. You'll have to use your weapon to finish the job. This summons a Treasure Box.


SCORE
109250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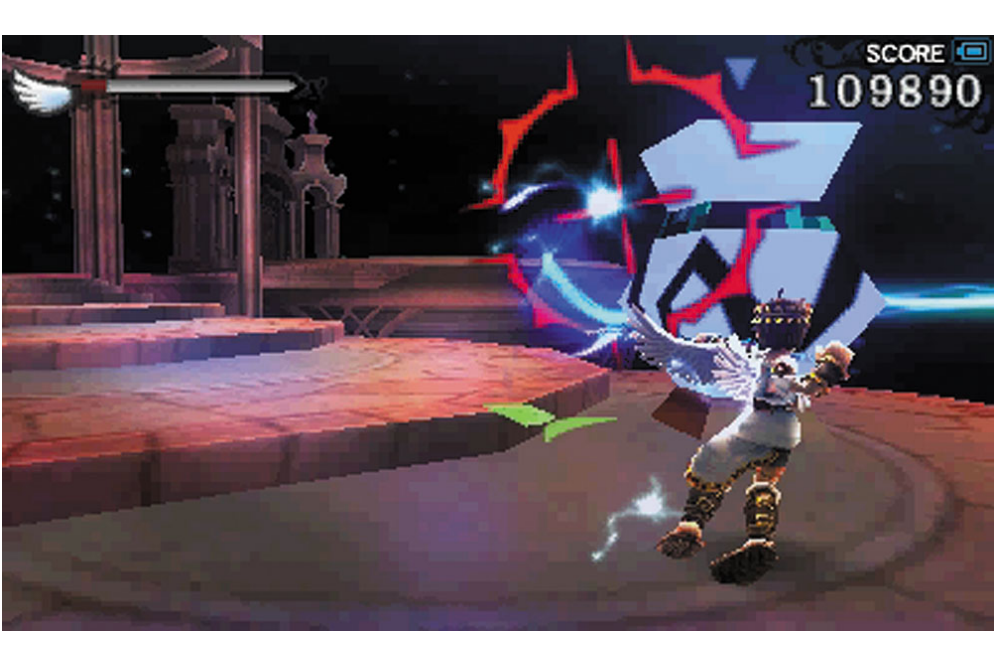
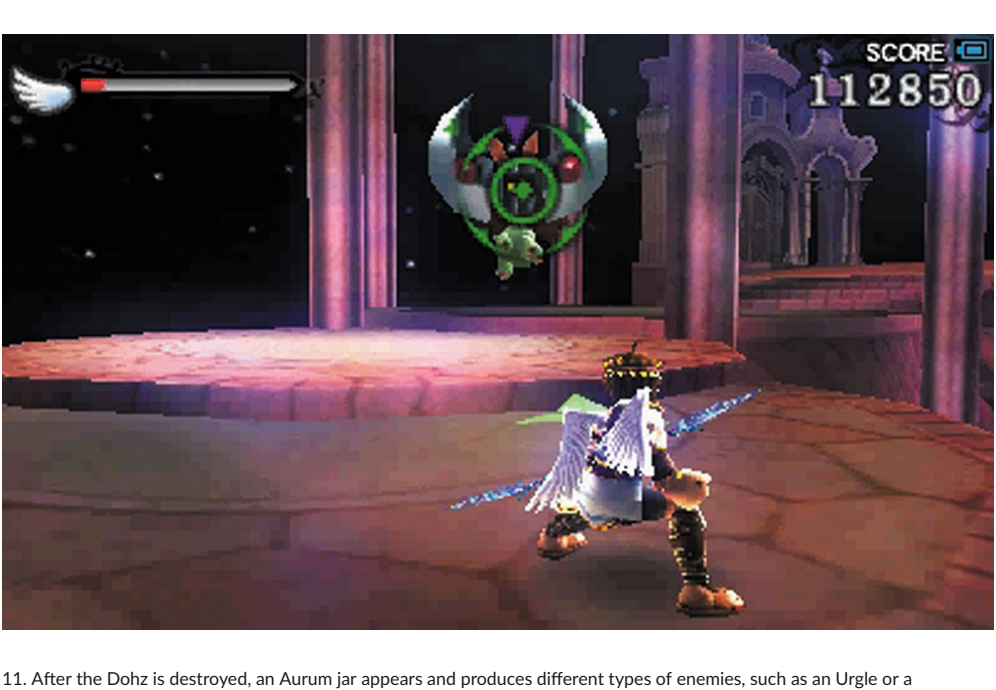
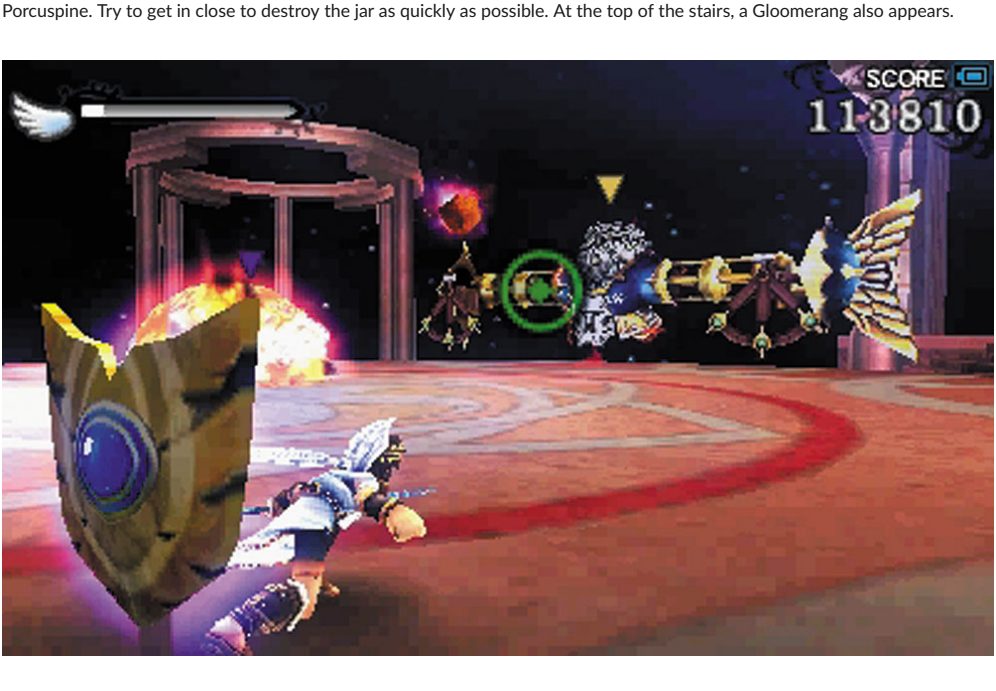
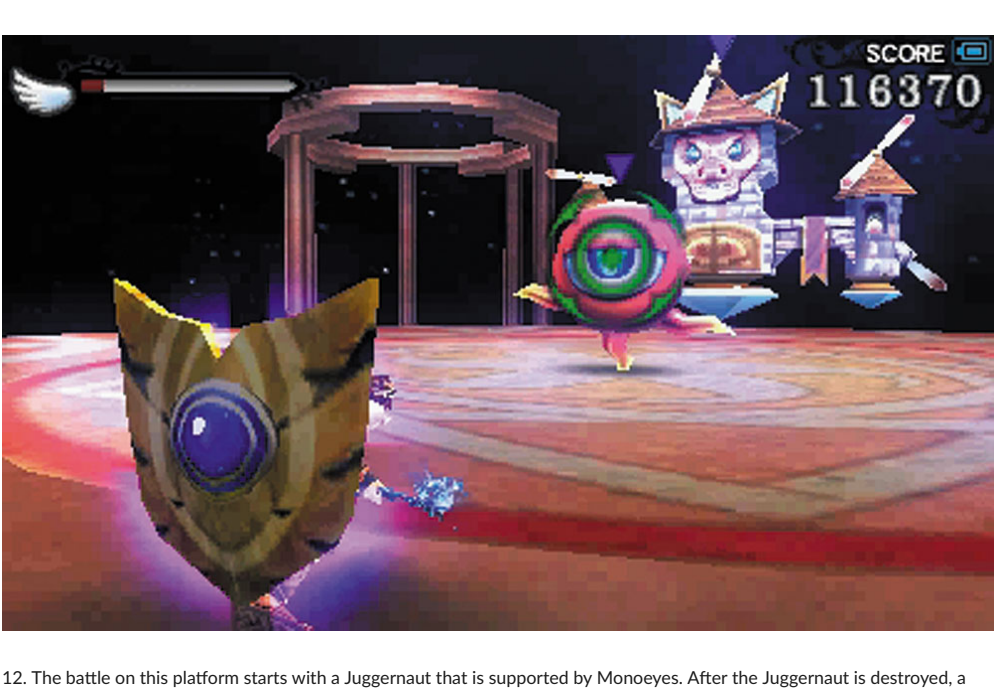
109650


SCORE
109890

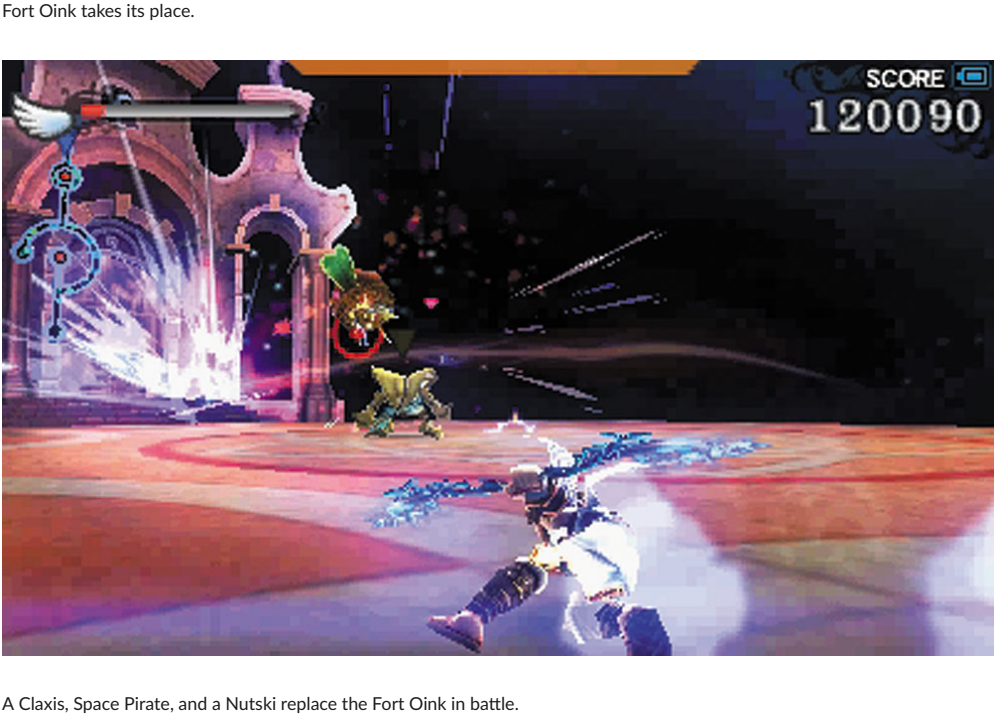

SCORE
112850

11. After the Dohz is destroyed, an Aurum jar appears and produces different types of enemies, such as an Urgle or a Porcupine. Try to get in close to destroy the jar as quickly as possible. At the top of the stairs, a Gloomerang also appears.

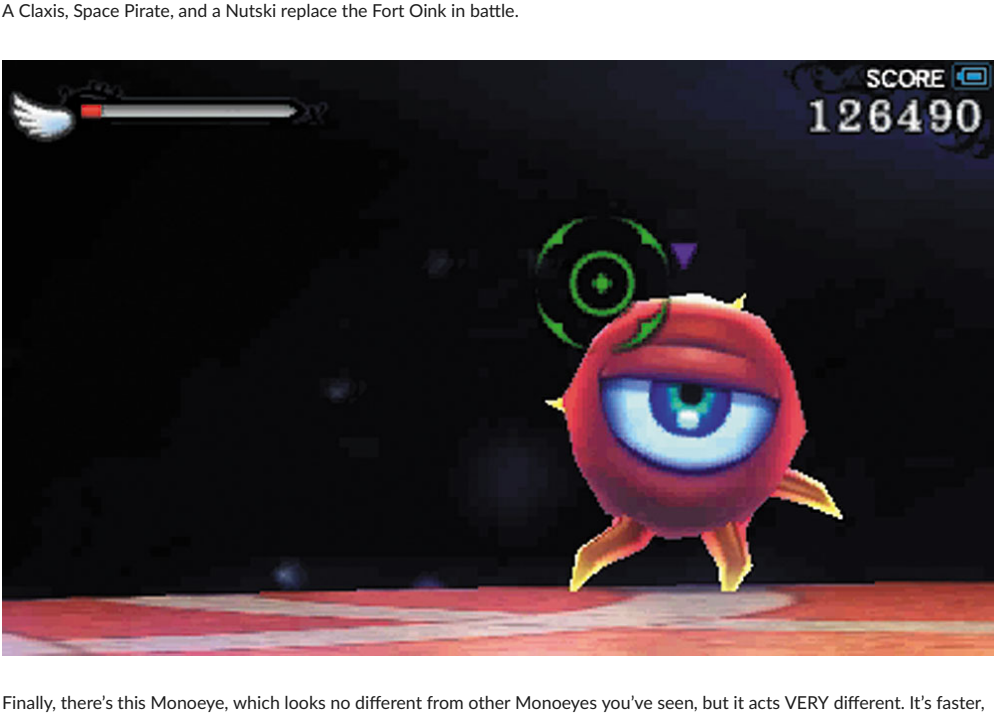

SCORE
113810


SCORE
116370

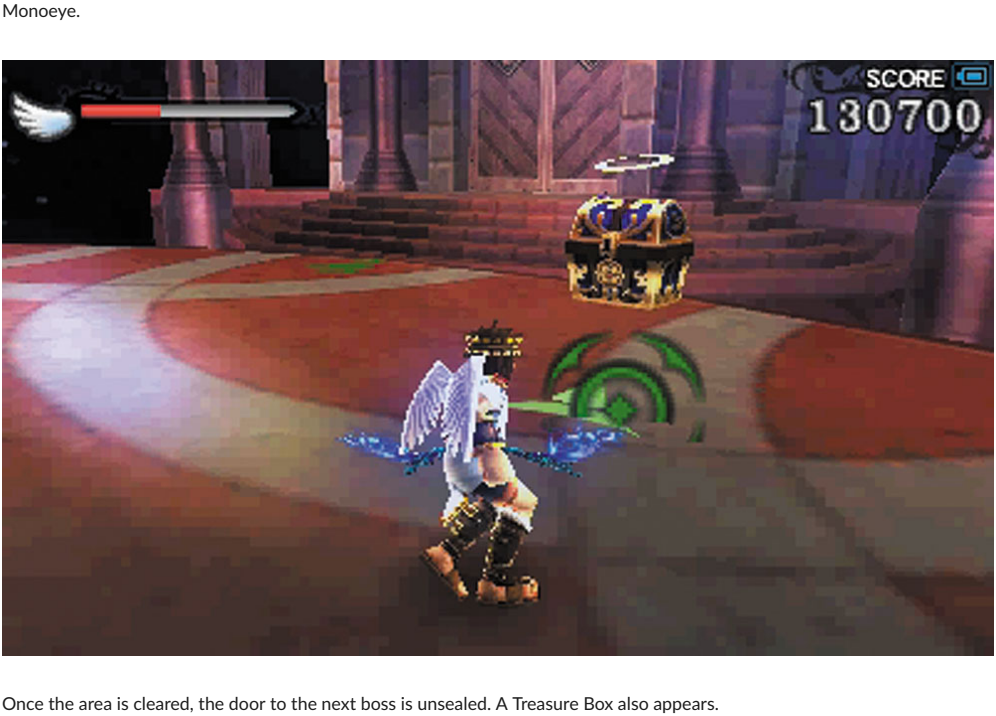
12. The battle on this platform starts with a Juggernaut that is supported by Monoeyes. After the Juggernaut is destroyed, a Fort Oink takes its place.


SCORE
120090

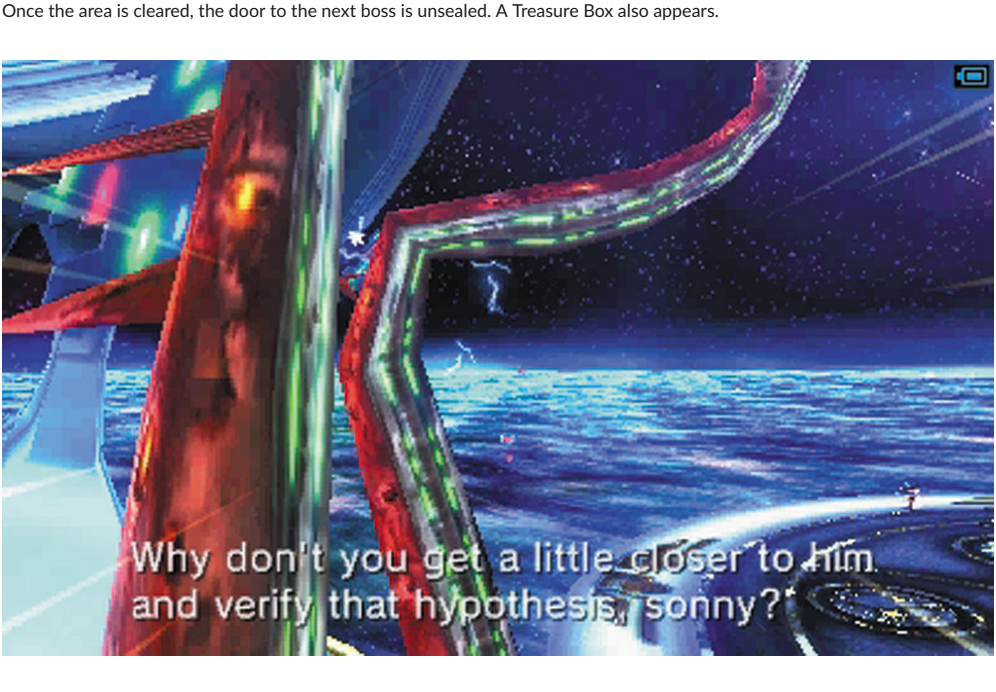
A Claxis, Space Pirate, and a Nutski replace the Fort Oink in battle.

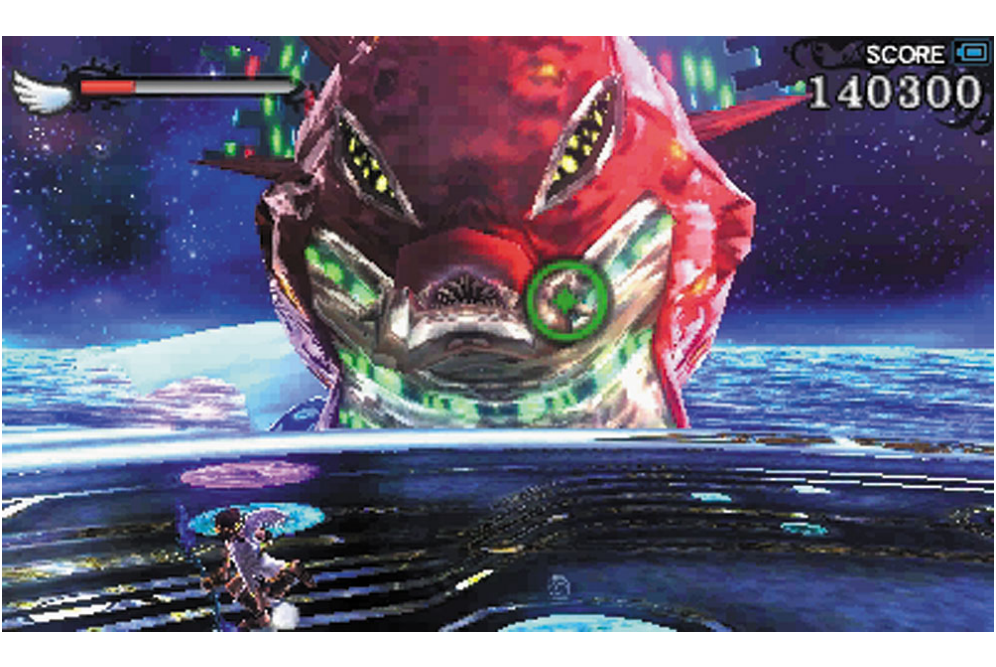

SCORE
126490

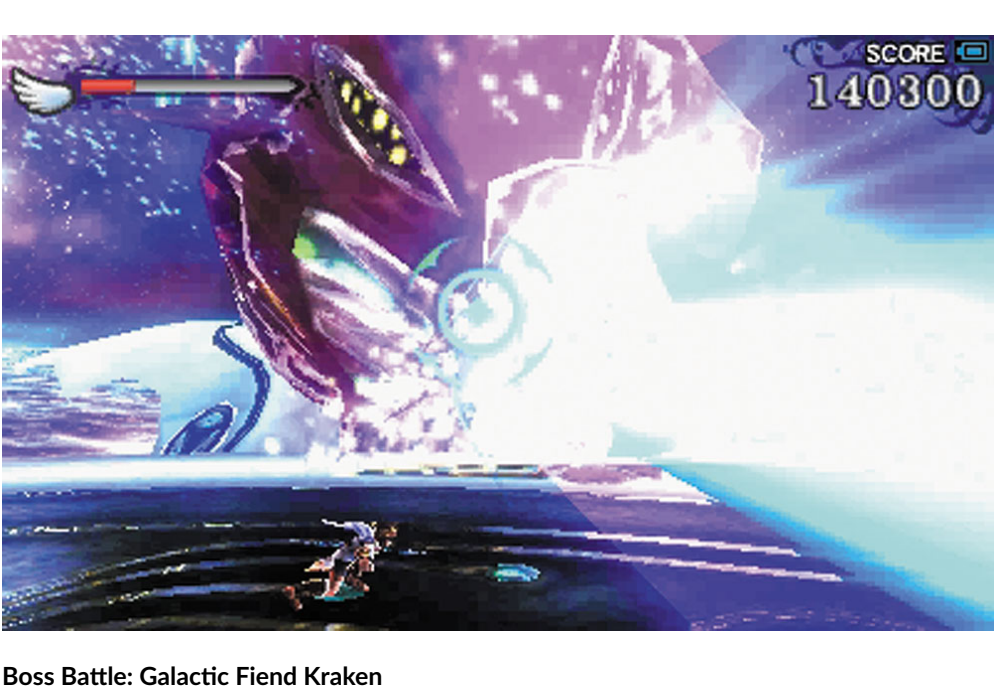
Finally, there's this Monoeye, which looks no different from other Monoeyes you've seen, but it acts VERY different. It's faster, bobbing and weaving between attacks, and attacks more aggressively. If there's enough distance between you and it, the Monoeye might actually dodge your homing attack with alarming frequency. Also, it has much more health than your average Monoeye.


SCORE
130700

Once the area is cleared, the door to the next boss is unsealed. A Treasure Box also appears.


Why don't you get a little closer to him and verify that hypothesis, sonny?

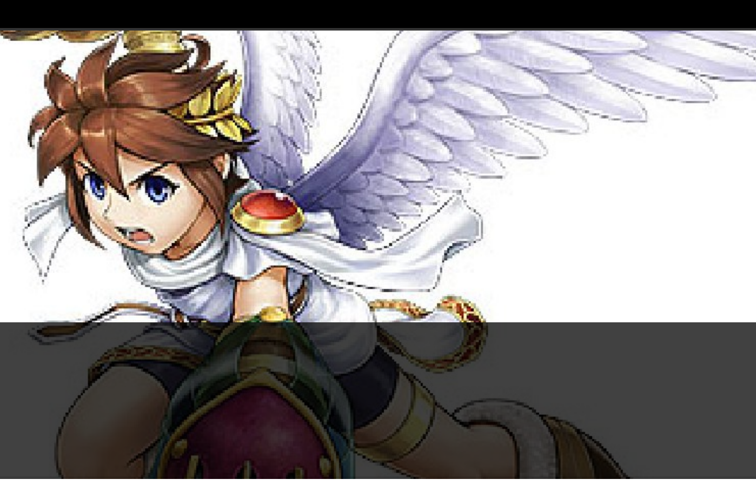

SCORE
140300


SCORE
140300

Boss Battle: Galactic Fiend Kraken

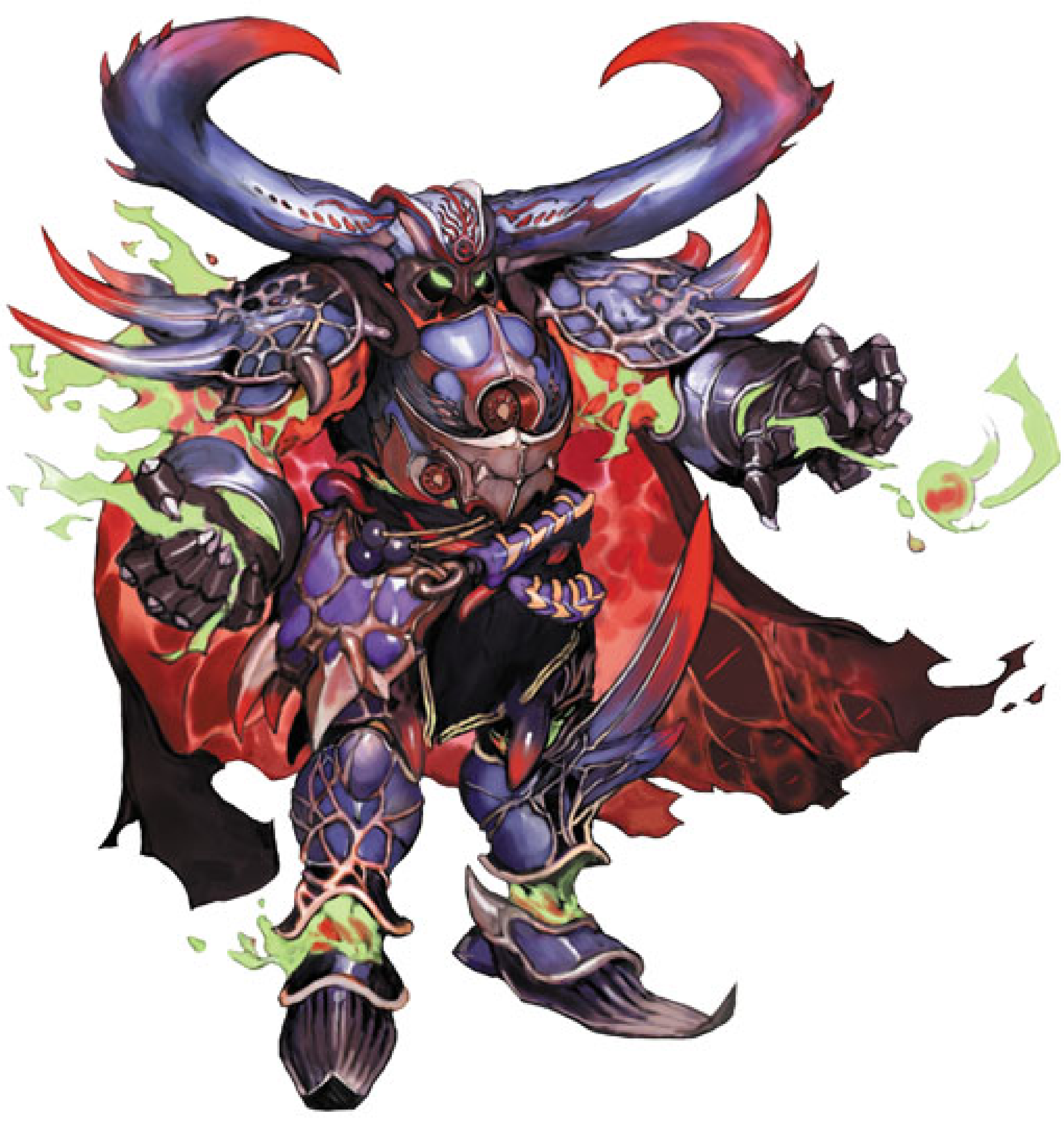
13. The Kraken returns behind door number three, and it's as big and nasty as ever. Grenades can be found on deck, but it is probably best to conserve those for the second phase of the battle, after you have beaten the tentacles.

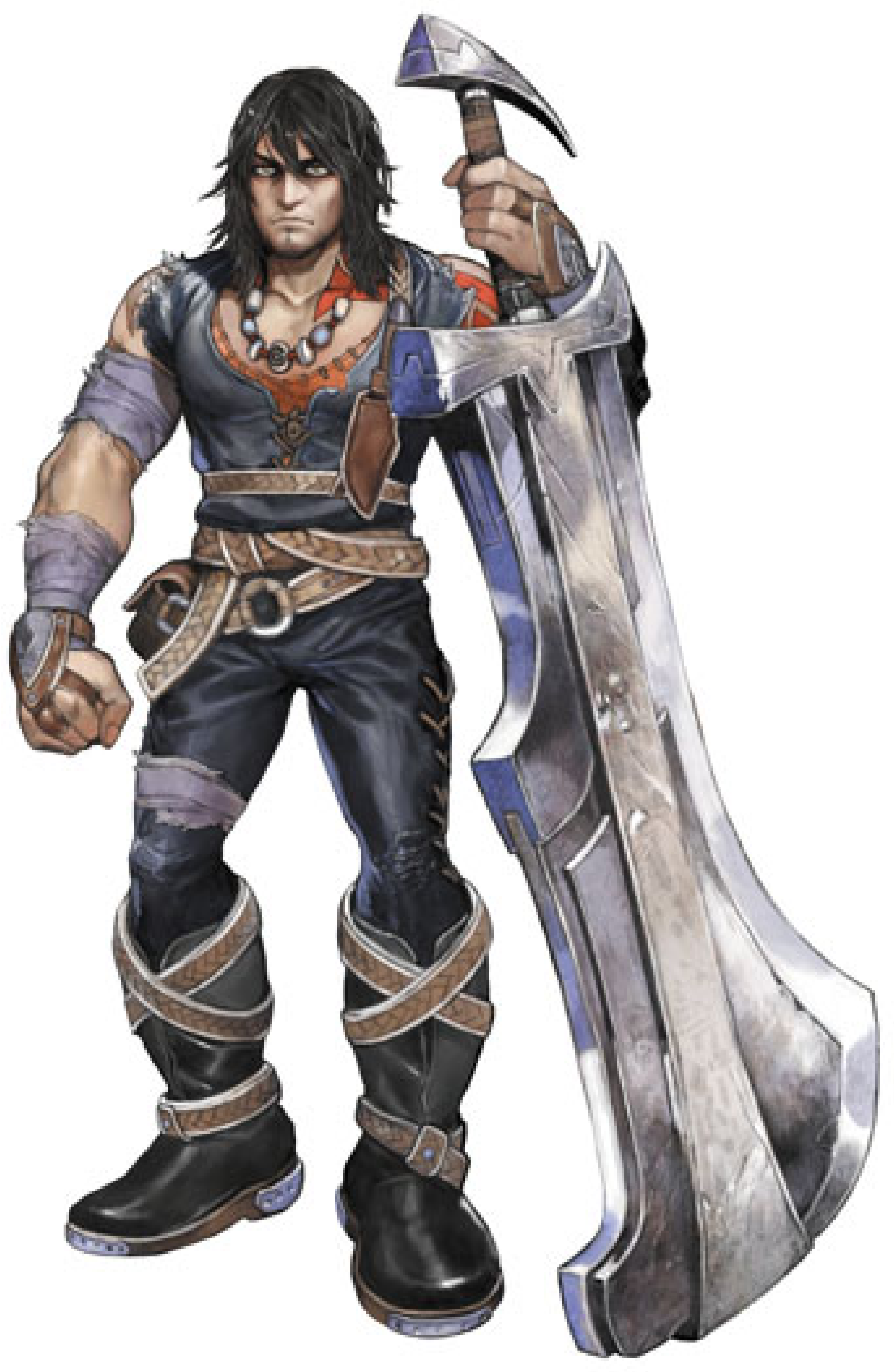
After the Kraken is defeated, a Drink of the Gods appears in the arena. Dyntos has even more trials in store for you. This is where the fun truly begins.



Chapter 24: The Three Trials

Boss Battle: Gaol and Magnus





SCORE
156300

Think you'll be able to take the both of us, Pit?

You're transported to a recreation of Dark Lord Gaol's room. Waiting for you there is the Dark Lord herself as well as Magnus. Both are here to fight you as part of your Three Trials. Gaol still has her impressive arsenal of magic. In this battle, she stays at a relatively safe distance, casting her spells at you. Magnus does everything in his power to get in your face and stay there, with high-speed charges and his impressive sword reach. Between the two, it can be a very tough encounter, as they coordinate their offense quite well.

SCORE
156300

The one and only.

SCORE
156300

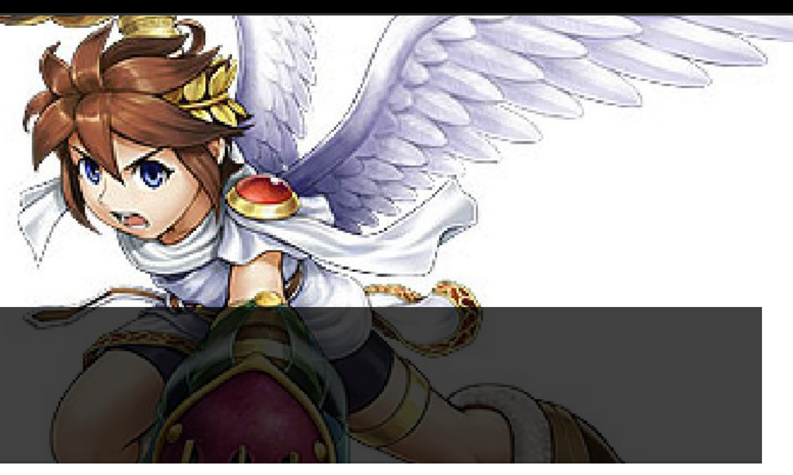
Why were you so quick to join up with me when we first met?

Your approach to this fight depends greatly on what weapon you've brought to the field. Weapons like cannons, bows, and palms all have very solid ranged attacks, which can allow you to take down Gaol first. If you're using swords, claws, or clubs, Magnus will probably be your first target. He's so aggressive, he'll always be putting himself in danger of getting smacked around by your melee attacks.

SCORE
172300

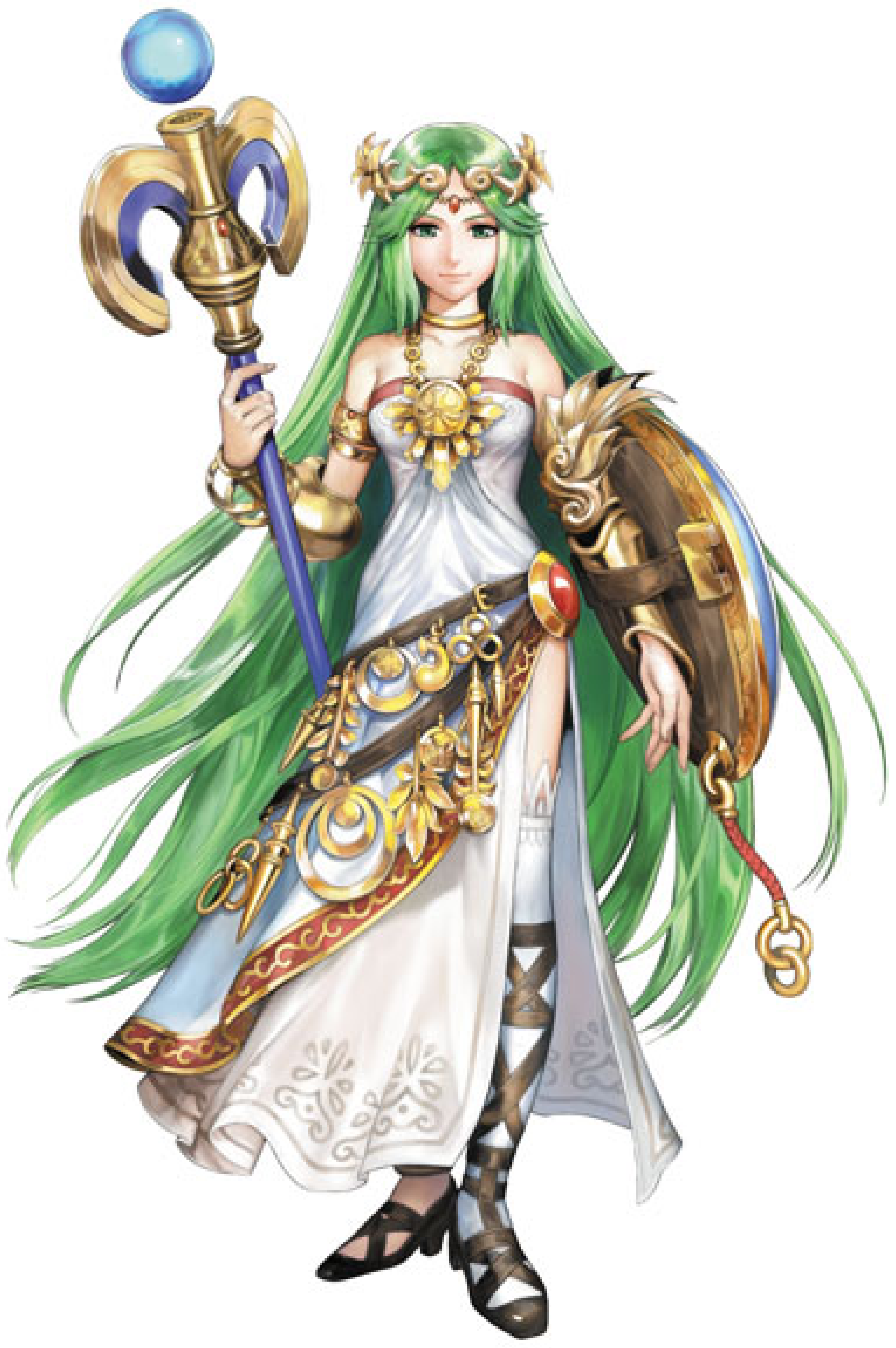
Not bad, angel face!

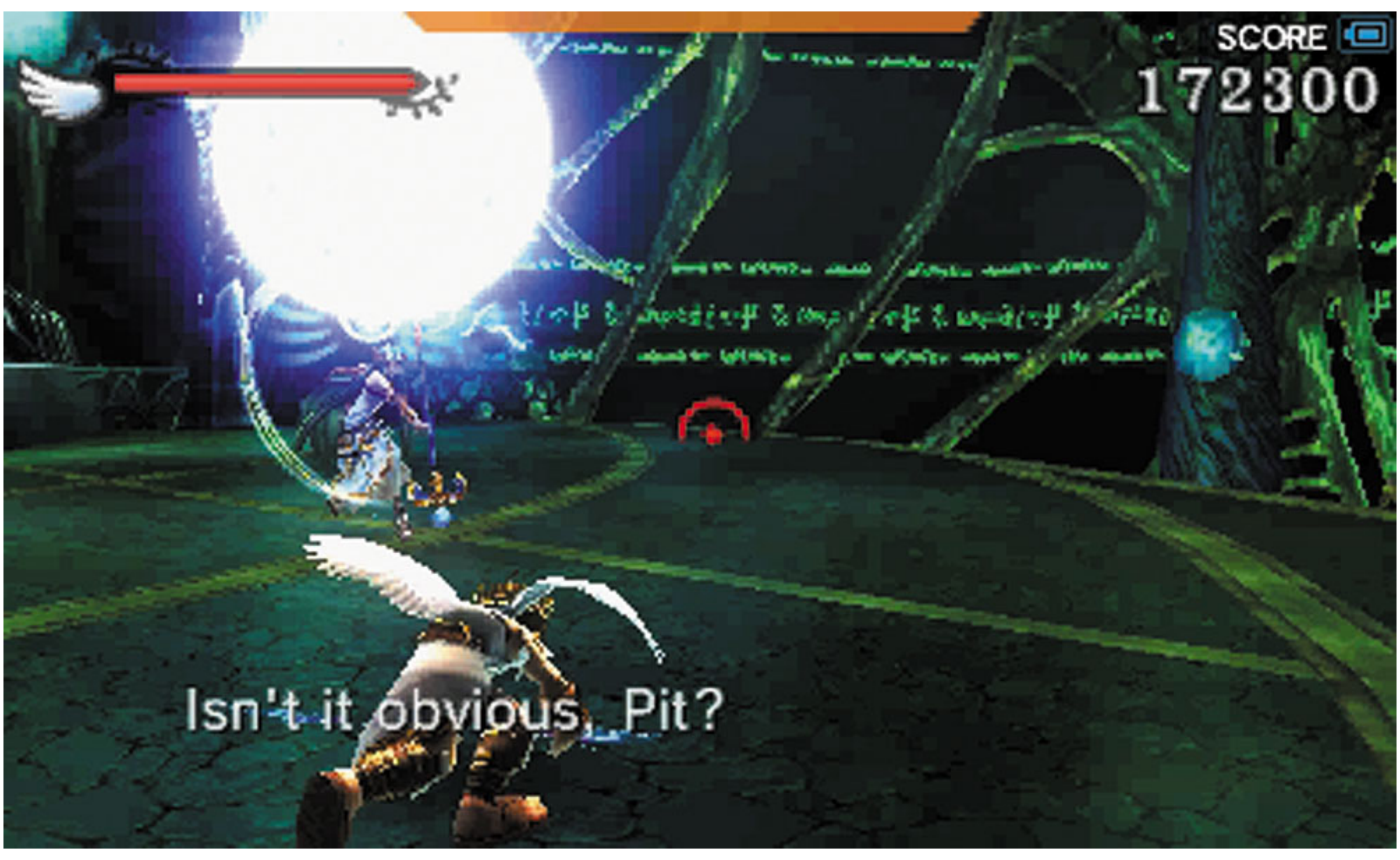
After taking down one of the bosses here, the loser drops a Drink of the Gods. Try to finish off the other half of this pair without taking more damage—you'll need all the health you can muster for the next fight.



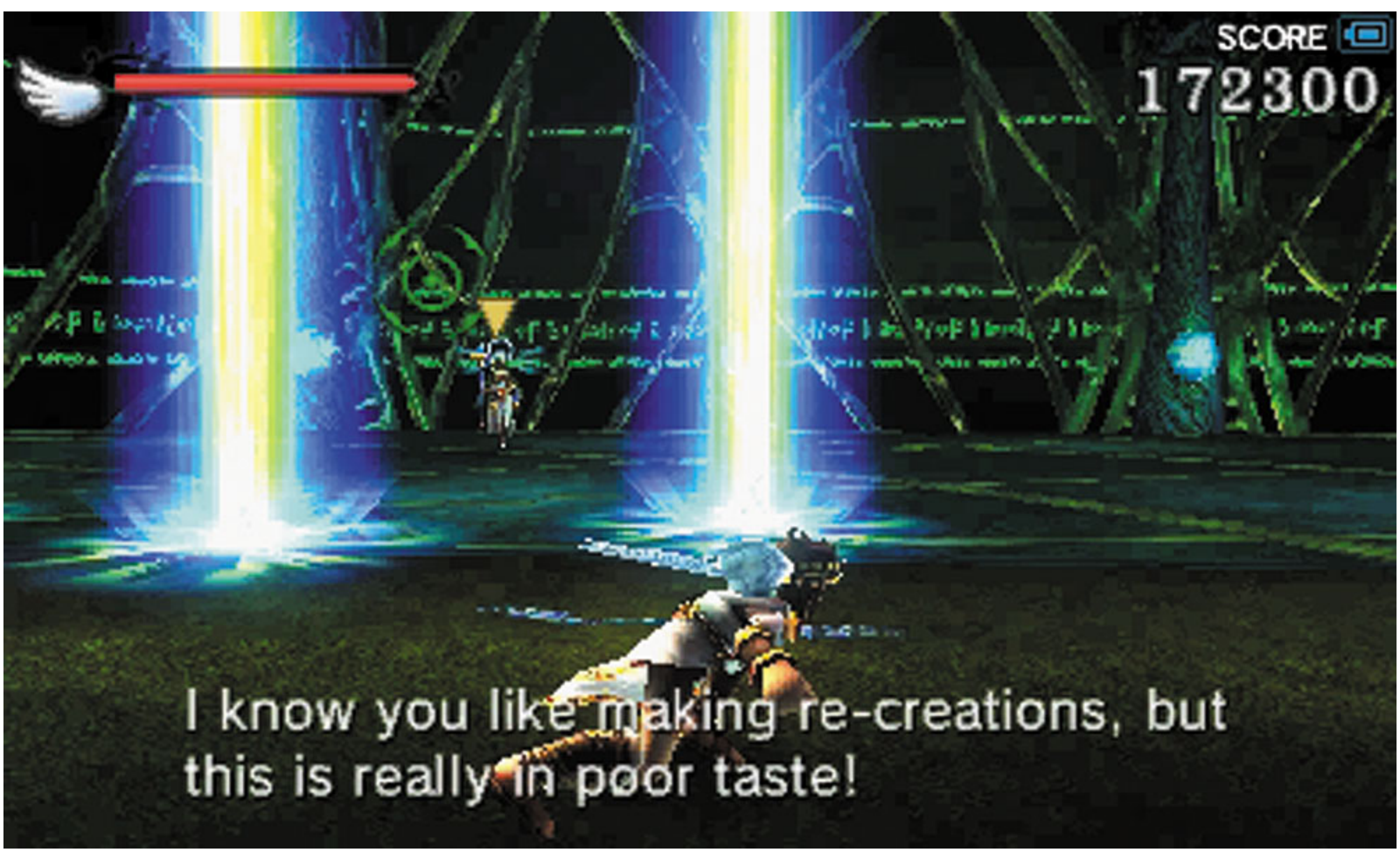
Chapter 24: The Three Trials

Boss Battle: Goddess Palutena



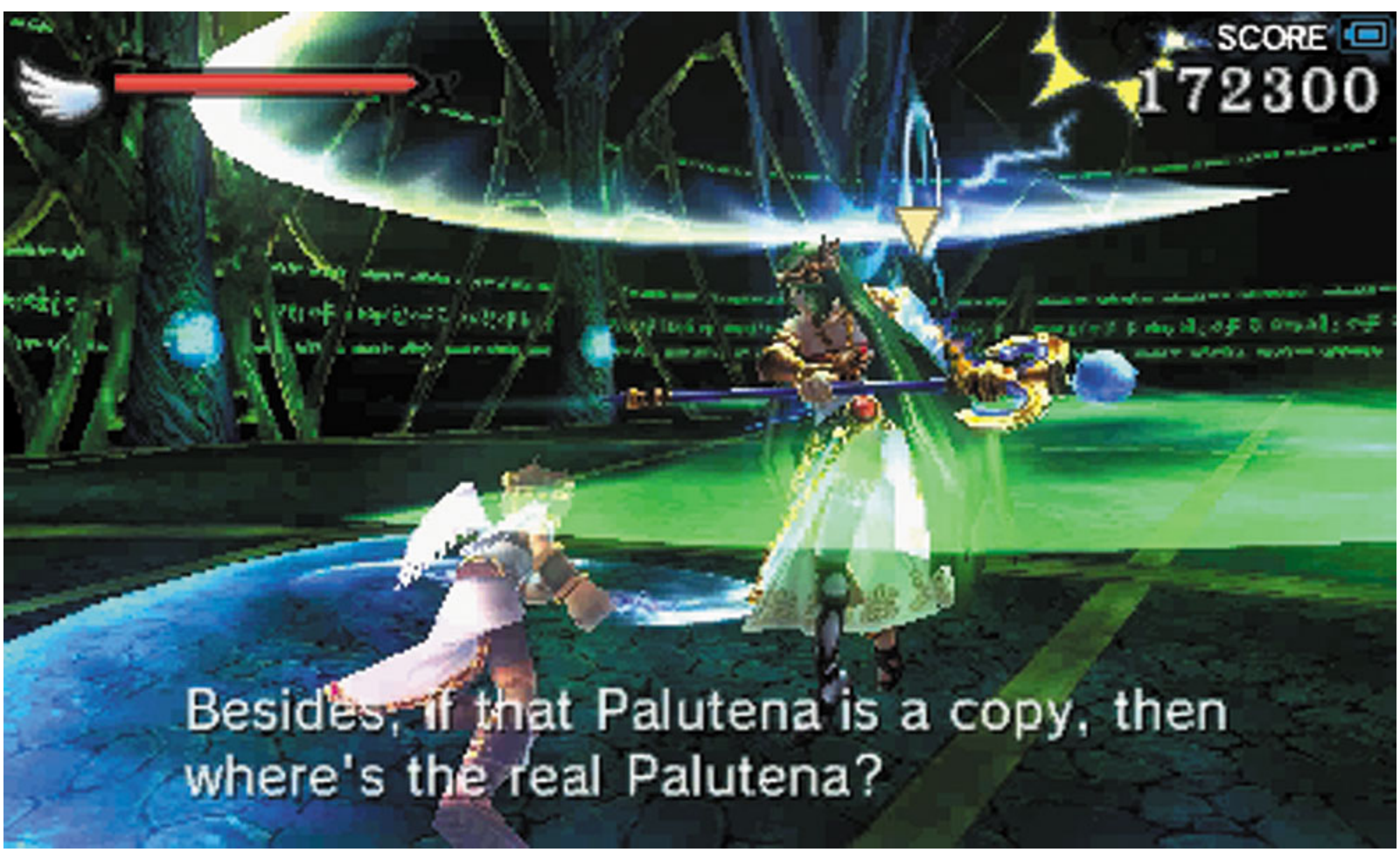


Isn't it obvious, Pit?



I know you like making re-creations, but this is really in poor taste!

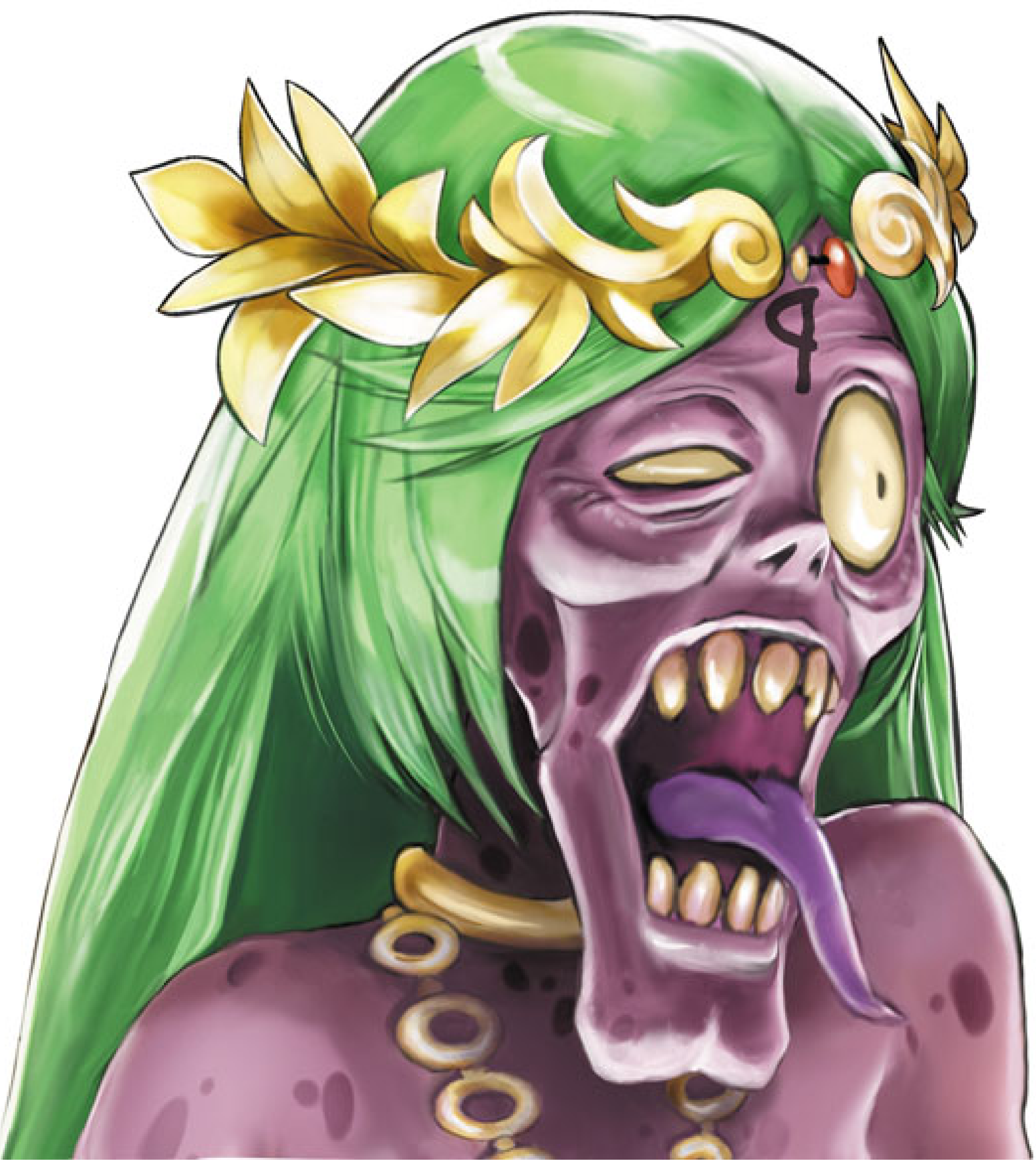
Your next fight is against Goddess Palutena, only this time she's not being controlled by the Chaos Kin. You probably saw most of her attacks while you were trying to save her from the Chaos Kin, but now she's a bit less restrained during this fight. You can't avoid hurting her in this fight.



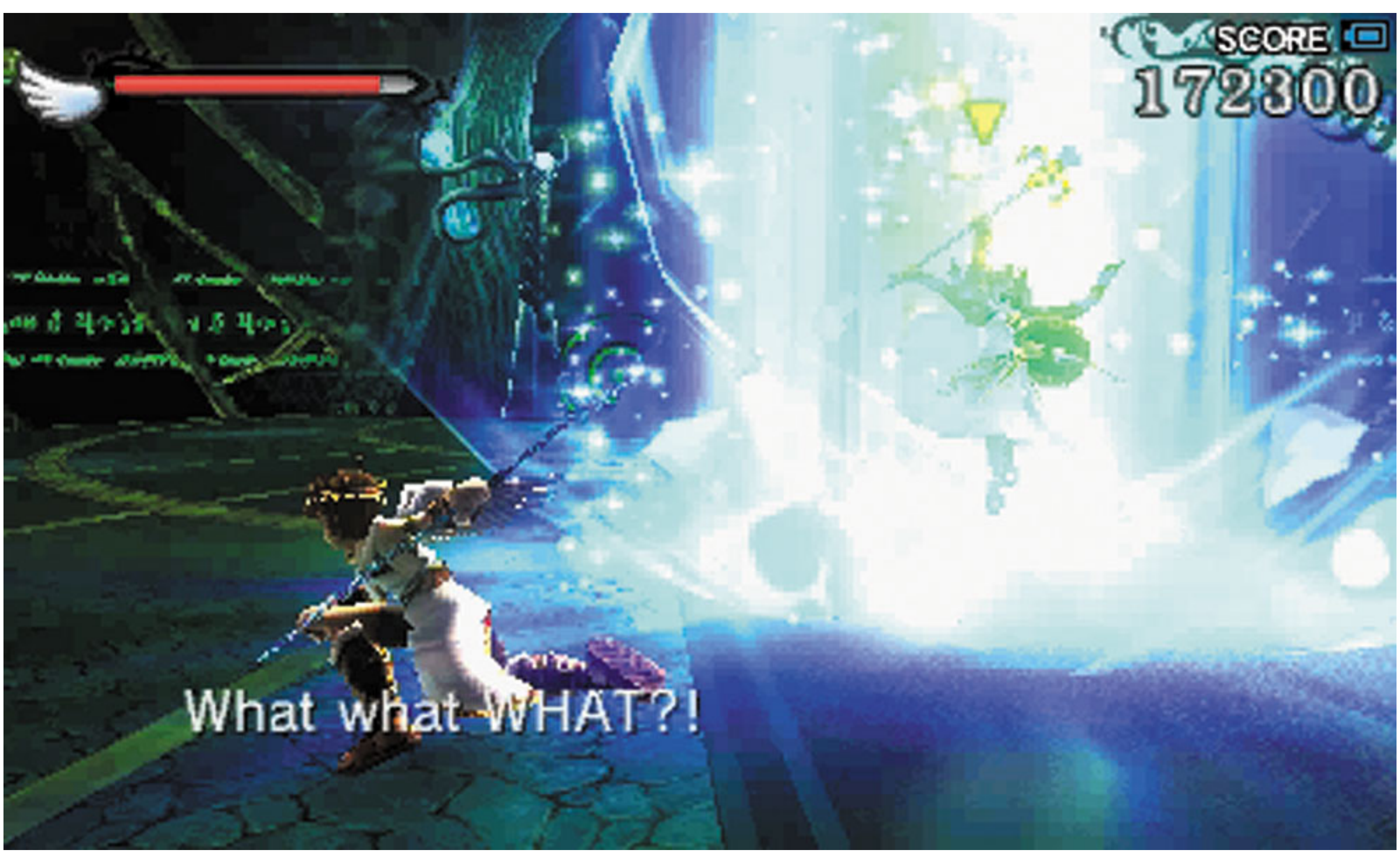
Besides, if that Palutena is a copy, then where's the real Palutena?

Despite her immense magical power, Palutena is a ranged fighter first and foremost. If you can weave between her spells and get in close, you will find she's not as well equipped to deal with an opponent that is right next to her, and you can get in a full combo before she knocks you away. After you cause enough damage to Palutena, you find that she's not exactly what she seems to be.

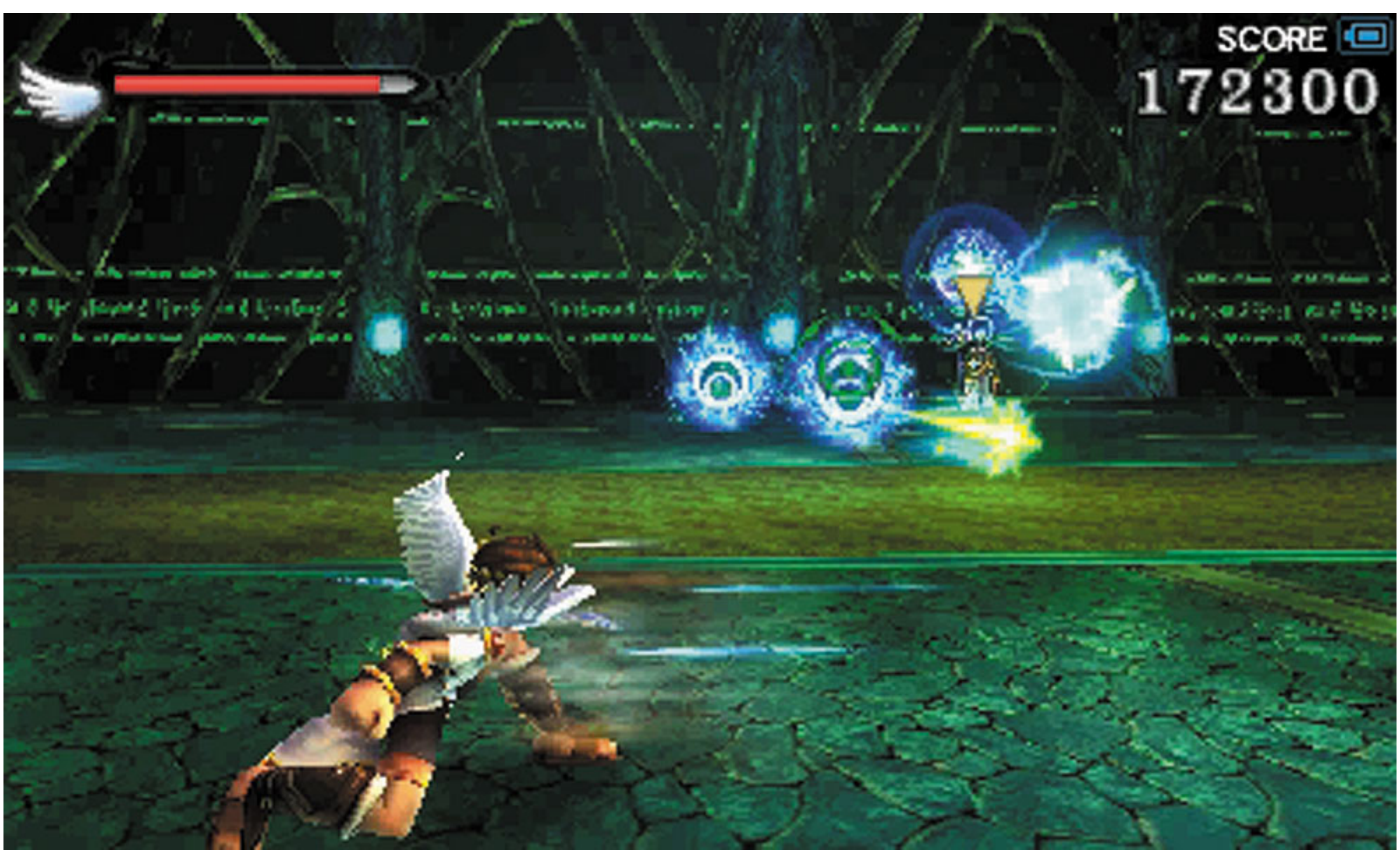
Boss Battle: Pseudo-Palutena



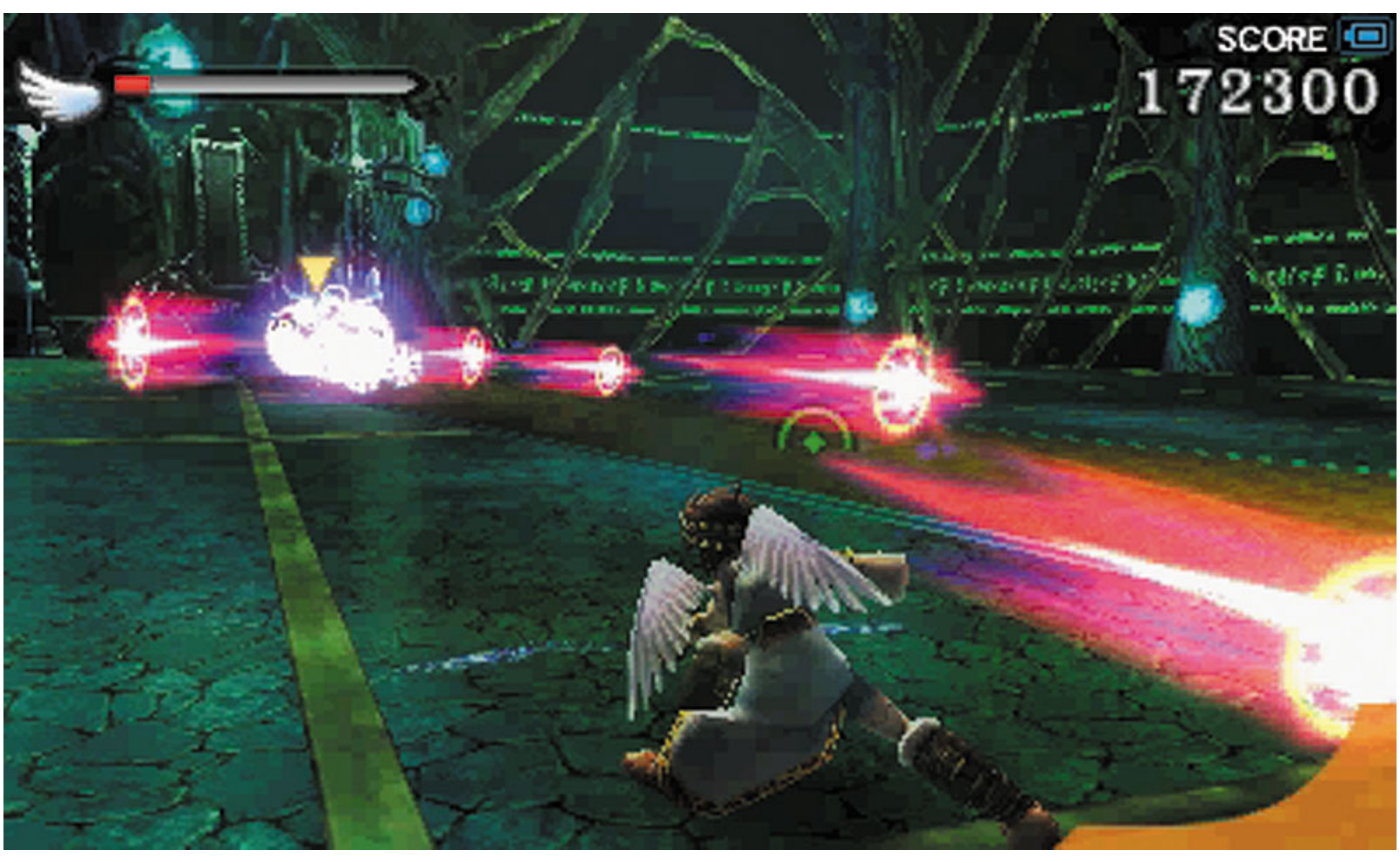
Health Range	
Min Health	Max Health
350	1400



This transformation comes with a boost in power and some attacks you may not have seen before. One of those is a column of light that envelops her body. She flies around the arena at high speed, trying to crash into you.

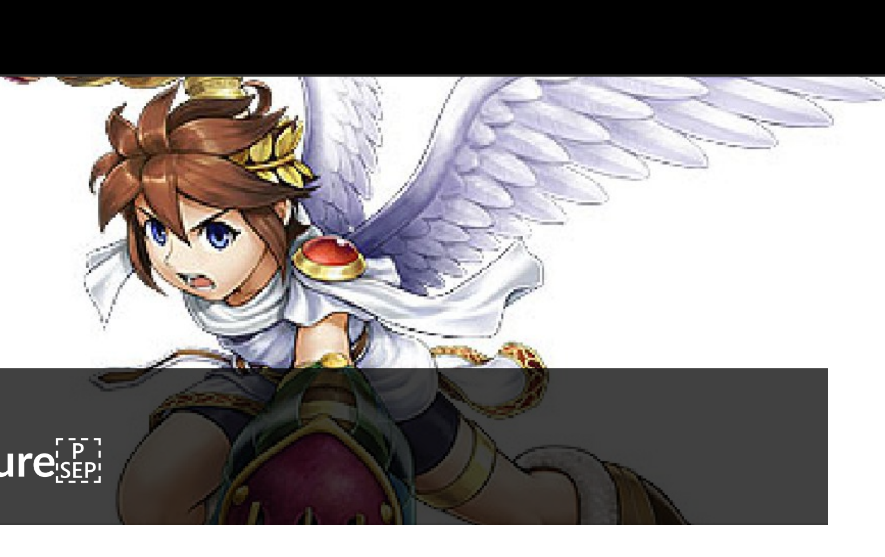


She will set a series of magic circles in the air, which fire their own barrage of magic at you while she herself continues to fire blasts. The crossfire from this can be devastating, so be on point with your dodges.



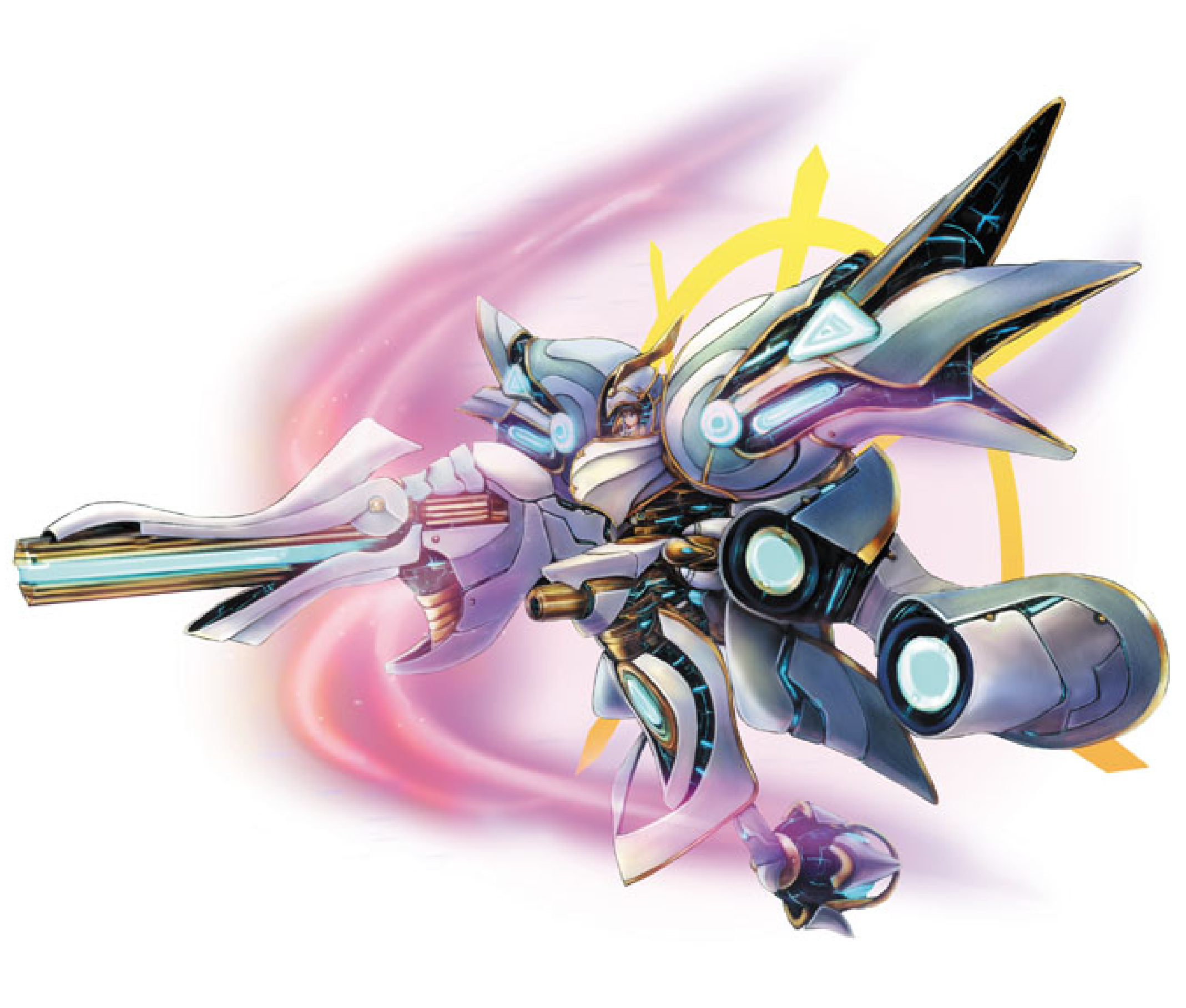
She'll also fire off a barrage of red blasts that are not very accurate, but there are enough of them to make evasion difficult.

This second phase to Palutena is not friendly to melee combat, as the goddess can have so many attacks in the air at once it makes approaching her a trial in itself. Focus on staying safe first and get your own shots in when you can. On higher Intensities, Pseudo-Palutena can end your game very quickly.

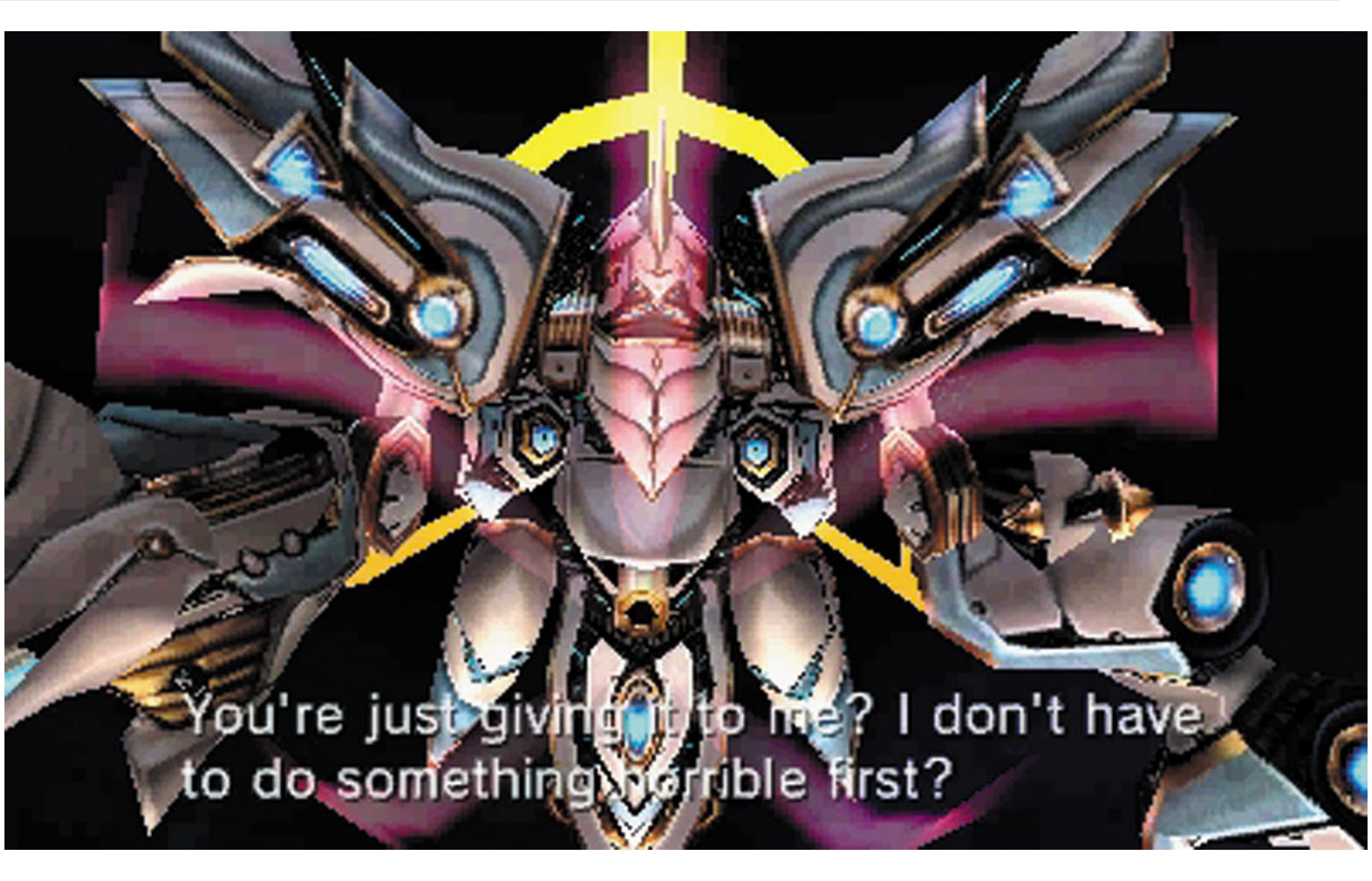


Chapter 24: The Three Trials

Boss Battle: Great Sacred Treasure

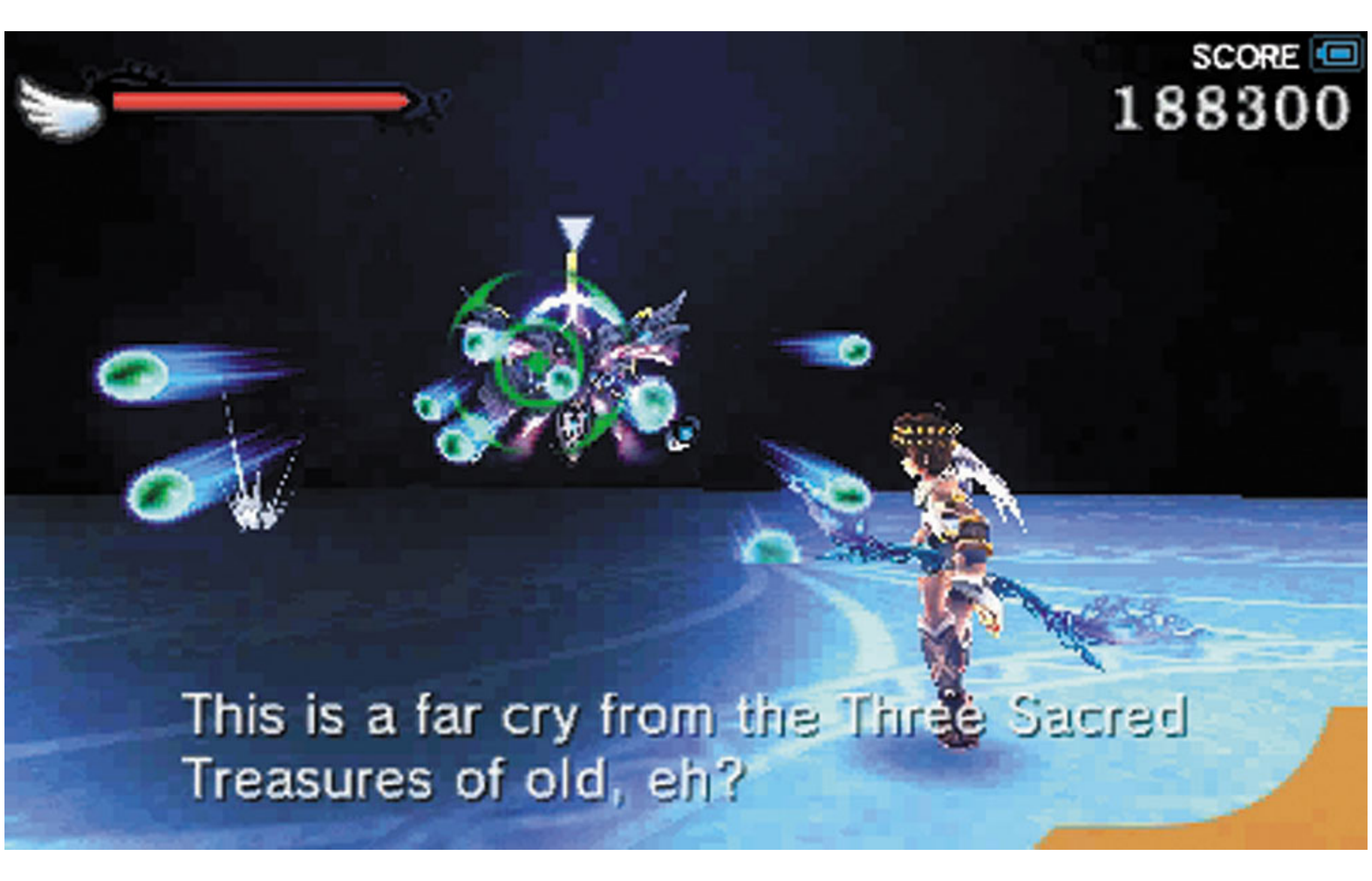


Health Range	
Min Health	Max Health
400	2000

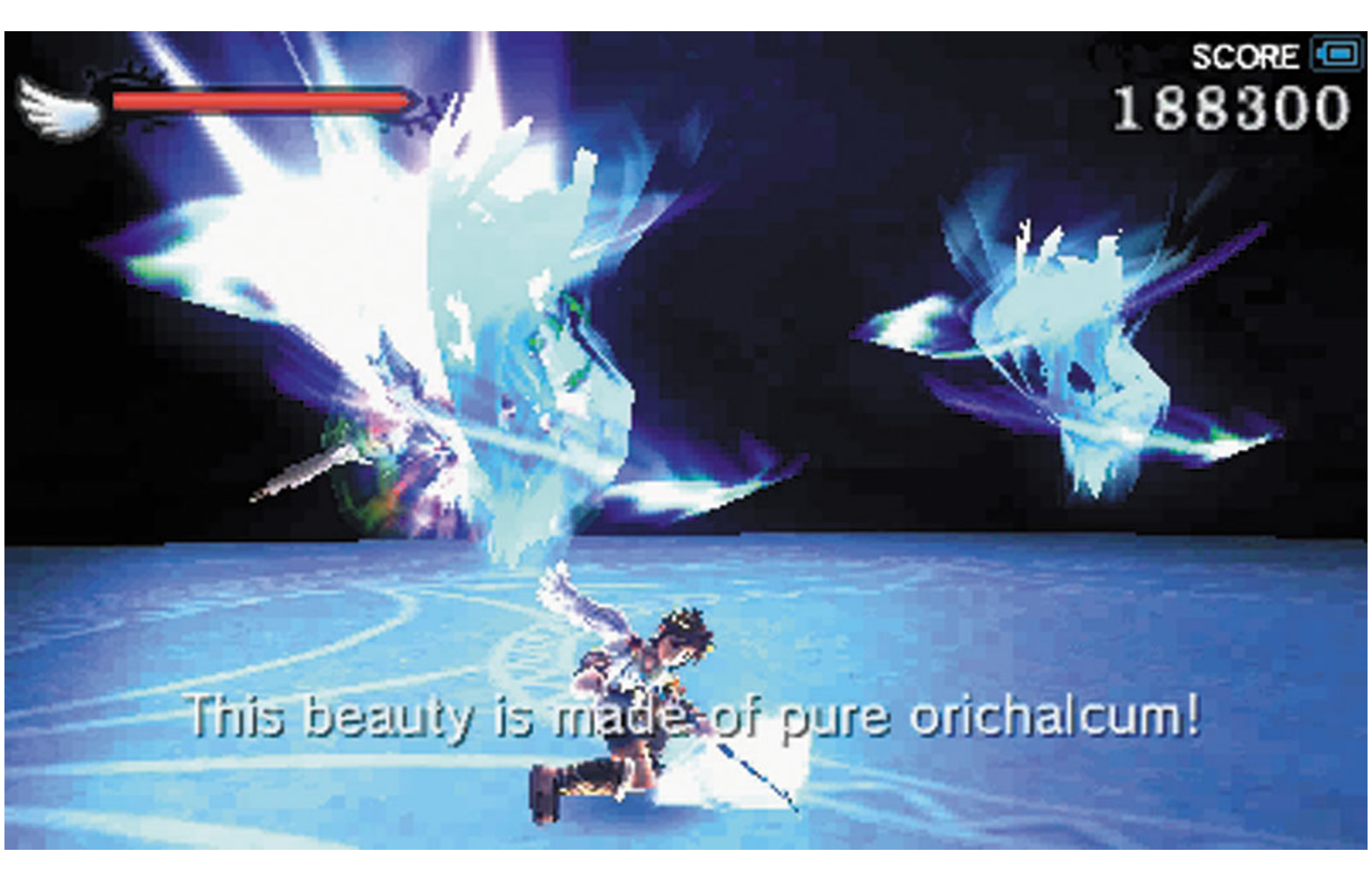

You're just giving it to me? I don't have
to do something horrible first?

The true boss of this chapter is the very weapon you have sought to receive from Dyntos, the Great Sacred Treasure. A transforming, giant mech equipped with the latest weapons Dyntos has invented, it is designed to take on and go beyond the impossible. It is the first and last word on firepower. It's also aiming all of that firepower directly at you. Fortunately, you do get a Drink of the Gods before this fight begins.

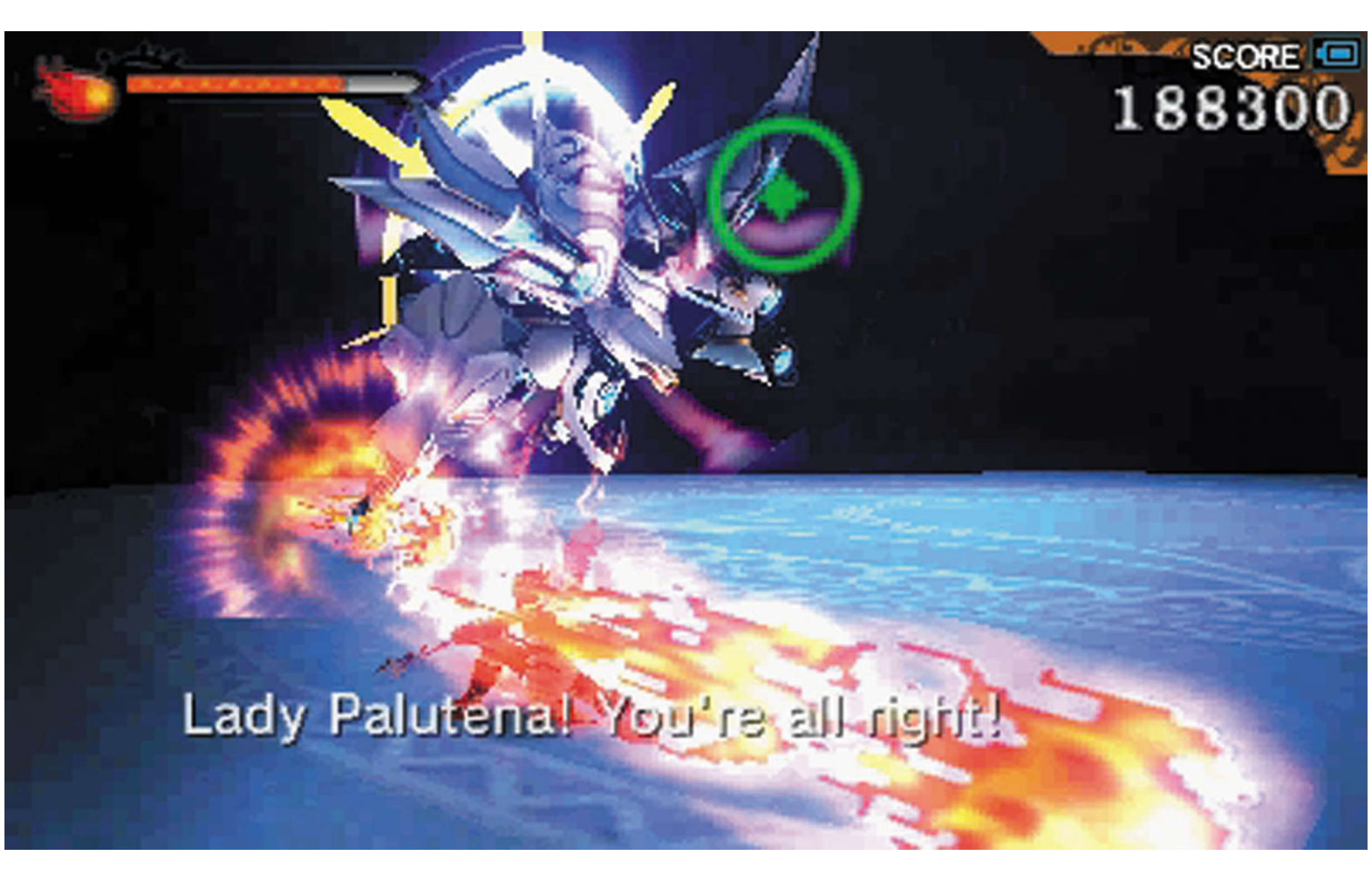
SCORE
188300
Look alive out there, sonny!


SCORE
188300
This is a far cry from the Three Sacred
Treasures of old, eh?

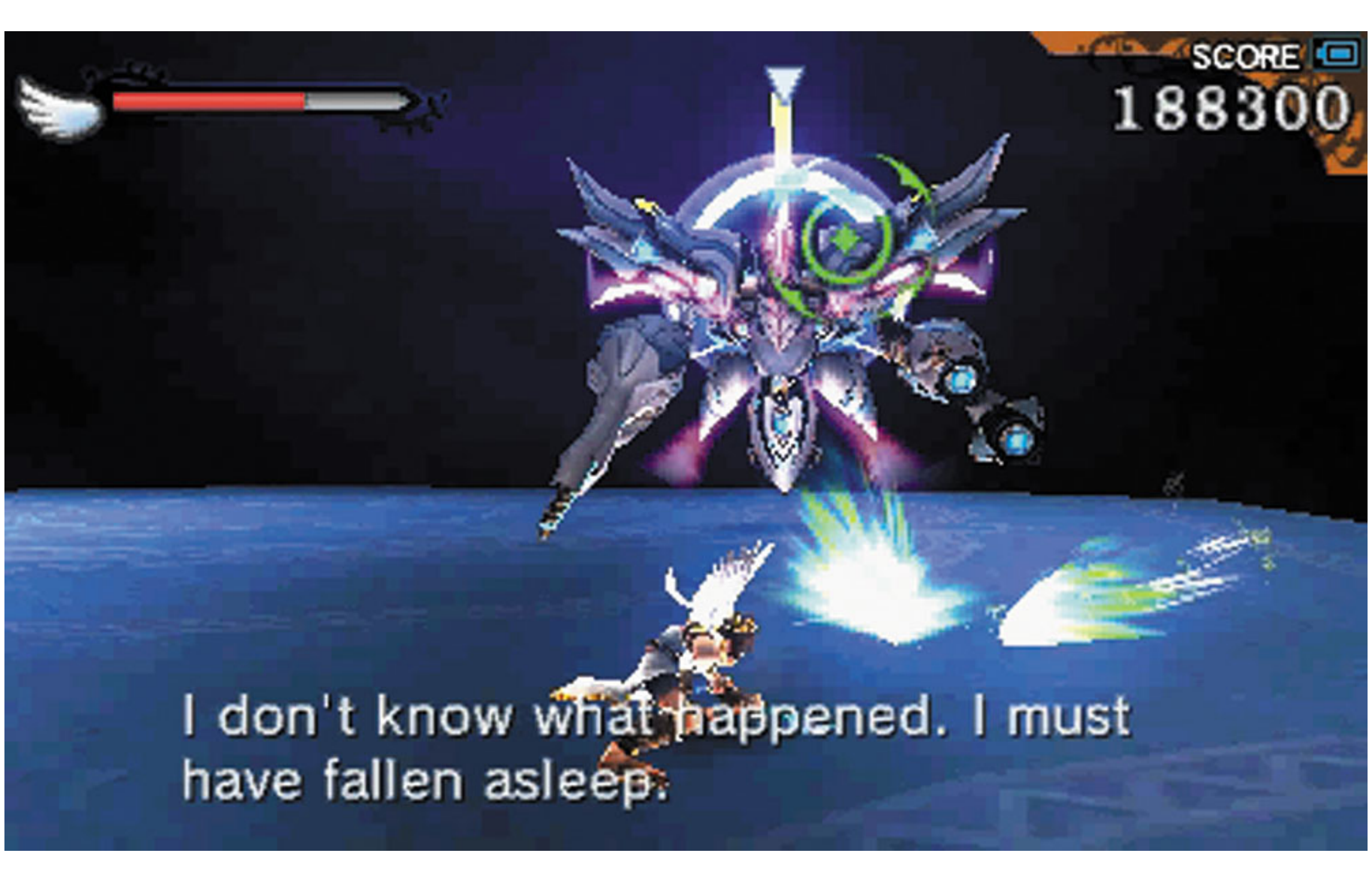
The Great Sacred Treasure has a wide variety of attacks it can use for this fight, some of which you may not even get to see unless you are playing on the higher Intensities. A common attack it uses is simply to fly at high speed toward Pit, while generating a magic barrier. This can be dodged fairly easily. It also tries to fire a scattershot of energy blasts from afar.


SCORE
188300
This beauty is made of pure orichalcum!

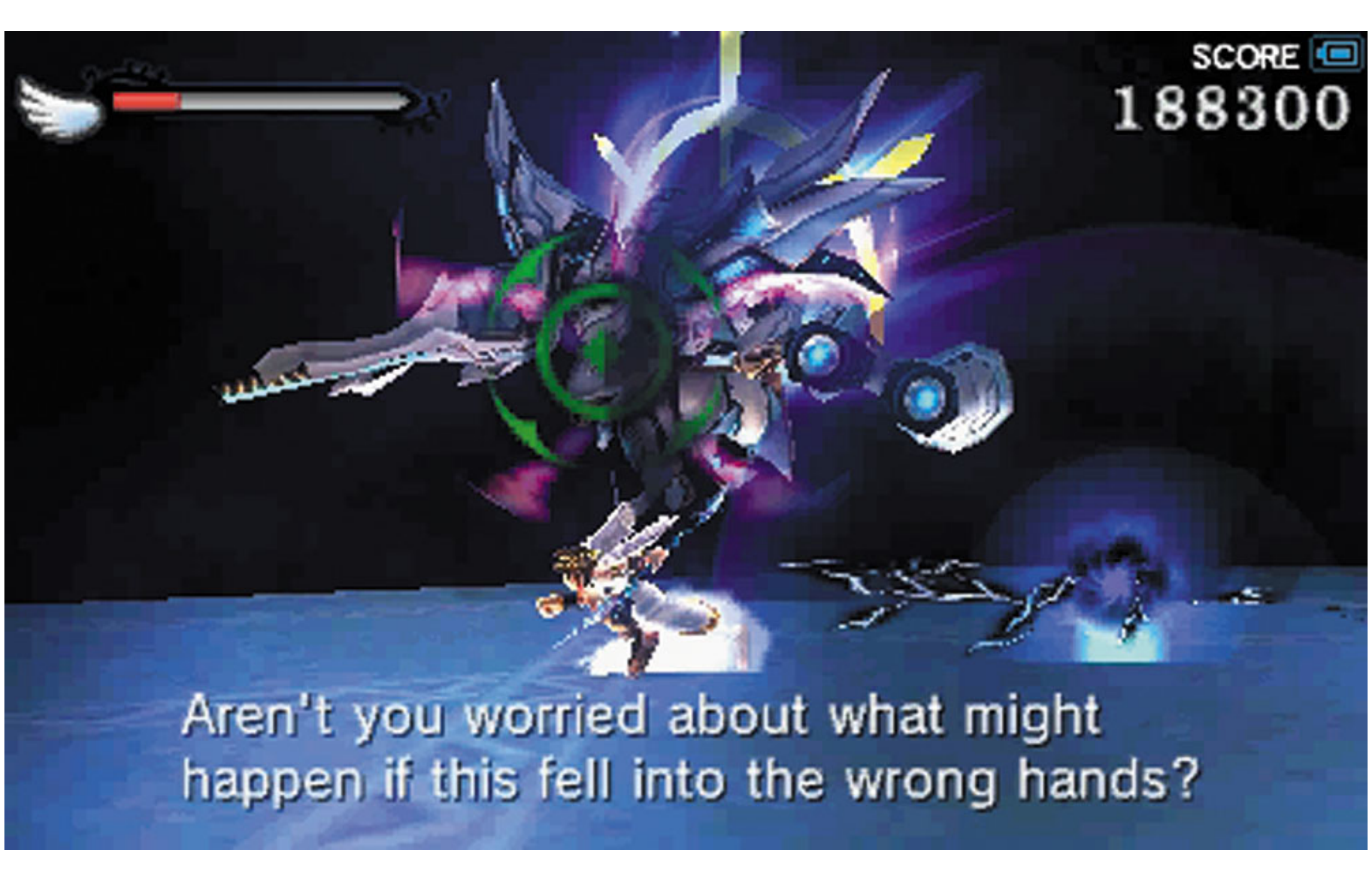
The machine can cast out a trio of whirlwinds that move in a wave pattern at you.


SCORE
188300
Lady Palutena! You're all right!

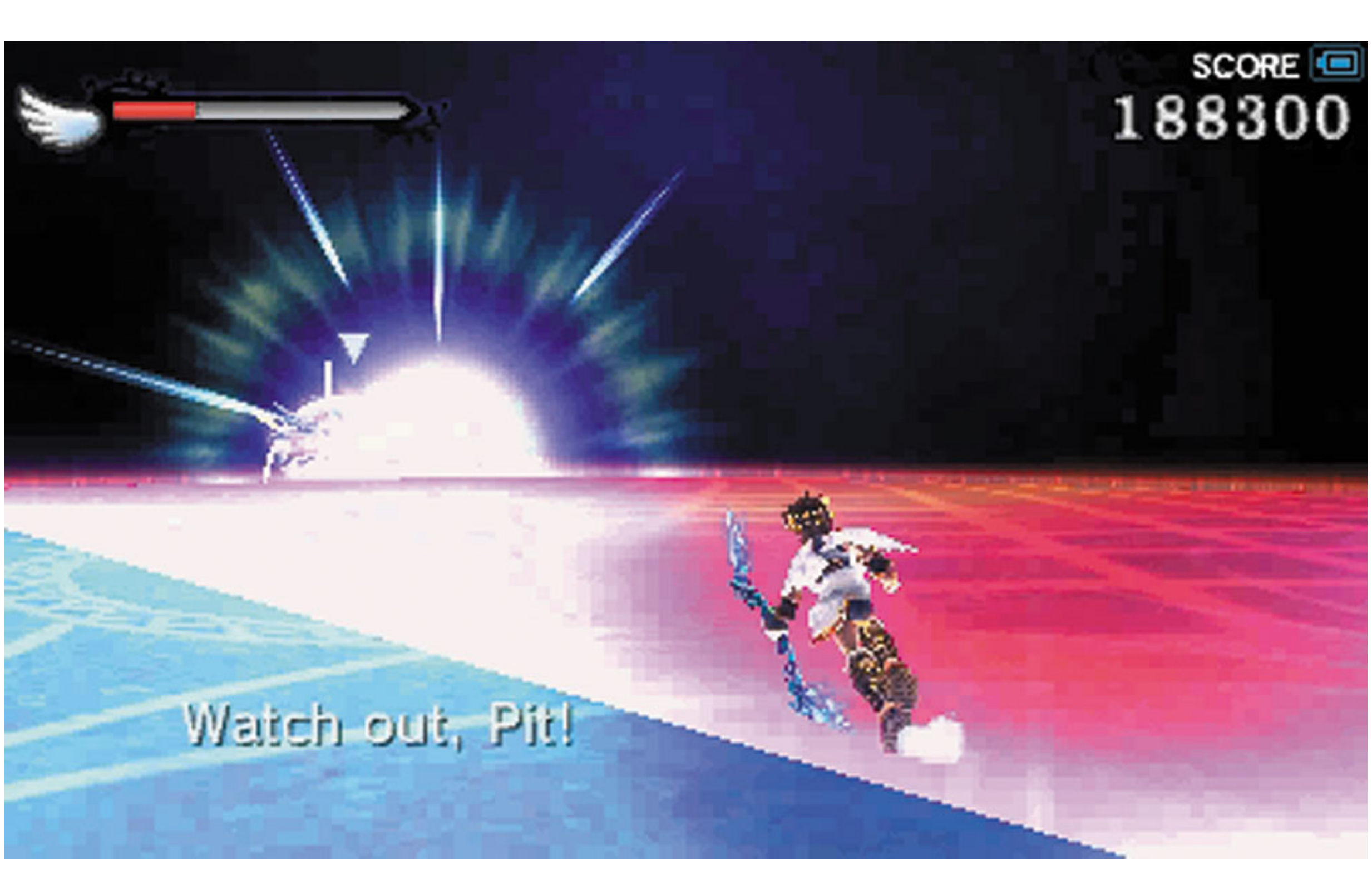
It can use its main rifle to fire a blast that sets you on fire.


SCORE
188300
I don't know what happened. I must
have fallen asleep.

It can summon a set of homing shock waves that follow you along the ground.

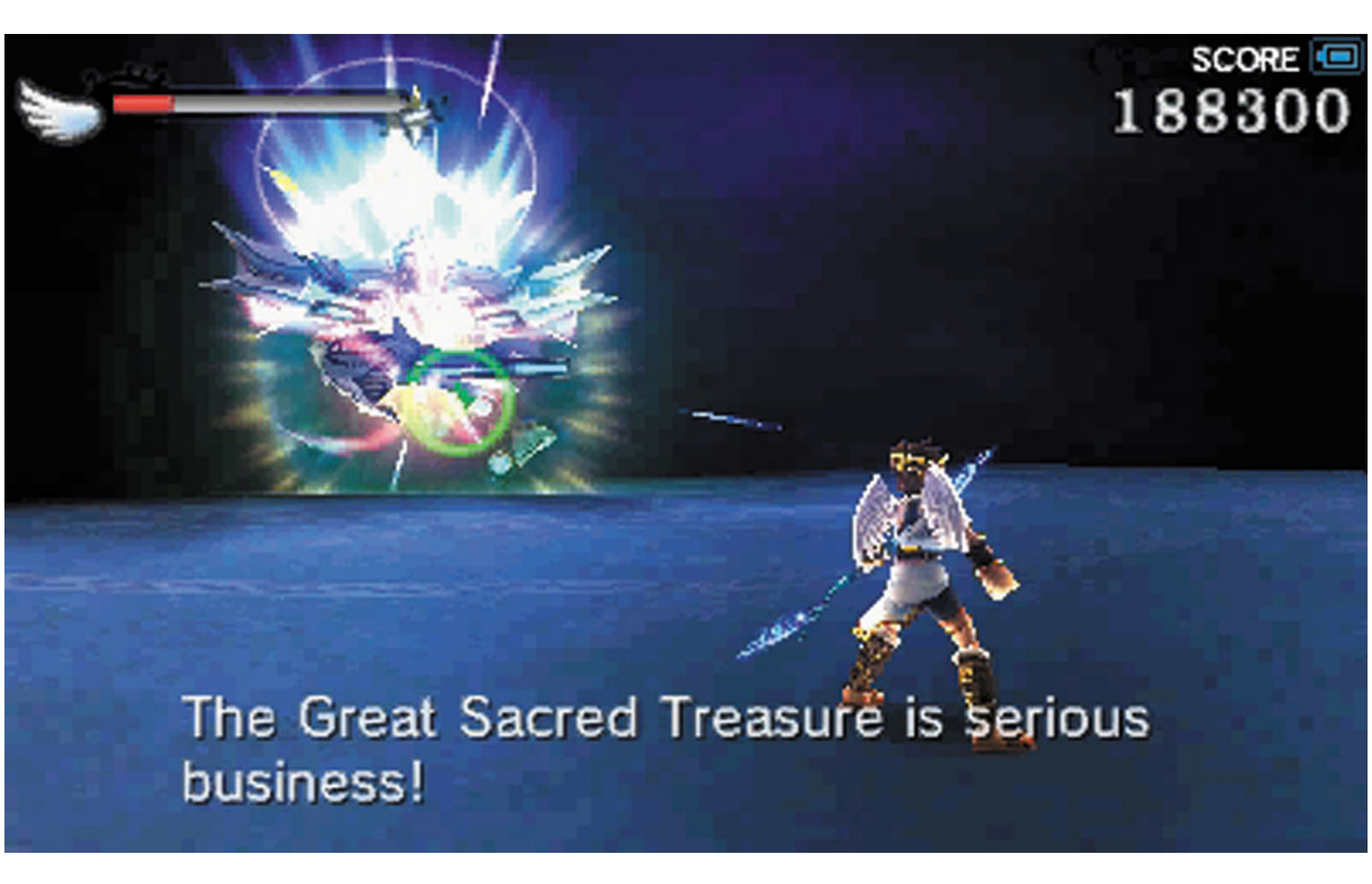

SCORE
188300
Aren't you worried about what might
happen if this fell into the wrong hands?

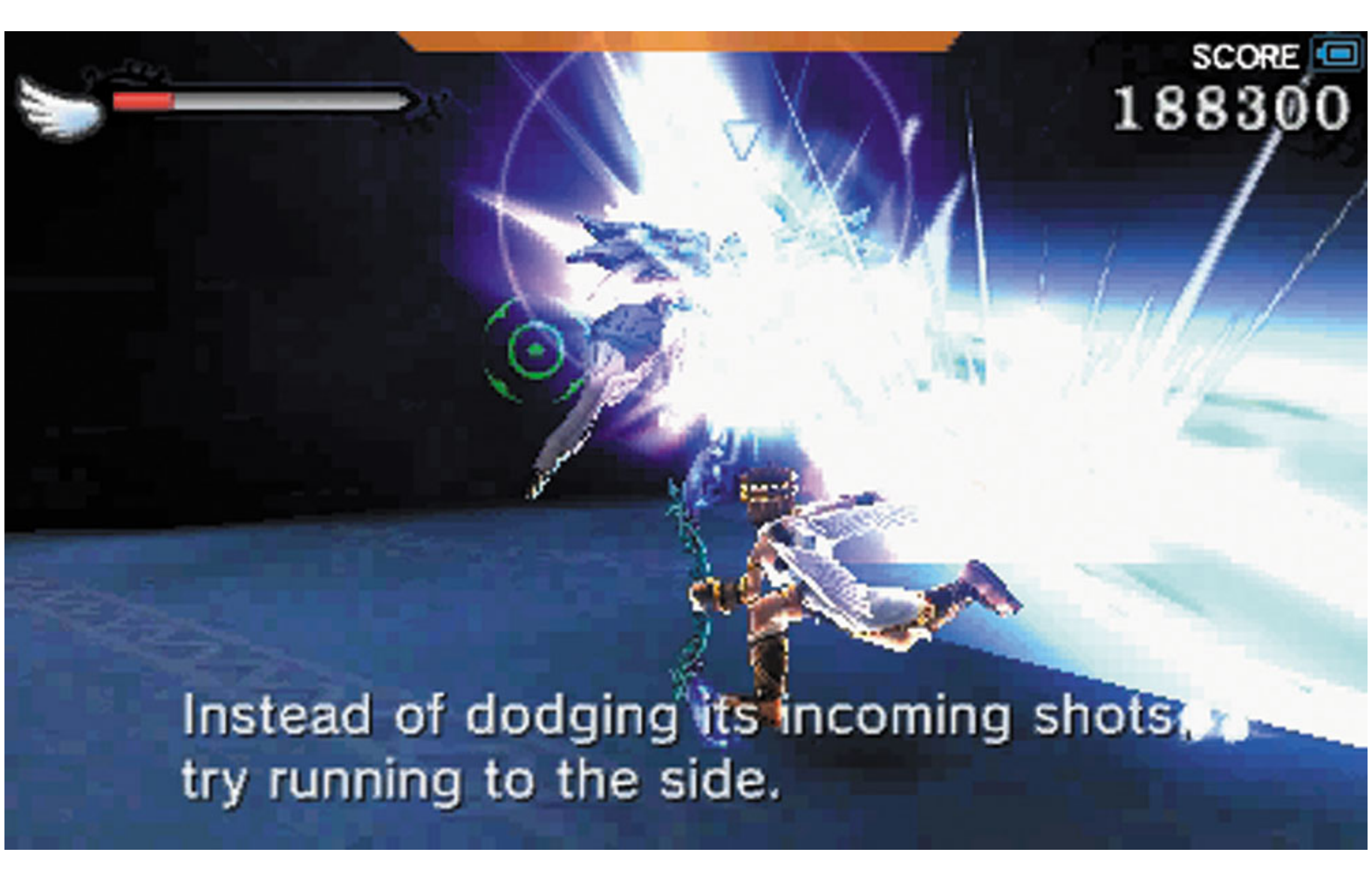
It's even able to cast a gravity field that pulls you into position for the Great Sacred Treasure to hit you with any of its other attacks. Even touching the field causes electric damage to you.


SCORE
188300
Watch out, Pit!

SCORE
188300

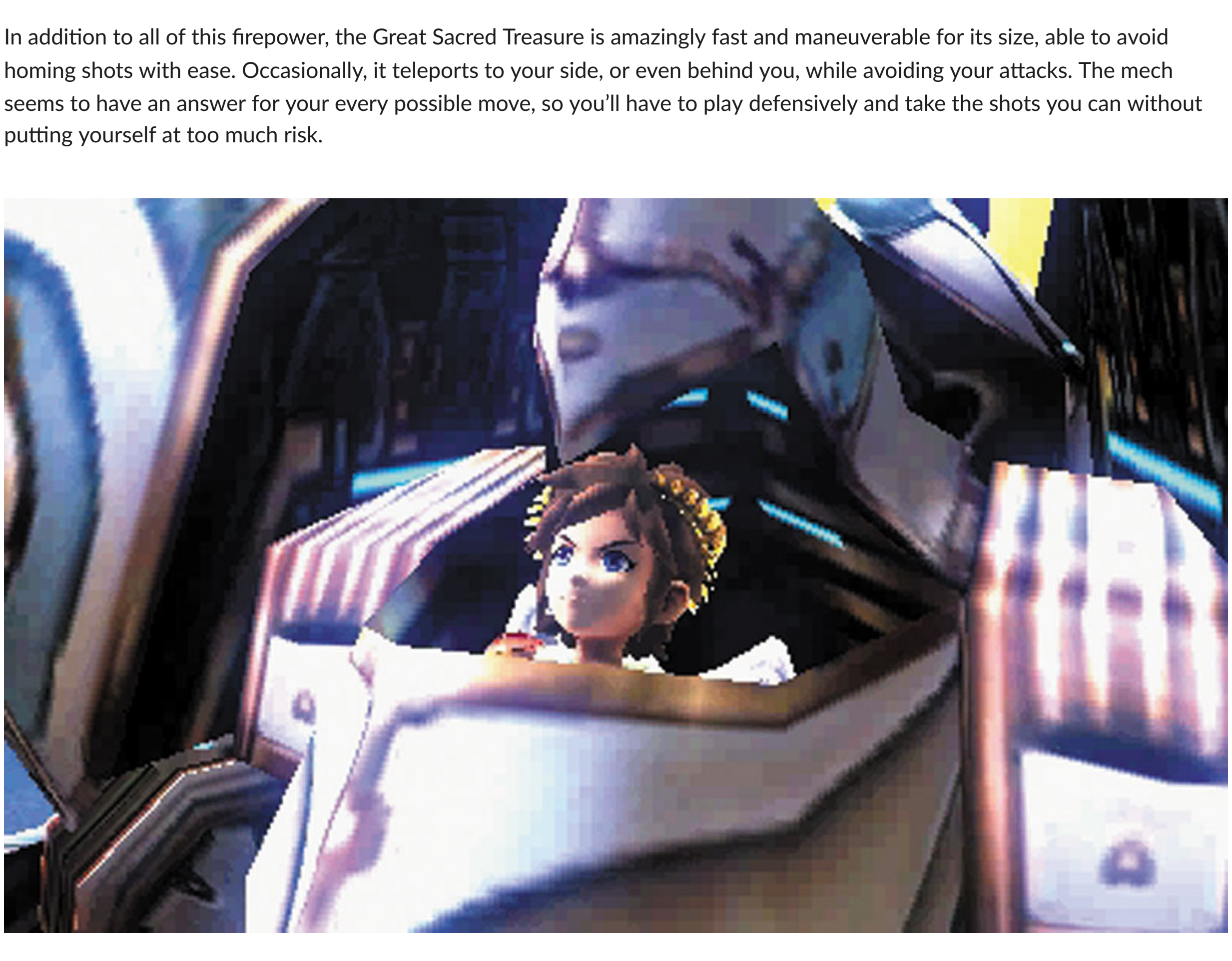
But the real showstopper here is the Great Sacred Treasure's main gun attack. When it flies to the edge of the battlefield, shining brightly, and a red indicator spreads across the ground, do NOT be anywhere within that red field.


SCORE
188300
The Great Sacred Treasure is serious
business!

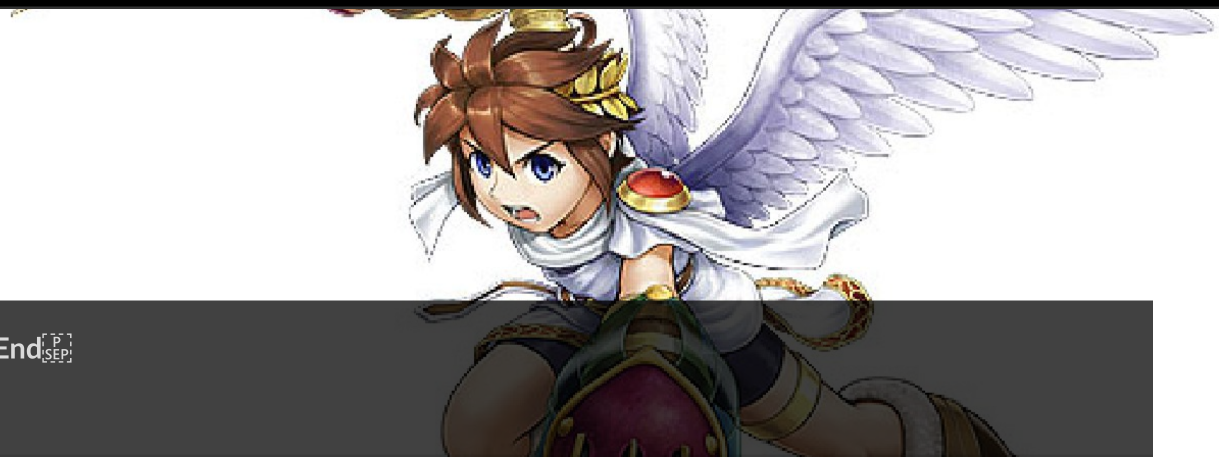

SCORE
188300
Instead of dodging its incoming shots,
try running to the side.

After firing the main gun, the Great Sacred Treasure also starts using a much smaller version of that attack, which is telegraphed by its hovering in place, with an energy field gathering around it. It then fires a laser beam that carves straight across the battlefield.

In addition to all of this firepower, the Great Sacred Treasure is amazingly fast and maneuverable for its size, able to avoid homing shots with ease. Occasionally, it teleports to your side, or even behind you, while avoiding your attacks. The mech seems to have an answer for your every possible move, so you'll have to play defensively and take the shots you can without putting yourself at too much risk.

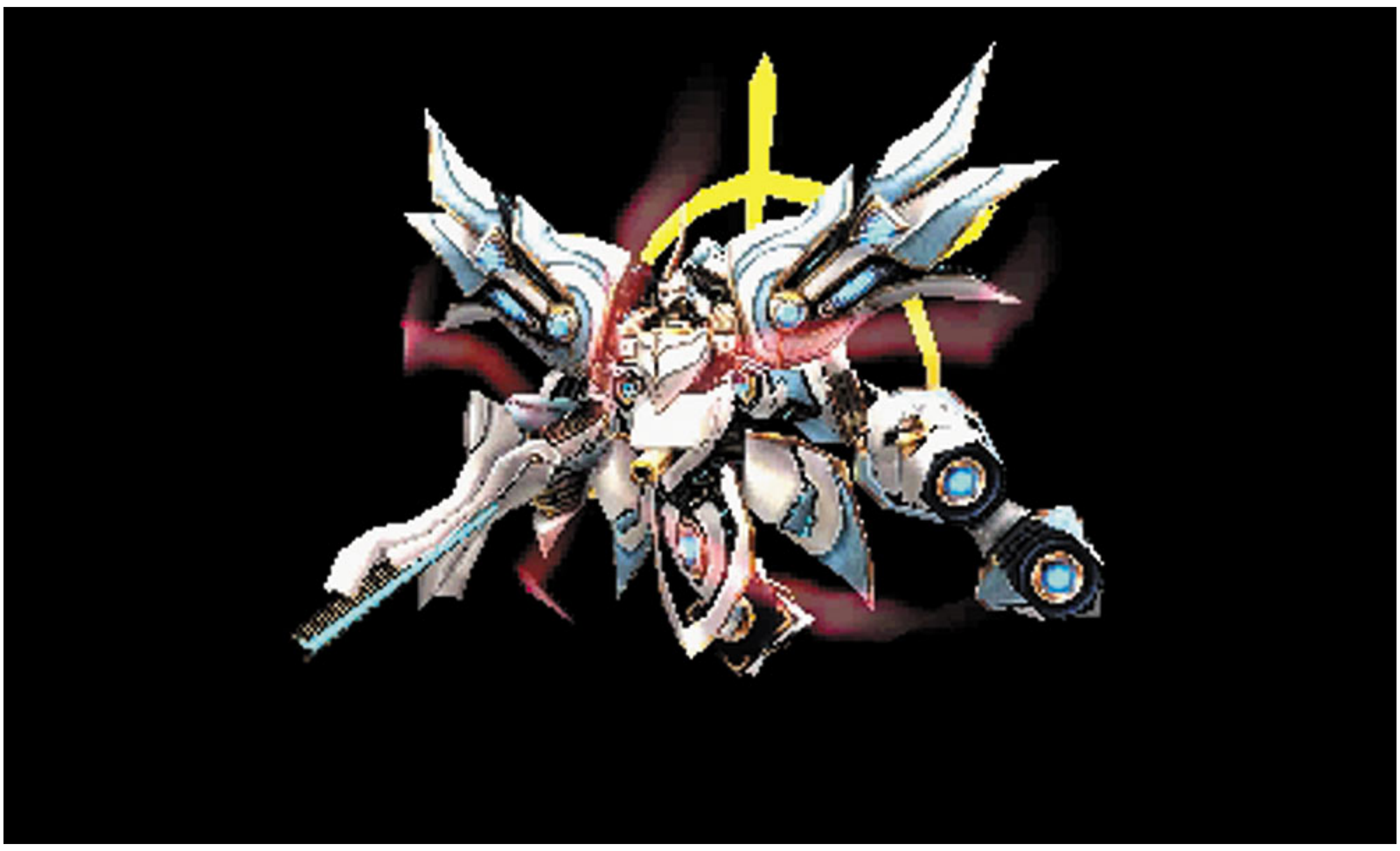


If you manage to survive the onslaught and win, this ultimate weapon is yours for the taking. With your preparations complete, there is nothing left to do but to go straight after Hades himself.

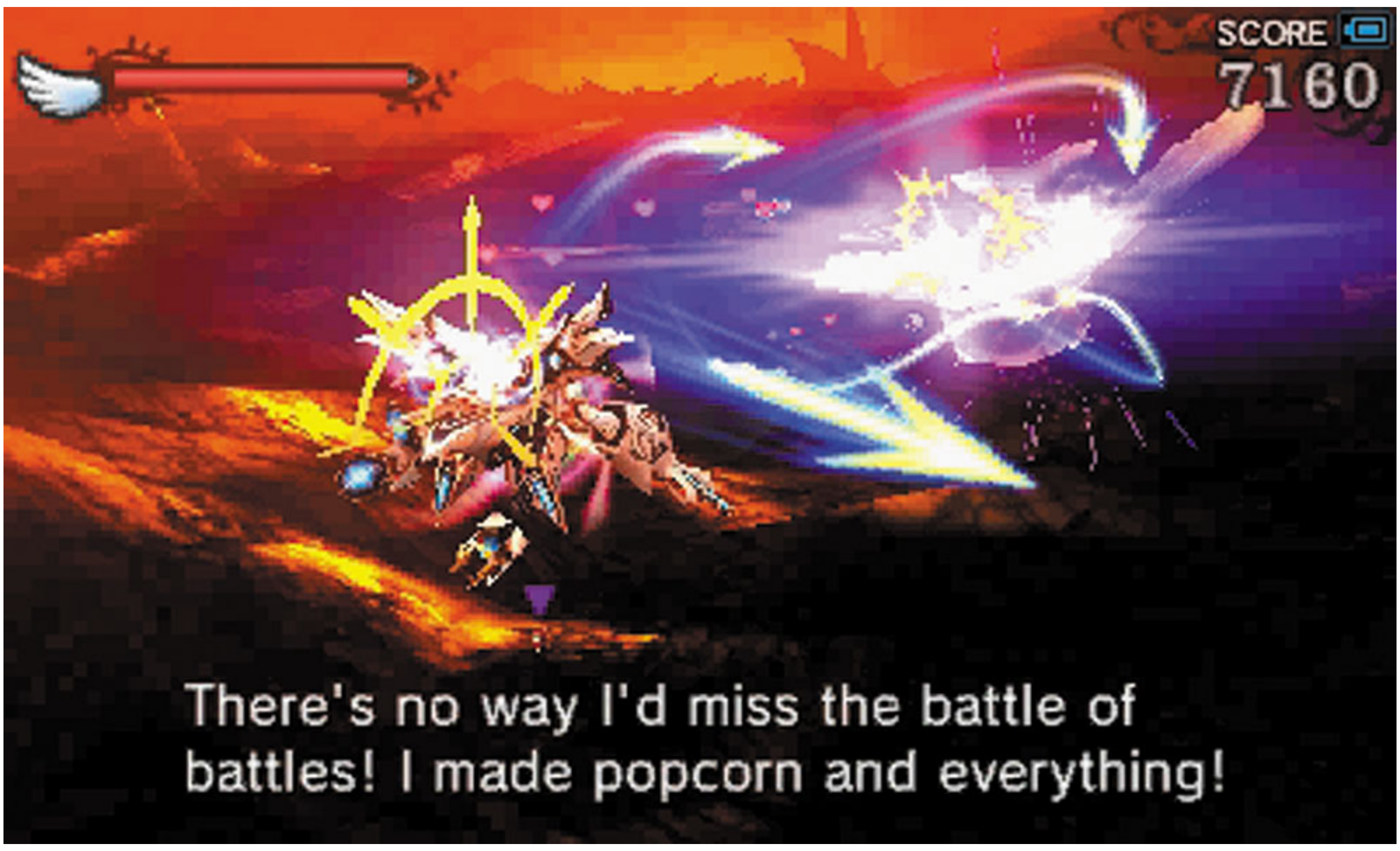


Chapter 25: The War's End

Air Battle

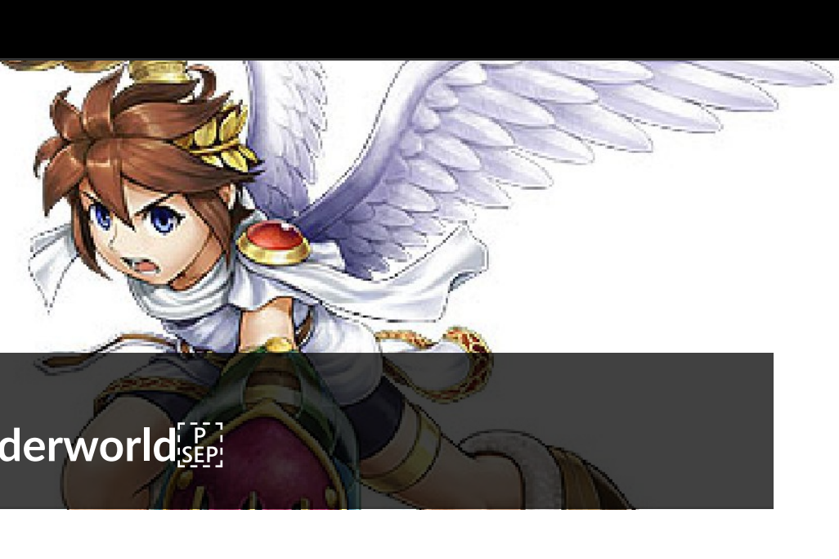


What are you doing here, Viridi?



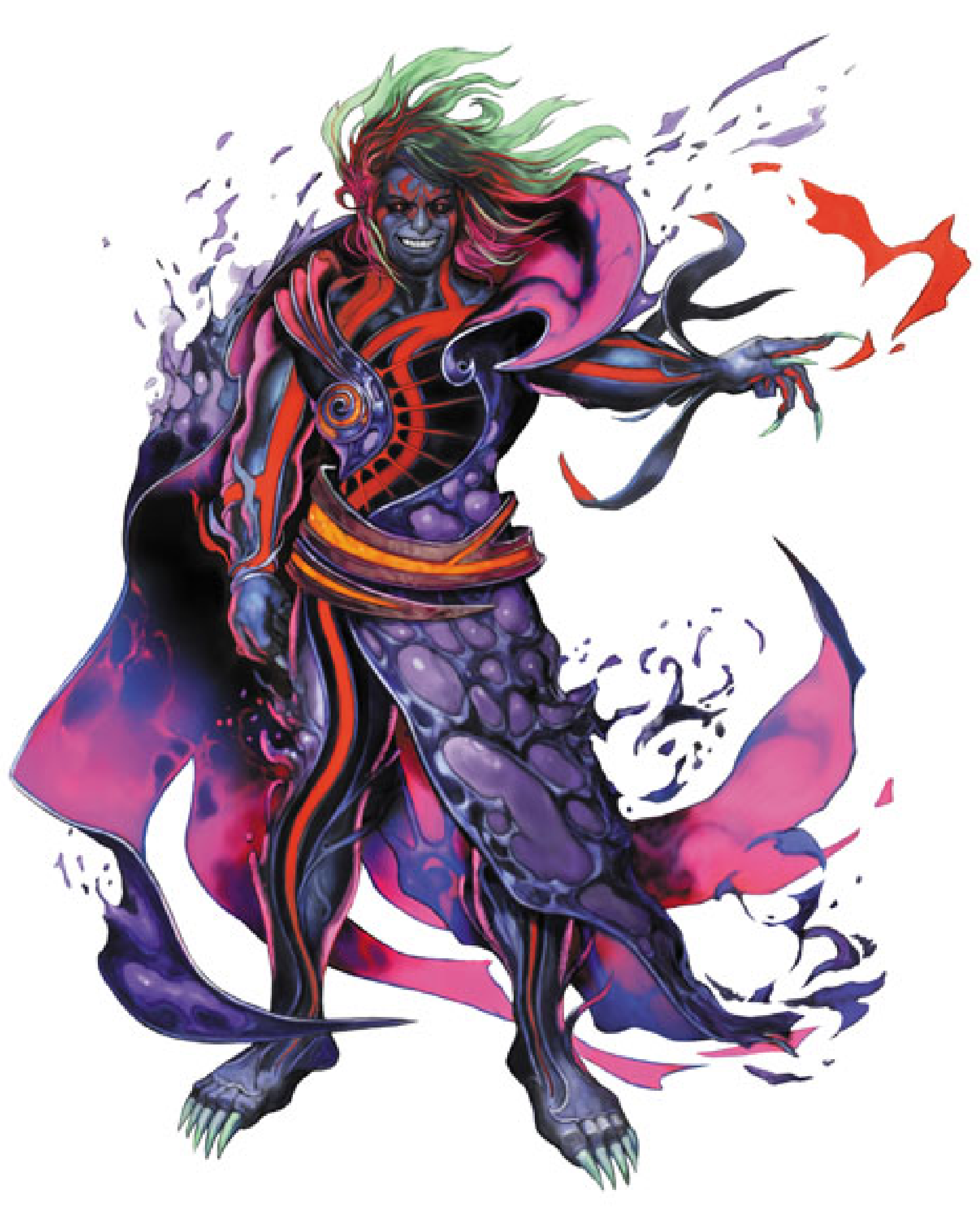
There's no way I'd miss the battle of battles! I made popcorn and everything!

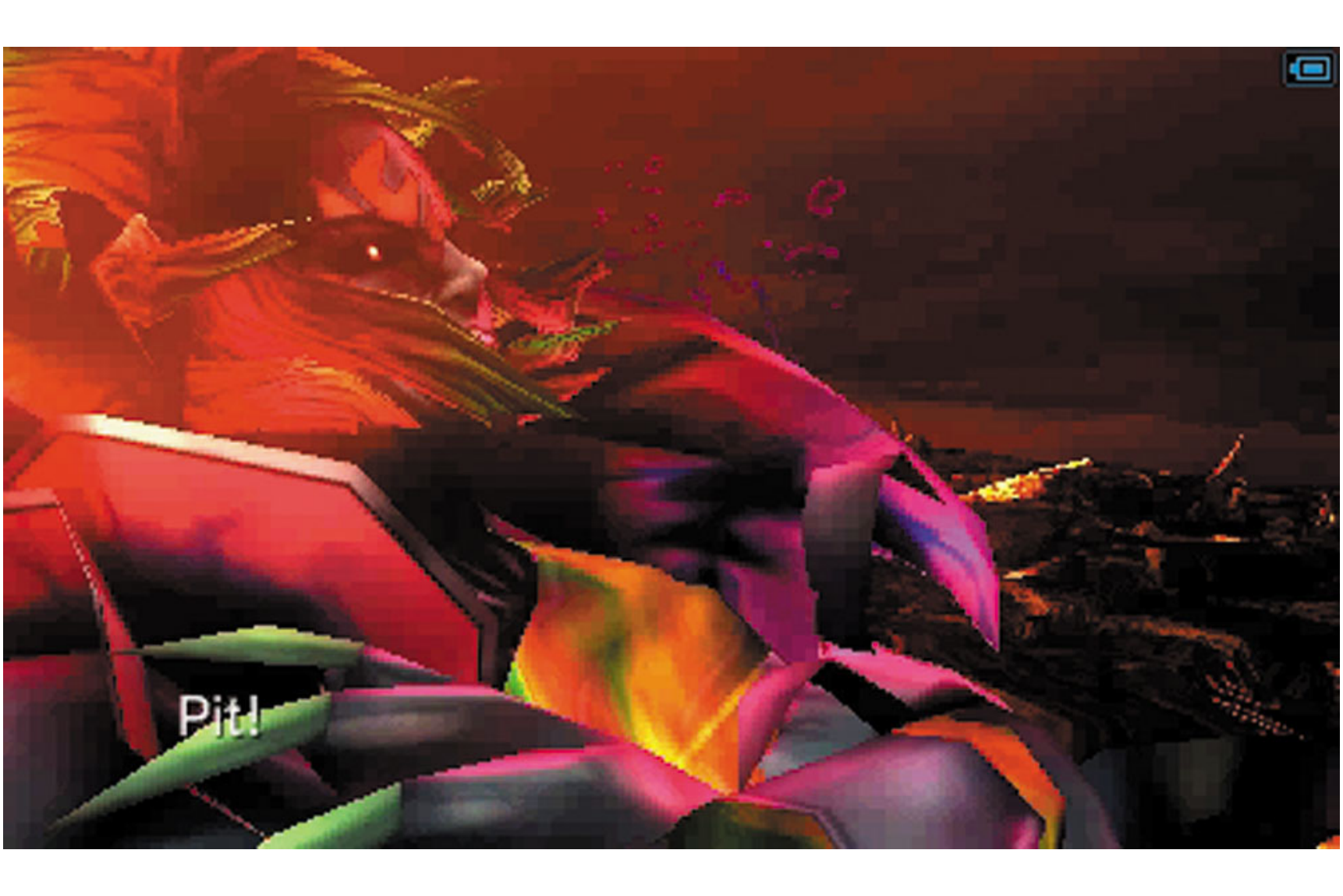
No more second guesses, no more delays, no more tests of power, courage or wisdom. No more detours through the insides of a mad god, or through towers built by people who have never heard of elevators. The final battle begins now. With the Great Sacred Treasure mobile armor, any resistance that stands before you is almost laughable, but don't get so reckless that you start taking damage before you even get to the main event. You will need every single point of health you can muster for the final battle.

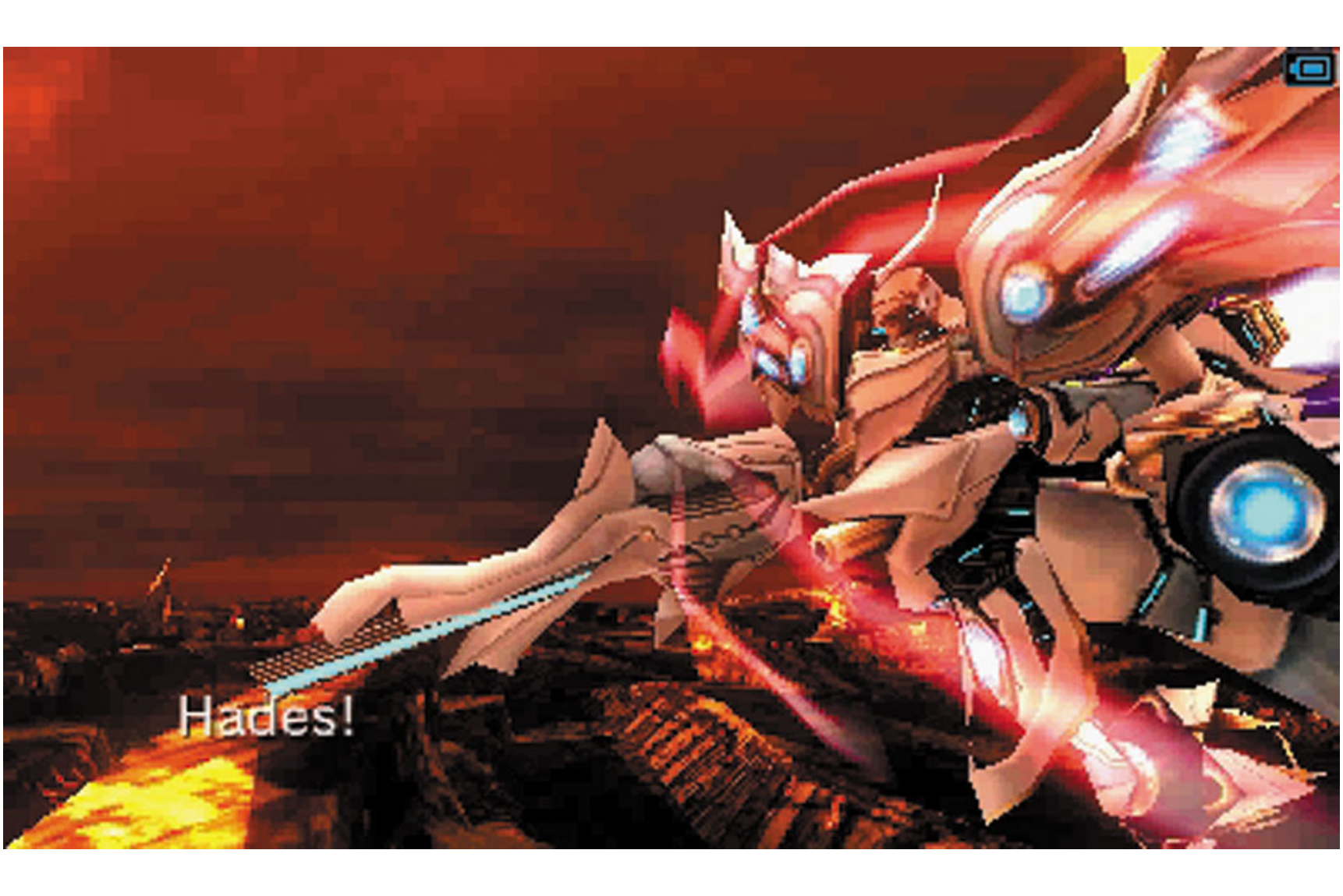


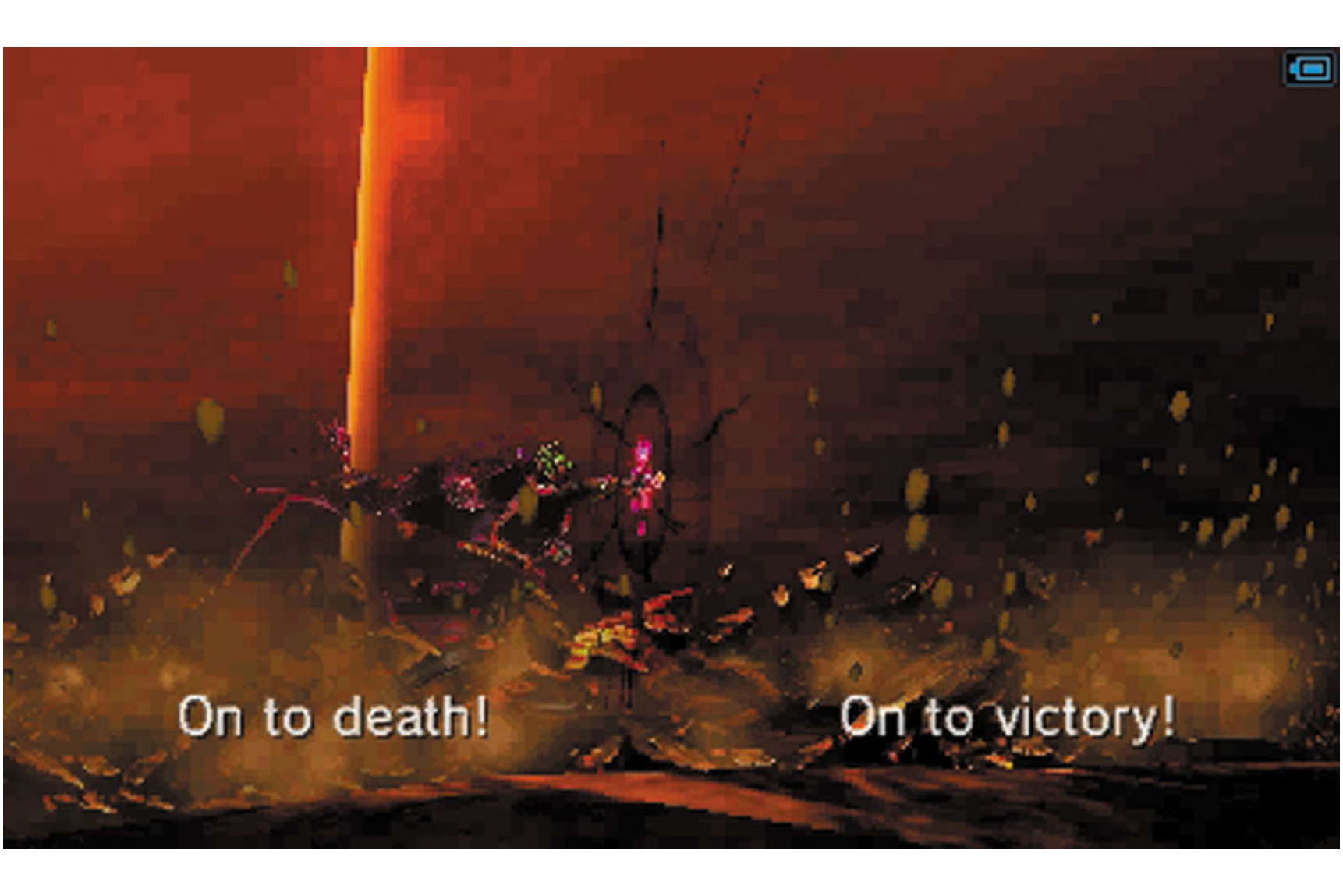
Chapter 25: The War's End

Boss Battle: Hades, Lord of the Underworld

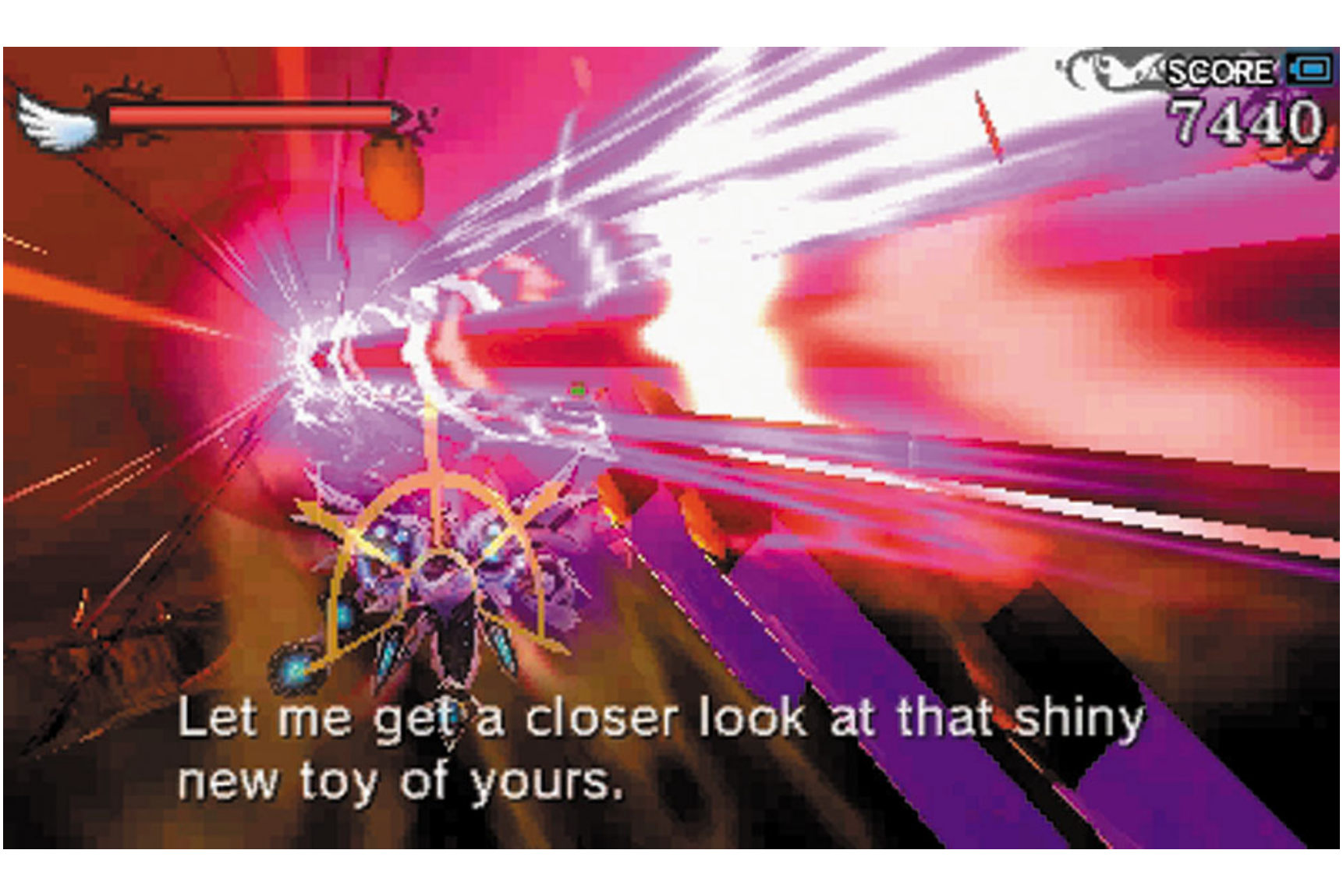


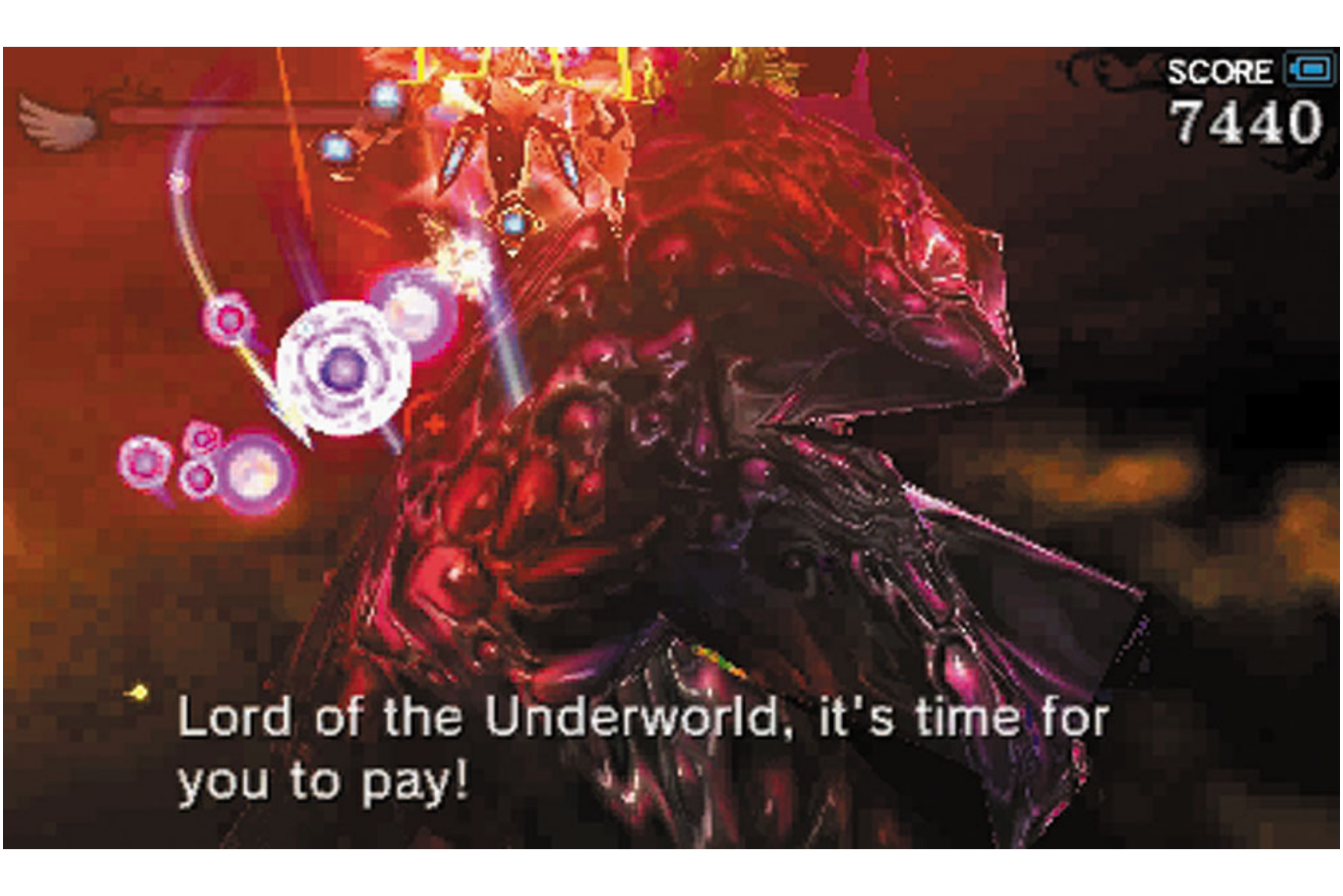




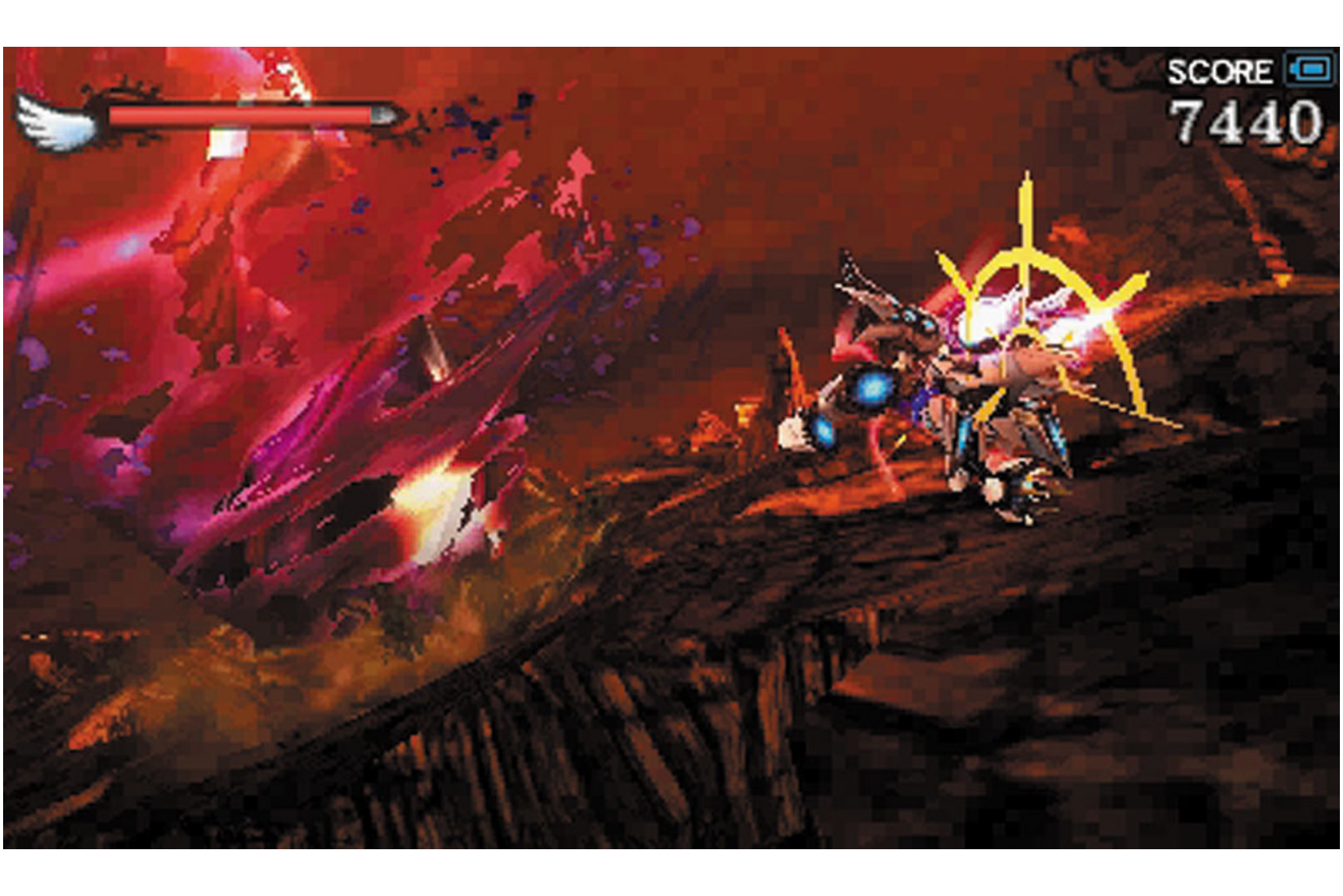

On to death!
On to victory!

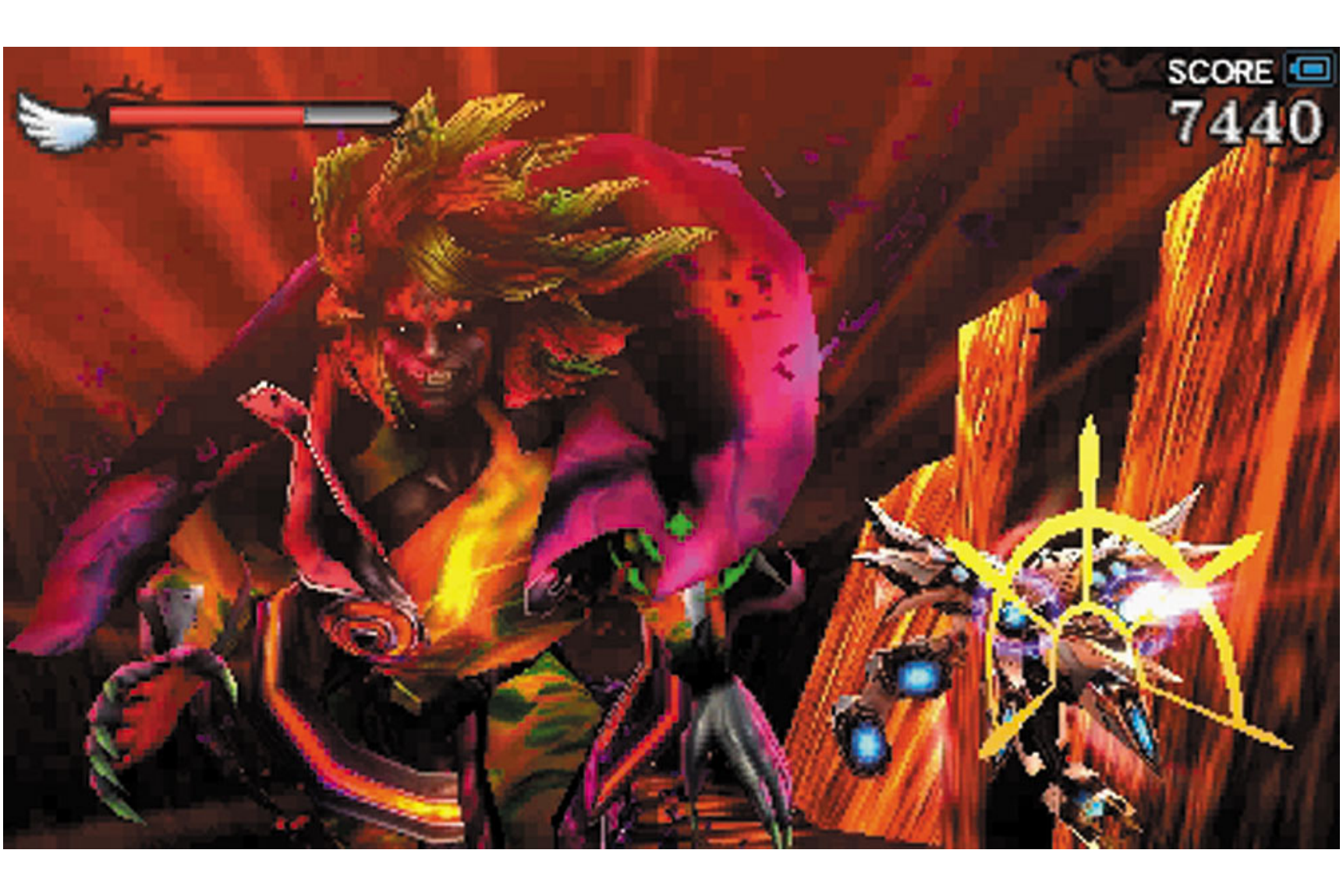
Hades immediately blasts the Great Sacred Treasure away with his first punch. The battle is on!

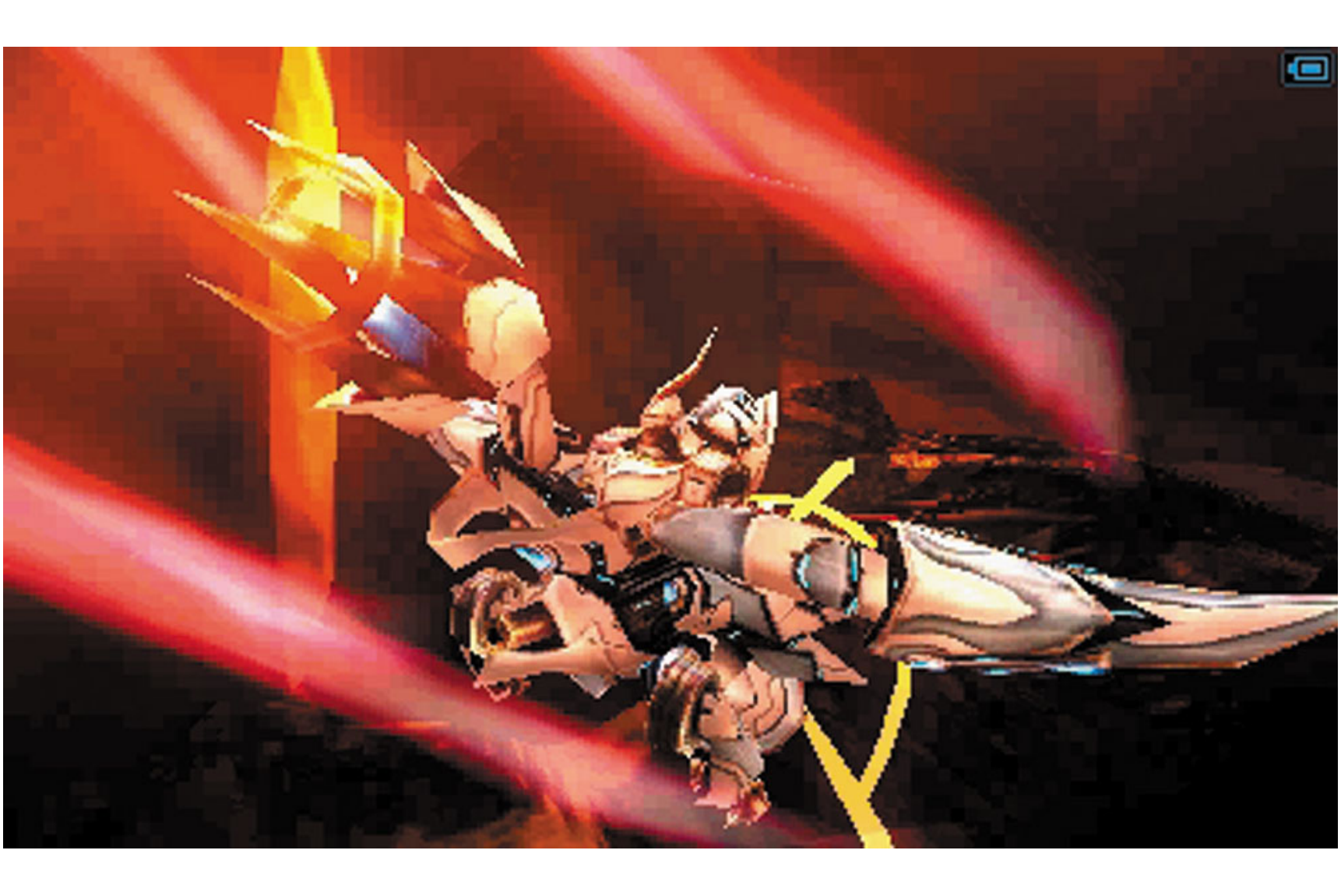

SCORE
7440
Let me get a closer look at that shiny new toy of yours.


SCORE
7440
Lord of the Underworld, it's time for you to pay!

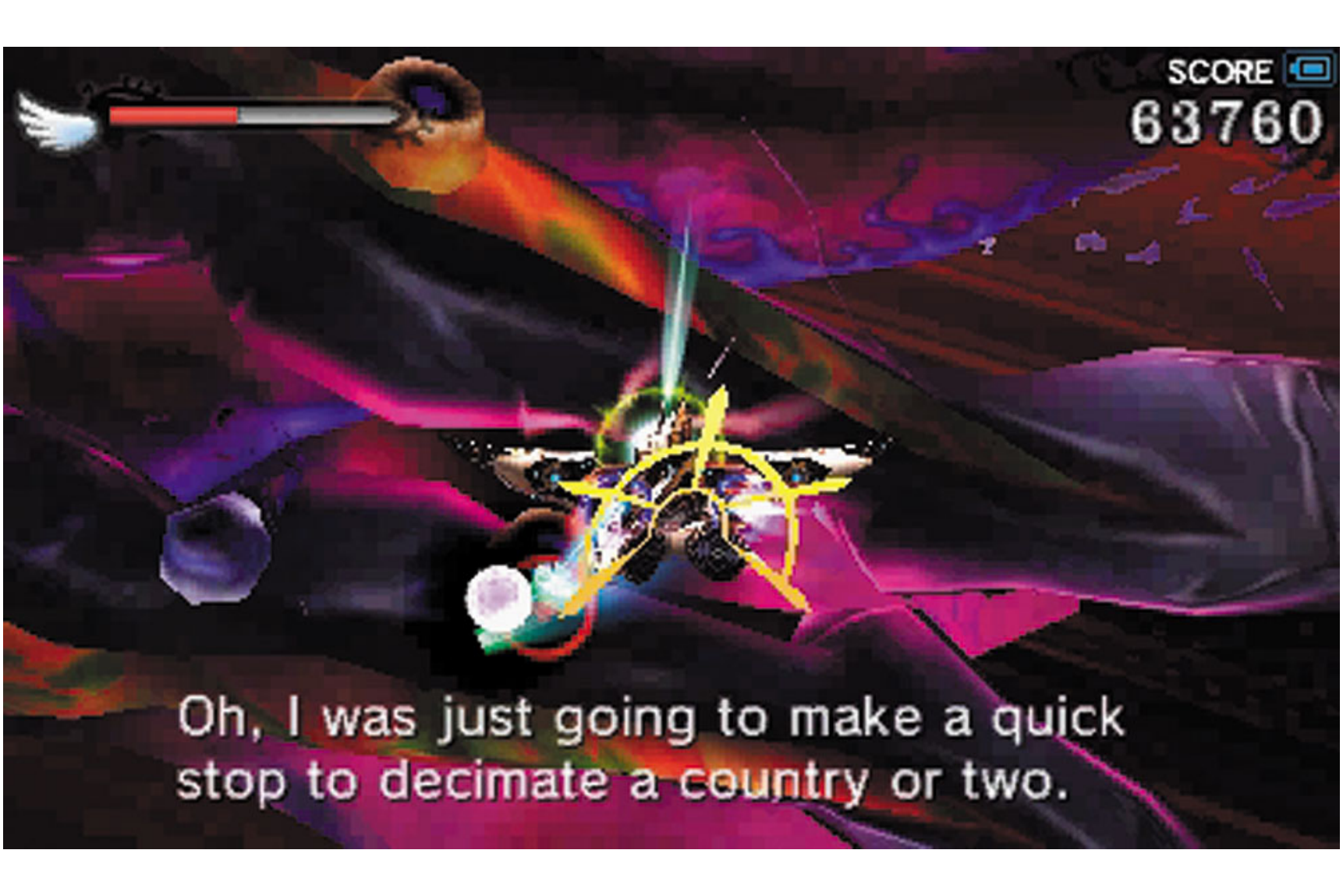
Hades summons purple portals that spew fireballs. Stay on the move to throw off their aim, and keep pouring on the fire! Alternate between rapid fire shots and charged shots.

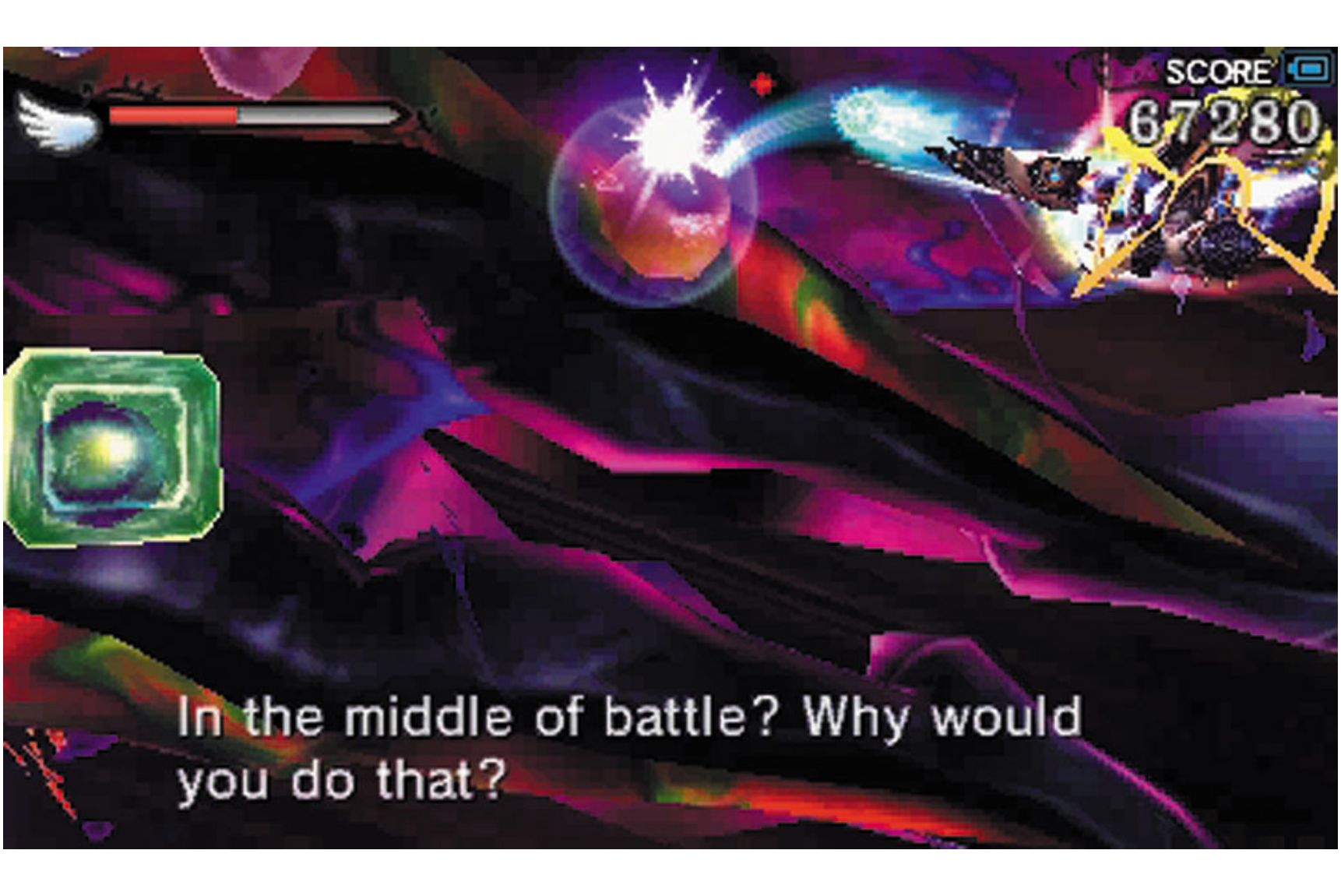


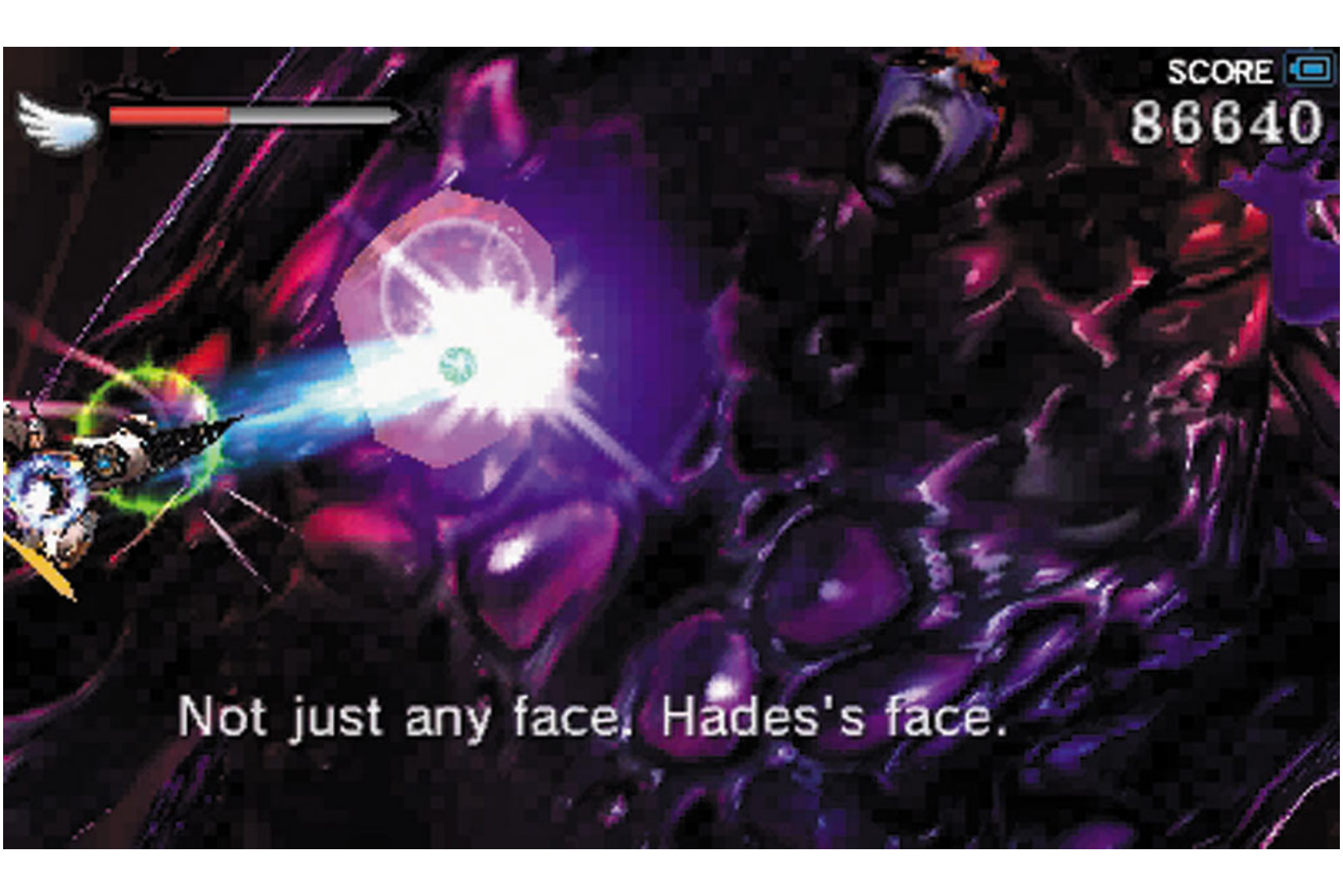


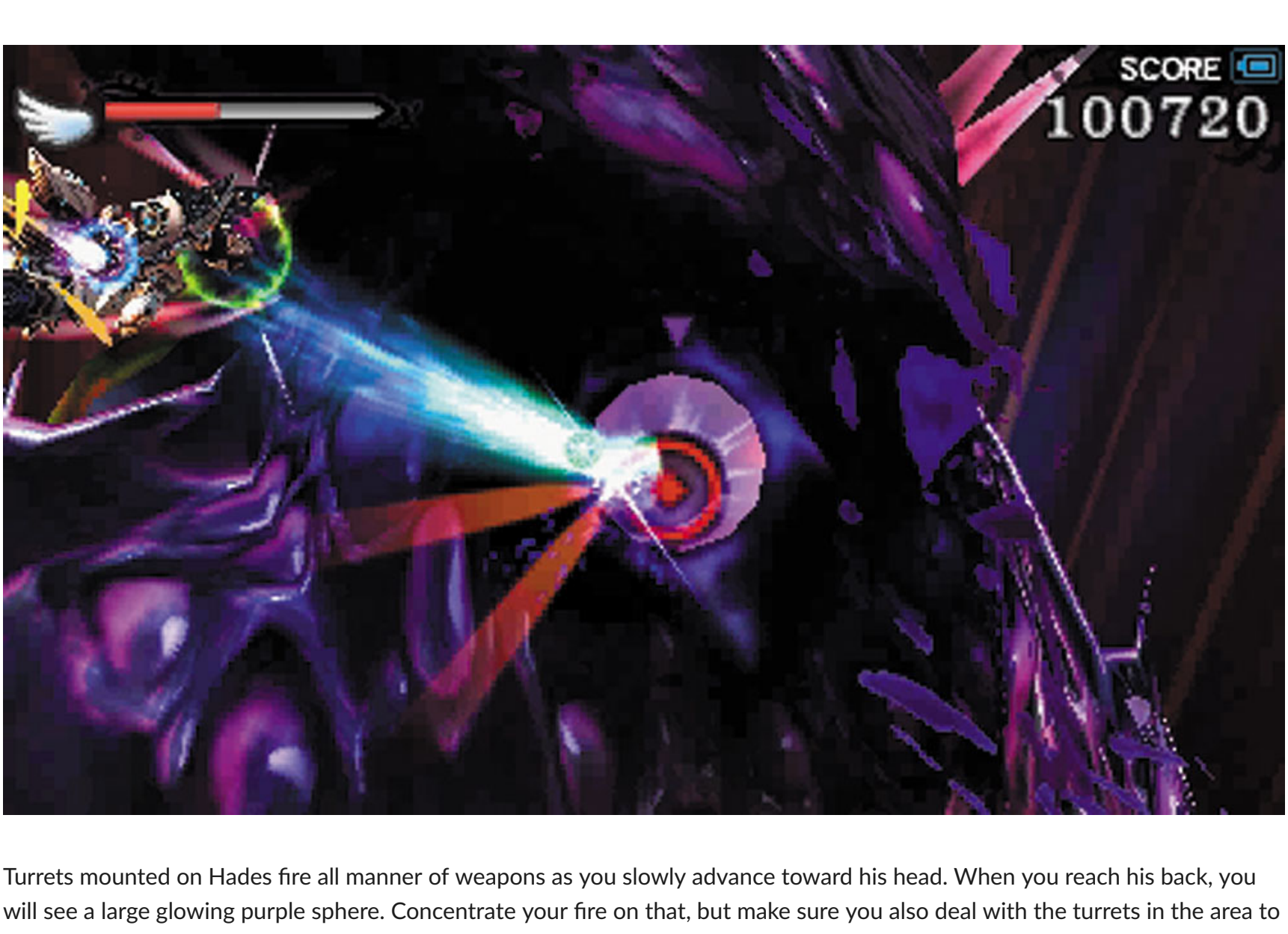


The twister Hades summons will probably get a couple of hits on you. As long as you try to pull away, you are spared the worst of it. After sending you flying once more, Hades sprints after you. Aim for his head and keep shooting. After you deal enough damage, Hades falls to the ground, but he quickly recovers. The battle takes to the sky.

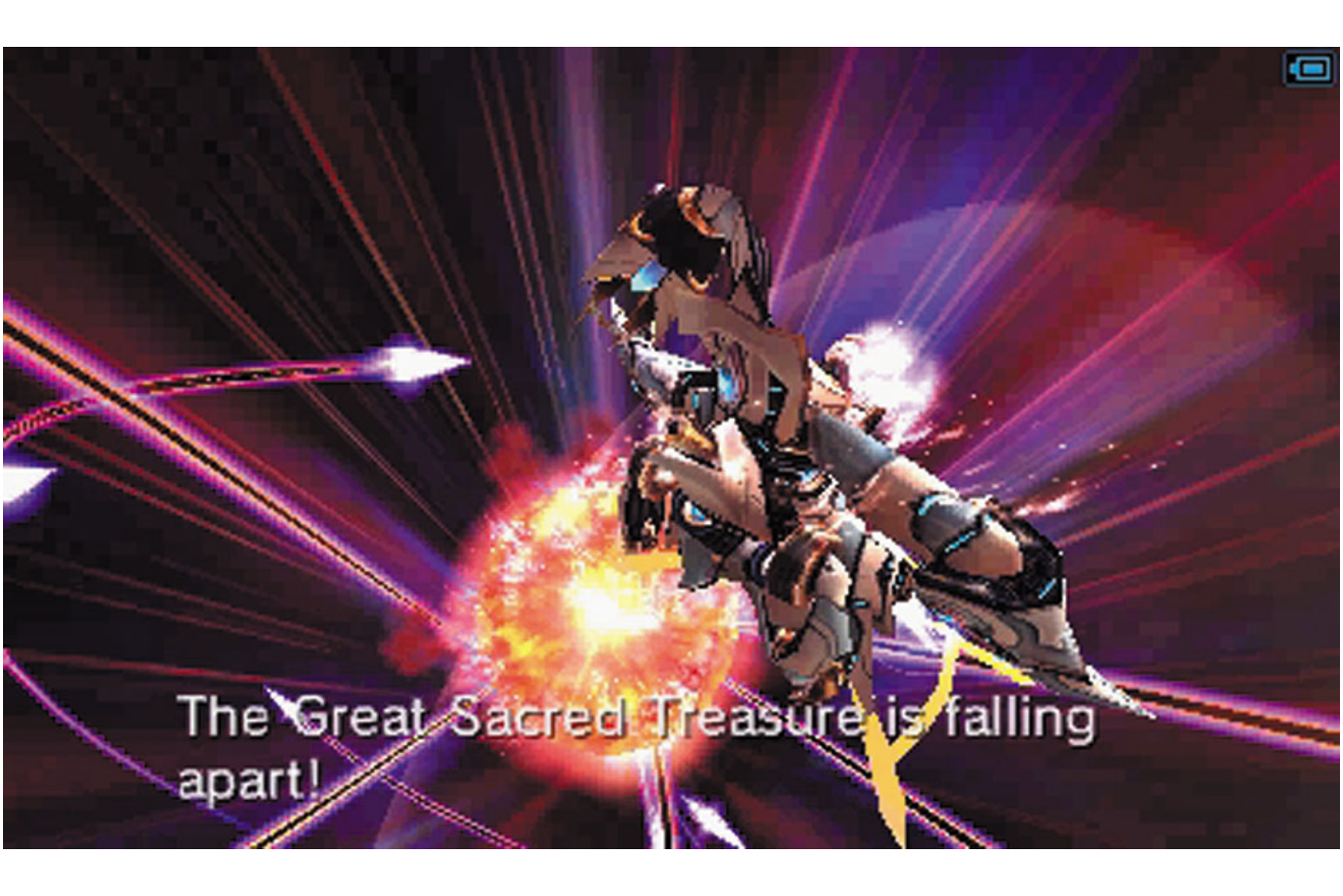

SCORE
63760
Oh, I was just going to make a quick stop to decimate a country or two.


SCORE
67280
In the middle of battle? Why would you do that?


SCORE
86640
Not just any face. Hades's face.

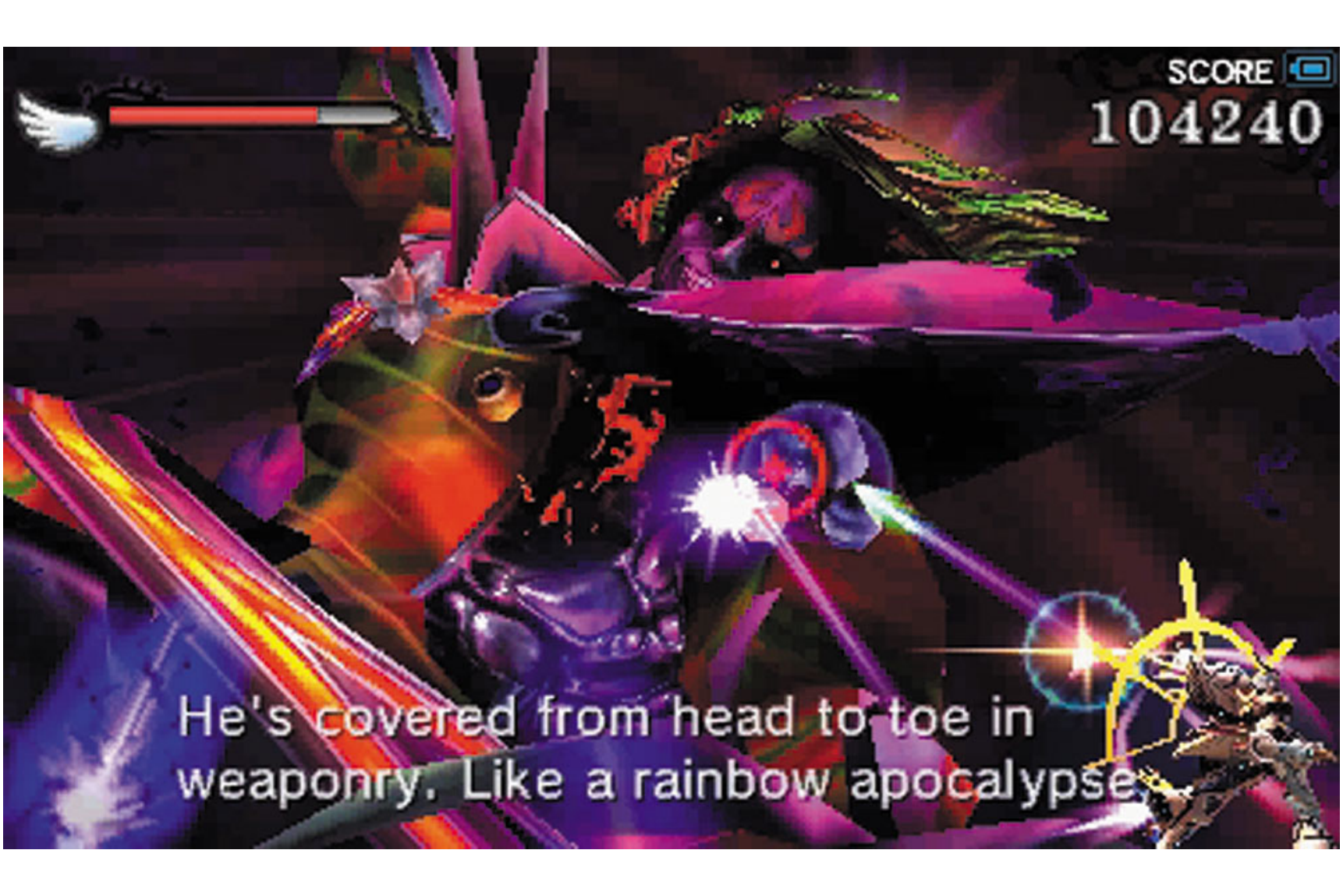

SCORE
100720

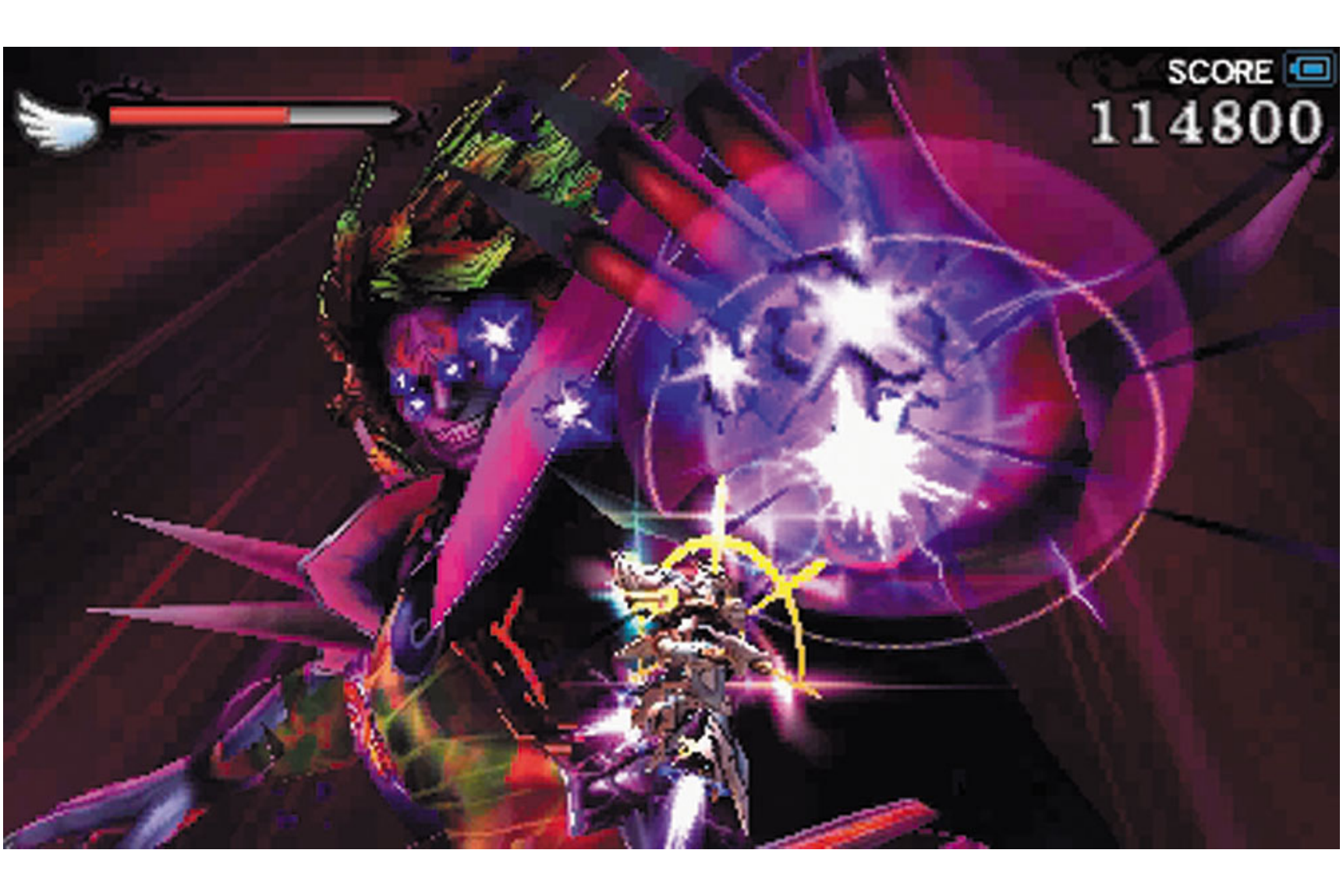
Turrets mounted on Hades fire all manner of weapons as you slowly advance toward his head. When you reach his back, you will see a large glowing purple sphere. Concentrate your fire on that, but make sure you also deal with the turrets in the area to avoid taking serious damage. Once you destroy that weak point, Hades counterattacks.


The Great Sacred Treasure is falling apart!

Mech Armor mode engaged!

The Great Sacred Treasure is worse for wear, but transforms into a new mode.


SCORE
104240
He's covered from head to toe in weaponry. Like a rainbow apocalypse.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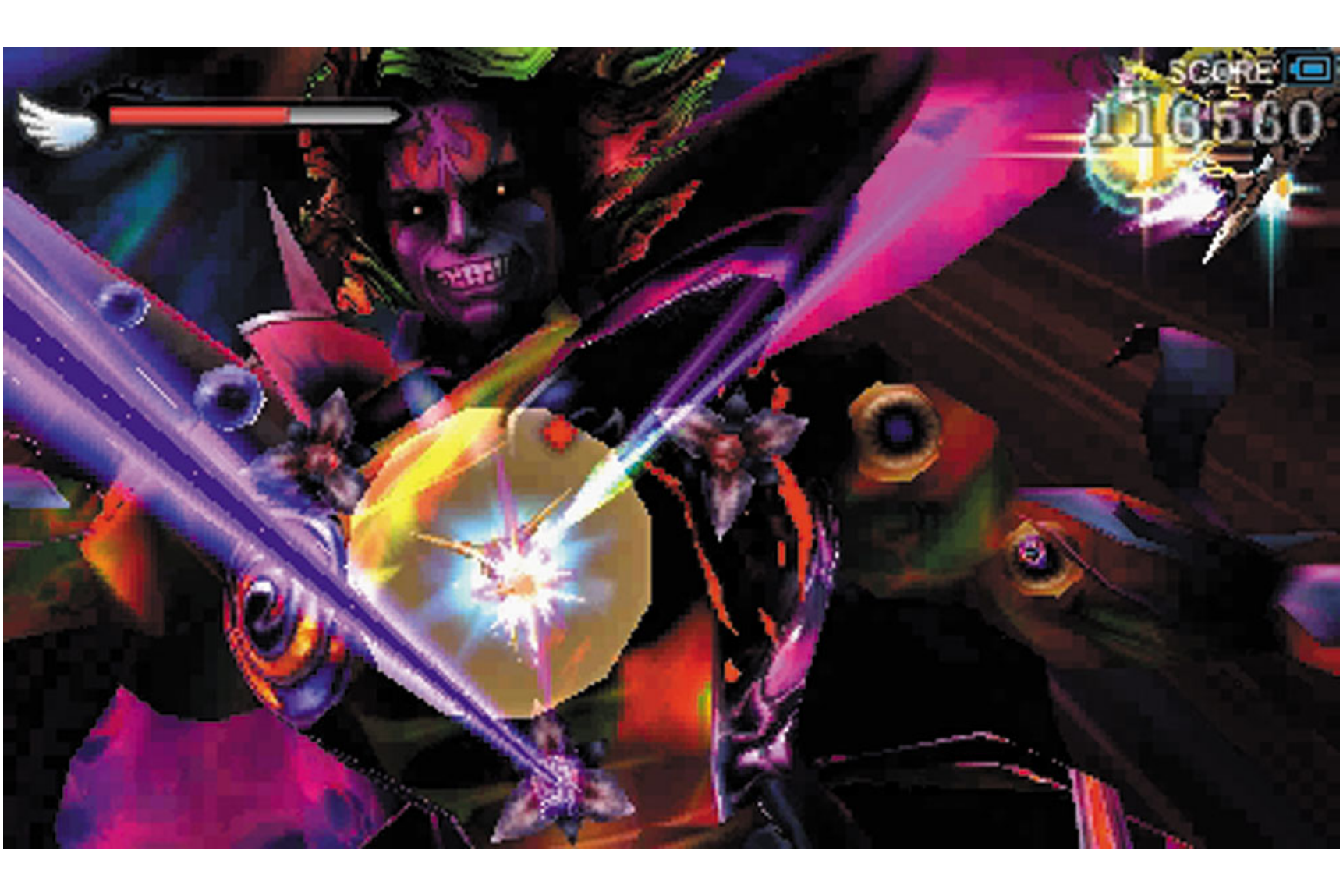
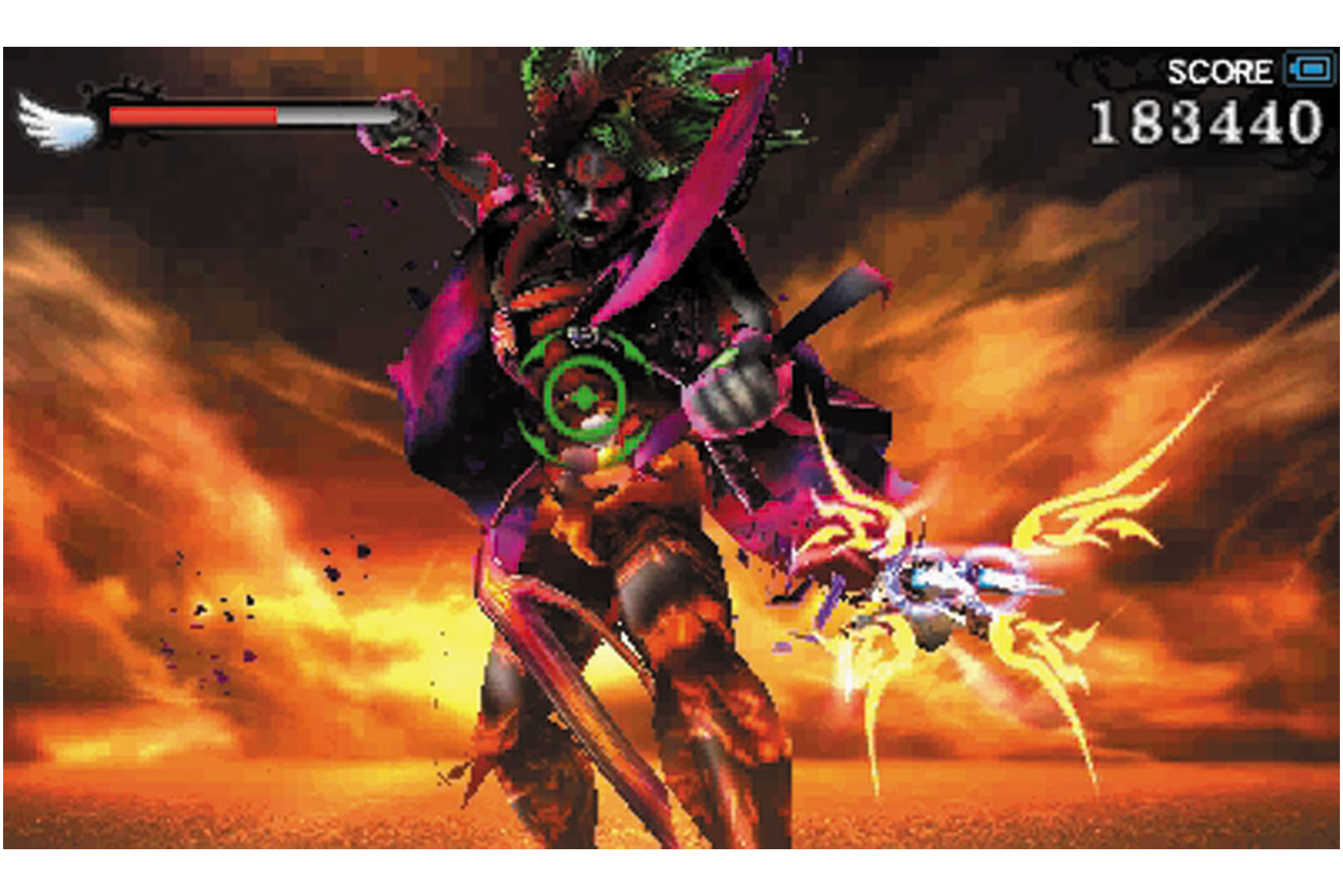

SCORE
116560

Recovery Orbs appear soon after the god's transformation. Continue to destroy the turrets on Hades. He tries to pull you into one of his hands with a special magnetic field. Fight to keep yourself out of his grasp and shoot at the hand that's generating the field. Your movement is somewhat limited, but it should be enough to avoid the rest of his attacks. Soon after this, a massive array of chest-mounted beam cannons reveals itself. Even after the main guns are destroyed, keep firing at his chest until Hades staggers in pain.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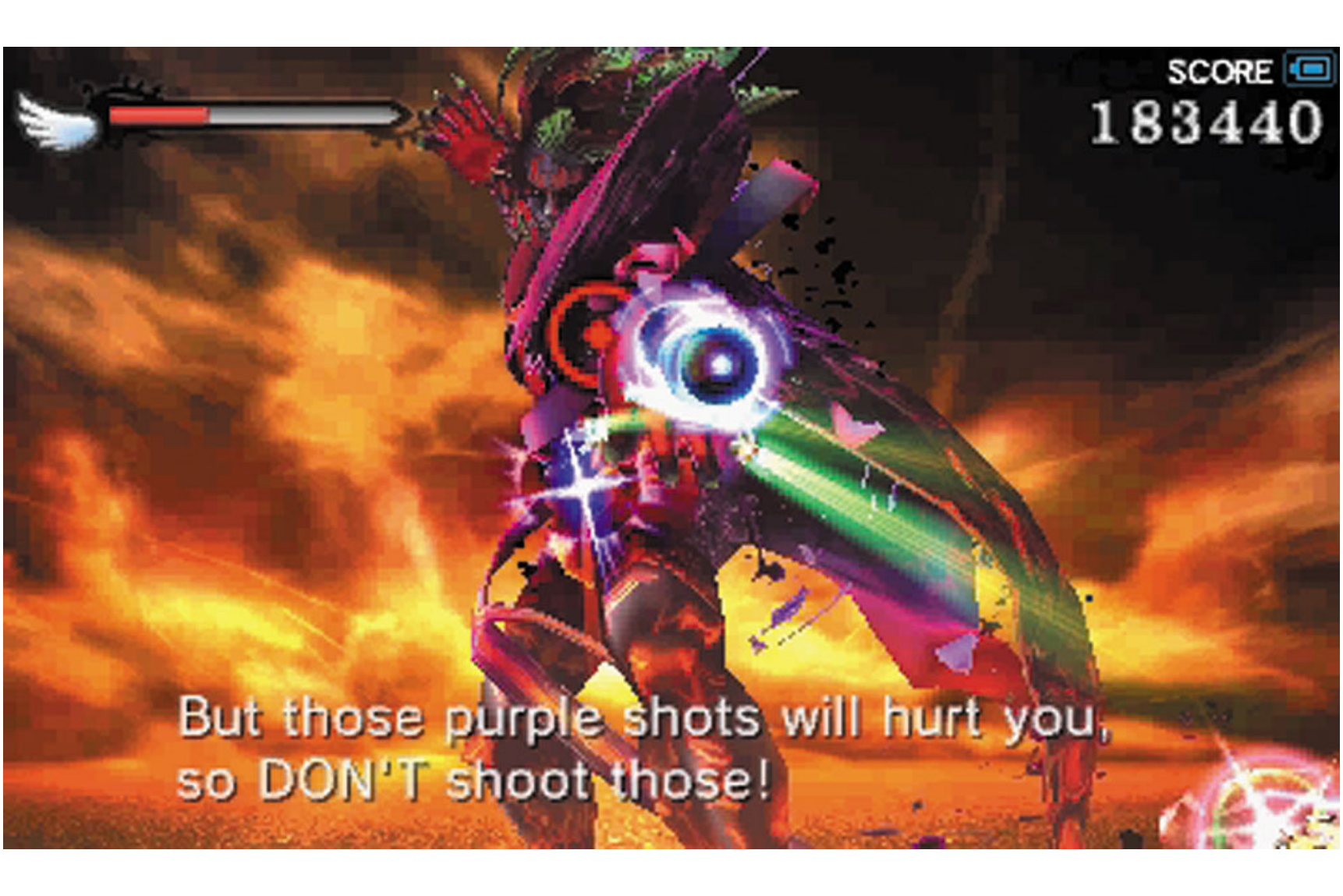
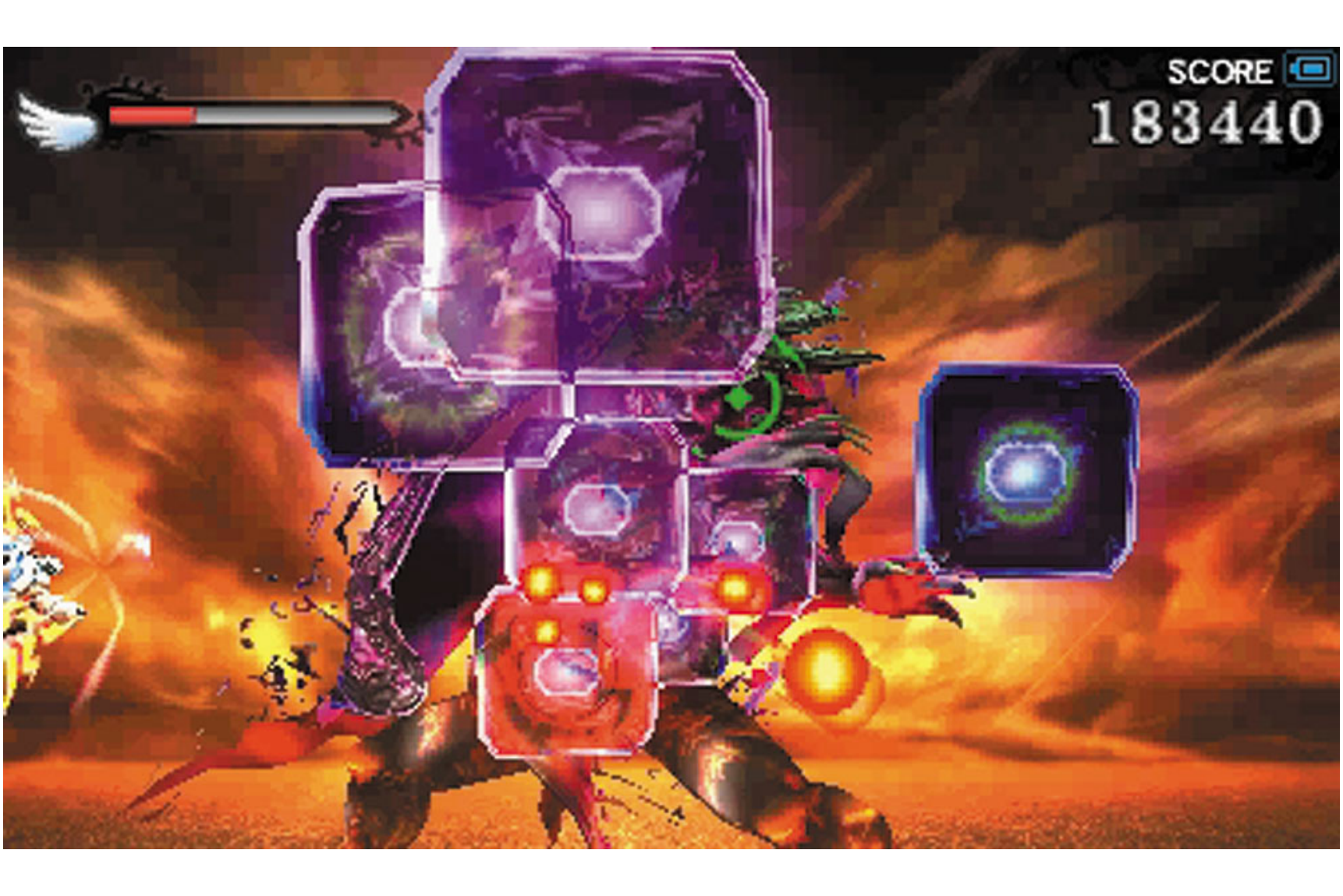
183440


SCORE
183440
But those purple shots will hurt you, so DON'T shoot those!

After events force the Great Sacred Treasure into Ultralight Mode, Hades races to the surface world. Recovery Orbs greet you at the start of this next phase. Hades fires a series of homing orbs at Pit. The blue ones can be safely intercepted by shooting them, but the purple ones will turn into smaller, higher-speed projectiles that are very tough to evade. Time your shots carefully so you don't end up finishing yourself off.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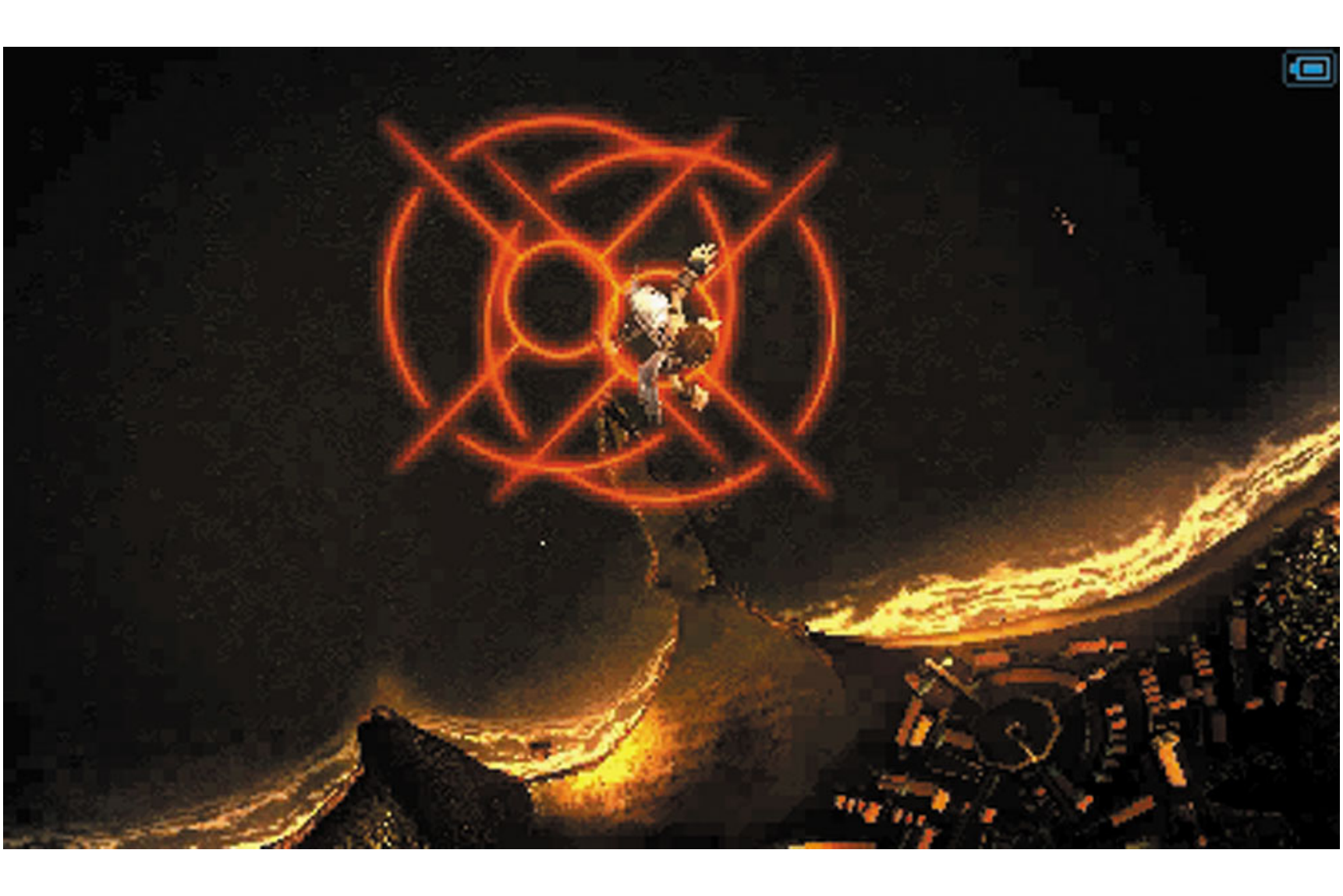
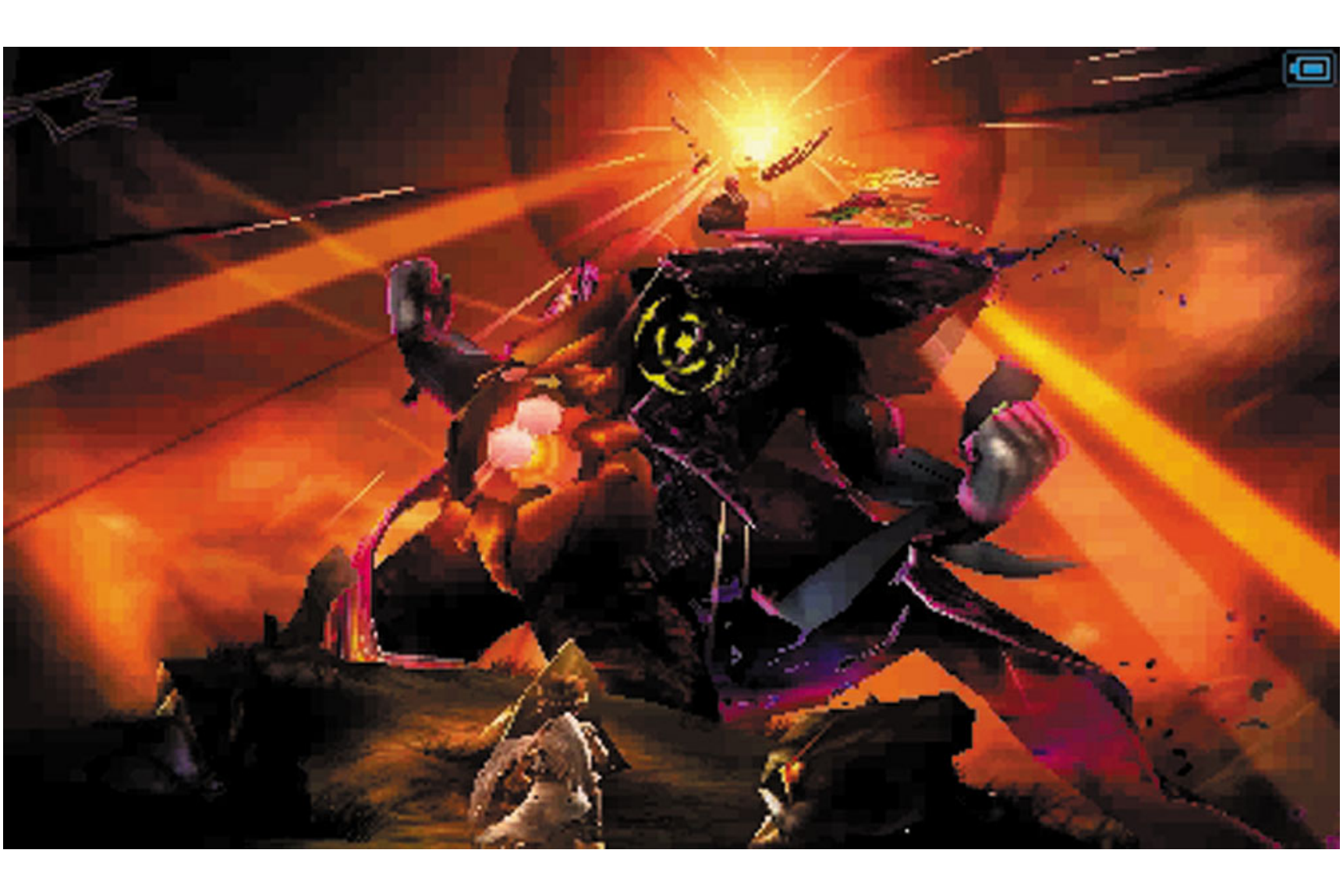
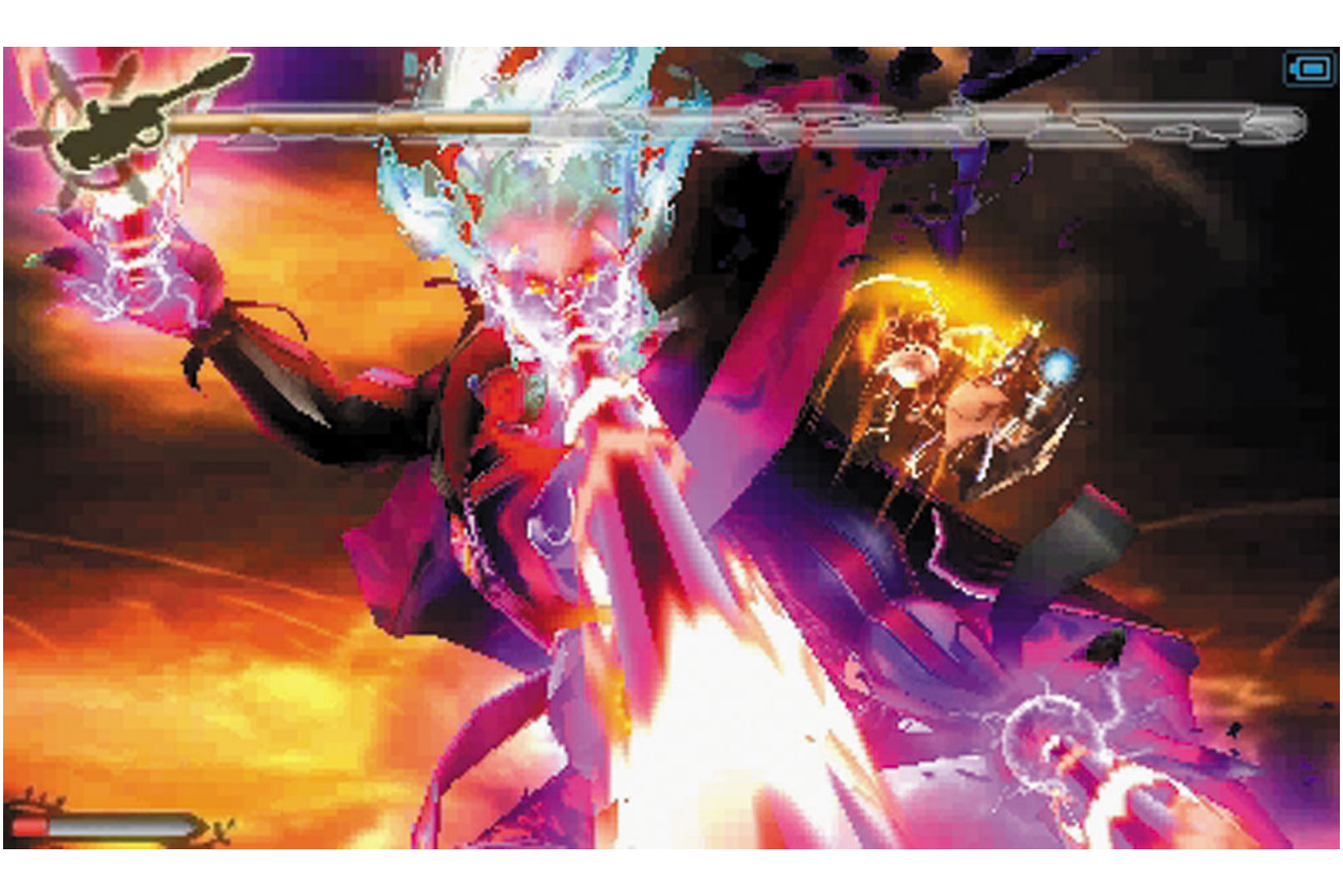
Hades also throws out a cluster of barriers that cannot be destroyed. Your only option is to try to evade them.

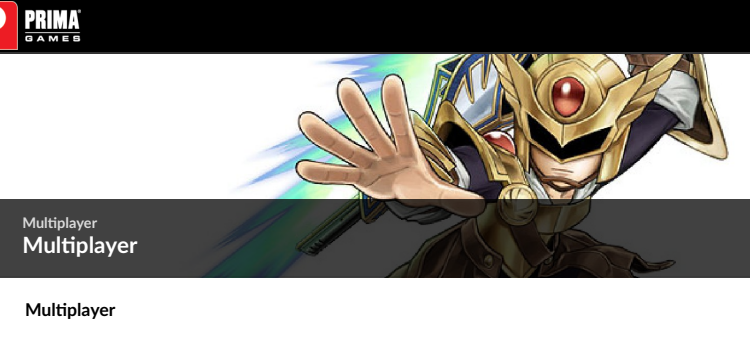




Even after all of the punishment you've inflicted, Hades is still more than capable of destroying the Great Sacred Treasure in a single attack. Falling from the sky, you must line up the reticles on screen to recover from the crushing blow. Once on the ground, do your best to steady your aim, but there's seemingly nothing your can do ... until a surprise intervention spares Pit from destruction.



After that shocking turn of events, Viridi activates the power of flight for Pit. While Hades tries to blast you out of the sky with his laser beams, you can only evade to the best of your ability. Hold out until the charge meter at the top of the screen fills up completely, then fire your weapon to end this war once and for all! Savor your victory. You've definitely earned it.



Multiplayer

Multiplayer

Multiplayer

Multiplayer in Kid Icarus: Uprising can be played locally with friends in the same room, or it can be played online with a maximum of six players in every match. Multiplayer is accessed through the Together menu, which gives you the options for the Far Away online mode or the Nearby mode. There are two distinct game types: Free-for-All and Light vs. Dark.

Playing multiplayer against other human opponents or against the AI provides rewards that can go toward your total arsenal in both single- and multiplayer. Participating in and scoring points during a match gives you a handful of hearts, and can even reward players with a random weapon or special power. The more people you play with, the greater the value of the rewards.

Players are able to bring any weapon they have earned or created through weapon fusion into multiplayer, but even players with lower value weapons can't be counted out. Powers can change the dynamic of any fight in a flash. Items are scattered throughout the maps and many of them will seem familiar from the single-player campaign. A new item, the Daybreak cannon, is also among the items found on the battlefield. Broken into three pieces, this super-cannon can shoot through entire levels, ignoring all terrain and instantly defeating anyone unlucky enough to be caught in the path of the blast. Matches can turn into a desperate scramble to deny a player with two parts of the cannon the third piece.

If you have created the match in the Nearby or the With Friends online mode, you have a plethora of options for both game types before the matches even begin. You're able to select your weapons and what powers you intend to bring to the fight. For the matches themselves, you can determine what maps they take place in, the time limit, the difficulty of CPU opponents, item frequency, handicaps, and, for Light vs. Dark mode, you can determine the overall team health.

Game Modes

Free-for-All

As the name suggests, this mode is about total anarchy between six players. Alliances are temporary at best, and opportunism is the word of the day. This is a game type that stresses the importance of individual skill level, as well as the importance of your weapon's strengths and special modifiers.

Scoring points in Free-for-All mode is simple: Defeat as many enemies as you possibly can, while avoiding defeat yourself. You gain points based on the value of the weapon your victim was wielding when you crushed them underfoot. When defeated yourself, you lose points from your own total based on a percentage of the value of your own weapon.

Match variables such as item frequency and player handicaps all come into play here. Your own level of aggression is often determined by your skill and your weapon of choice, but you may be less inclined to charge into a mass melee if you know that Smart Bombs are frequently available for anyone to toss into an unsuspecting group that is caught up in the moment.

Light vs. Dark

This is the defining mode of Kid Icarus: Uprising multiplayer. Teams of three players, Light Team against Dark Team, battle it out. When a player is defeated, the total

value of their weapon is subtracted from their team's life total. When the life total of a team is fully depleted, the player whose defeat emptied their life bar

becomes an angel (Pit for the Light Team, Dark Pit for the Dark Team). The angel arrives with a random weapon, and the angel's life total becomes their team's

remaining lifeline.

Angels are typically faster and stronger than the regular soldiers on each team, but they aren't invincible. In addition to damage they sustain themselves, if any other player on their team is defeated, the loss also takes health away from their angel's total. When the angel on a team is defeated, the match is over.

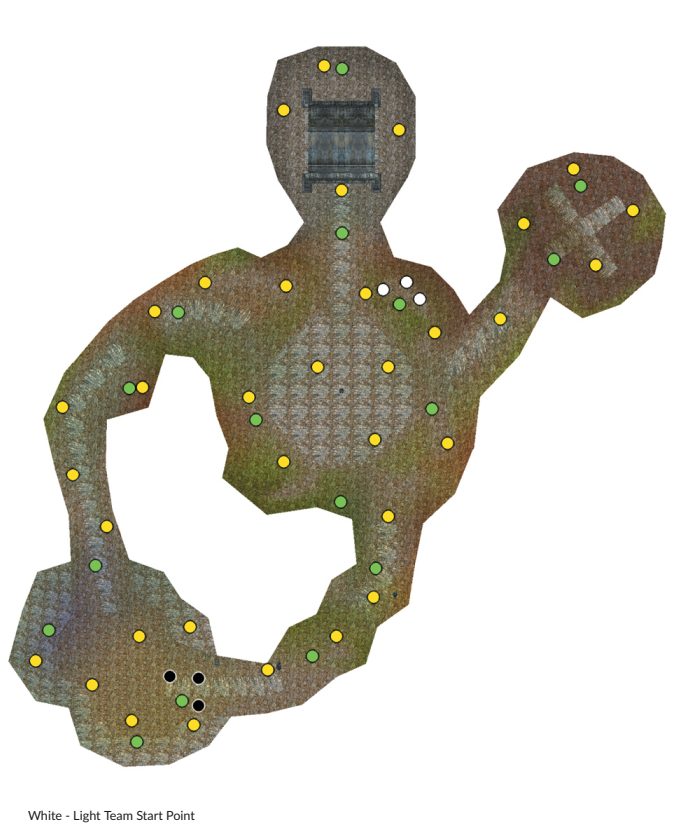
Light vs. Dark caters to a wide variety of strategies for before and after an angel has appeared in the arena, both on the offense and on the defense. Some players will want to stick close to their angel and fanatically defend him. Others may want to split up and try to locate the Daybreak weapon pieces, either to use it or to deny the other team the use of it. The balancing act between aggression and defensiveness is what makes this mode as intense as it can be.

The weapon value system comes into play here in a big way. You don't want a dirt-cheap weapon with few skills because you will not be effective at defeating other players. At the same time, you may not want to bring along the most expensive weapon you have at your disposal because your defeat will cost your team big time and potentially force your angel into play much sooner than you are ready for. It is inevitable that players interested in winning this game type will begin using the weapon fusion system to find the perfect middle ground of a highly effective weapon with the right modifiers that isn't too valuable.

Note

If you adjust the Team Life Gauge in the match rules, you can set it as high as 3,000 or even as low as 100. This alone can change the weapon dynamic of a match considerably.

Windy Wasteland



White - Light Team Start Point

Black - Dark Team Start Point

Green - Respawn Point

Yellow - Item Respawn Point

Prima
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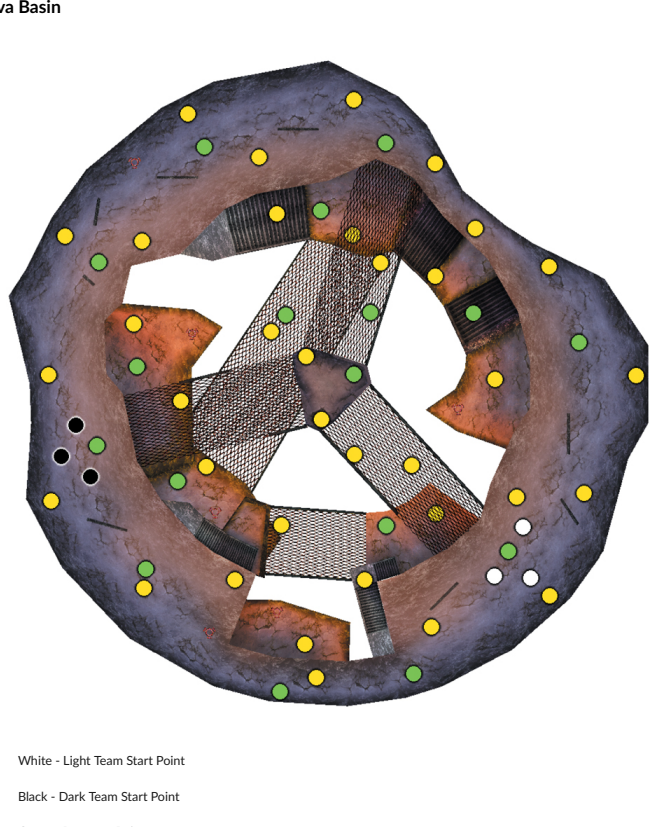
Prima
SCORE
404

Windy Wasteland is a fairly open stage, so long-range weapons can be very effective here. Taking to the higher ground is a valid strategy that can give you the upper hand in the Light vs. Dark mode. This is very effective when trying to protect the angel on your team, but it's not a perfect defensive strategy. Holding the central temple does put a roof over your head, but the Daybreak parts typically spawn outside of that structure.

Lava Basin

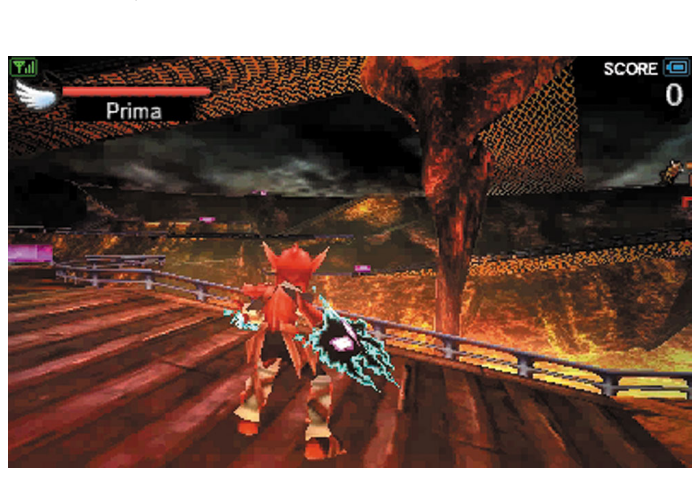


White - Light Team Start Point

Black - Dark Team Start Point

Green - Respawn Point

Yellow - Item Respawn Point



Prima
HIT!
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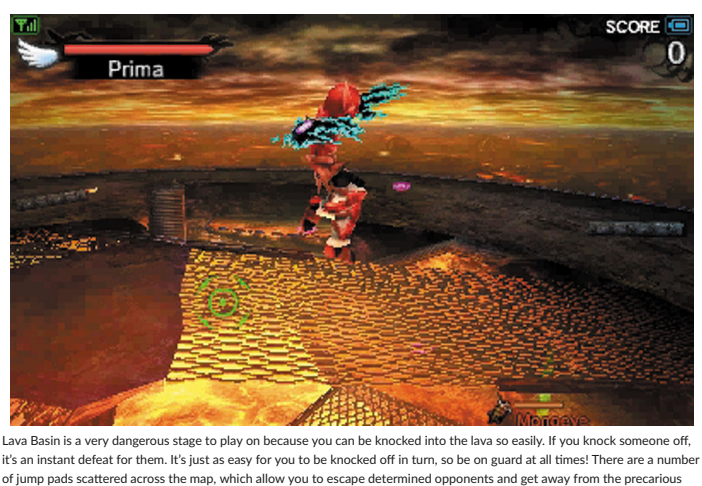
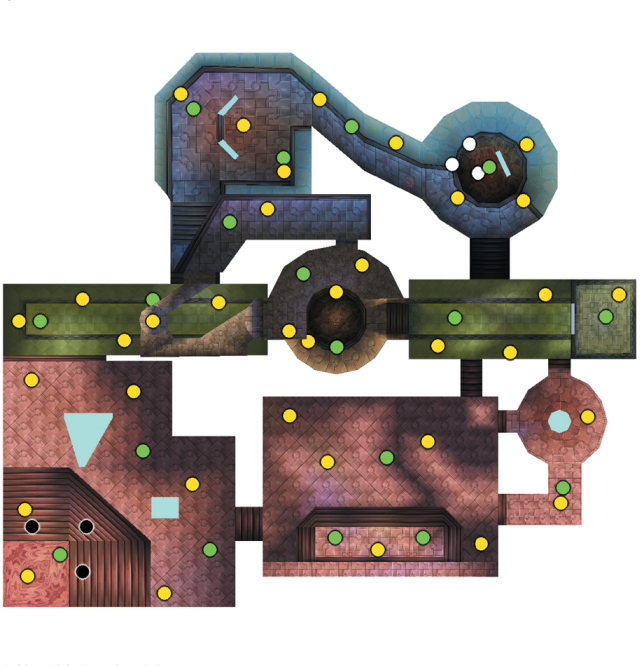


Lava Basin is a very dangerous stage to play on because you can be knocked into the lava so easily. If you knock someone off, it's an instant defeat for them. It's just as easy for you to be knocked off in turn, so be on guard at all times! There are a number of jump pads scattered across the map, which allow you to escape determined opponents and get away from the precarious bridges closest to the lava. One mean tactic is to set Land Mines near the jump pads, which can end up blasting unsuspecting players into the lava. Light vs. Dark mode on this map is particularly intense, as once the angels are on the field, everyone knows the quickest solution to that problem is off the nearest ledge.

Starlight Observatory

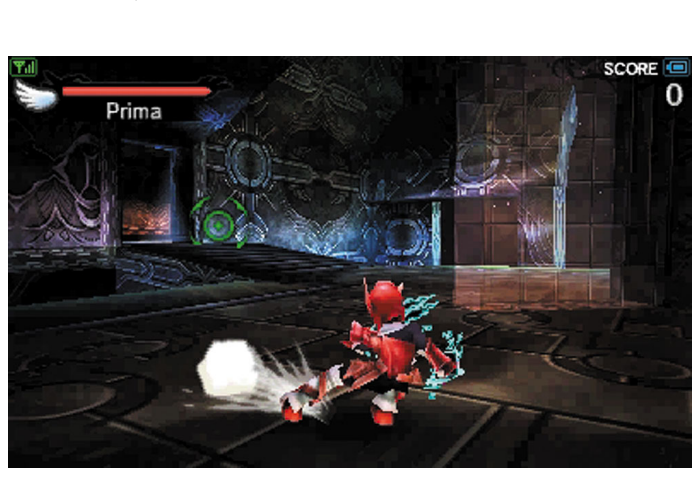


White - Light Team Start Point

Black - Dark Team Start Point

Green - Respawn Point

Yellow - Item Respawn Point



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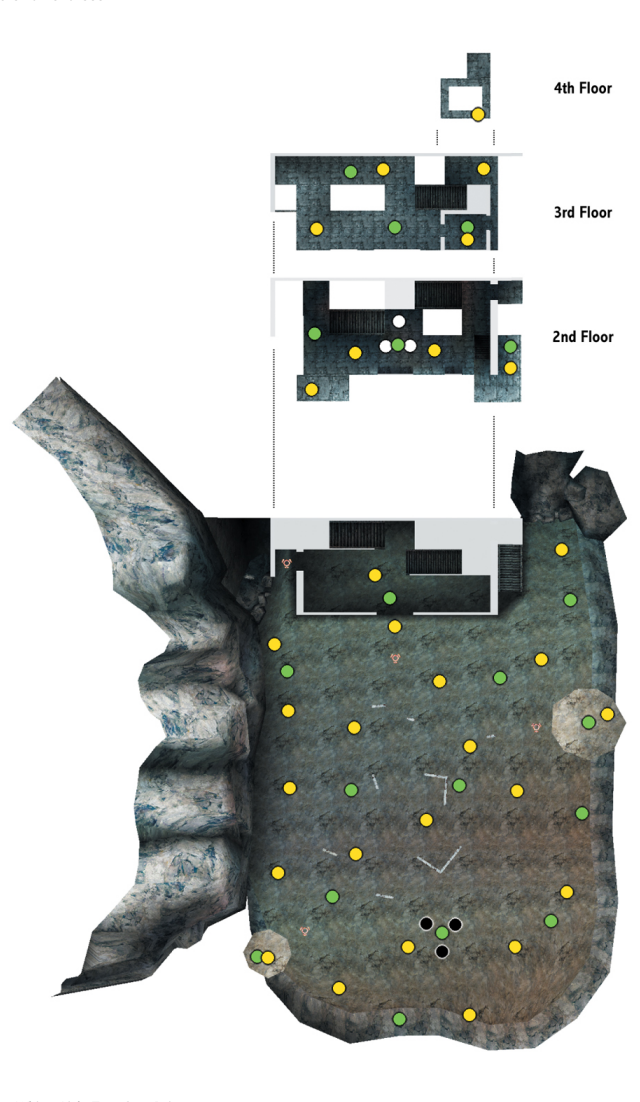
Prima
SCORE
0

Starlight Observatory is composed of two levels, which makes it very difficult to keep track of where everyone is. If you are on the ground level and find yourself getting attacked, be sure to look up and make sure that the enemy is not above you. There are also plenty of corners to hide around, making close-quarter weapons very deadly on this stage. Because of the various paths that lead through both levels of this map, Light vs. Dark matches here tend to be fought on the run, as there are few safe spots to try to hole up in.

Ancient Fortress



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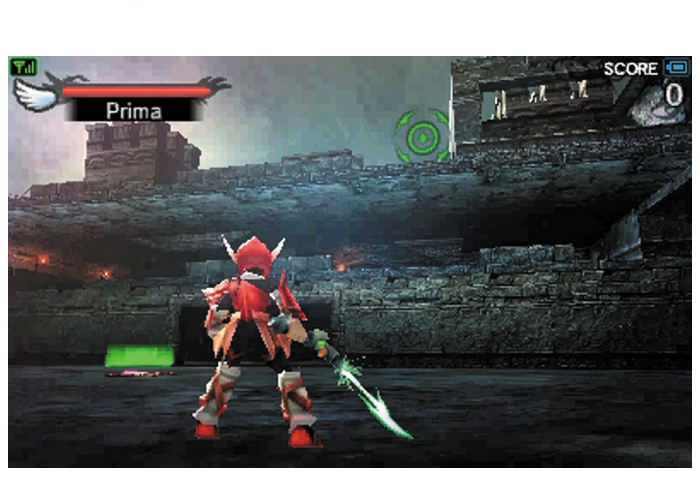
Black - Dark Team Start Point

Green - Respawn Point

Yellow - Item Respawn Point



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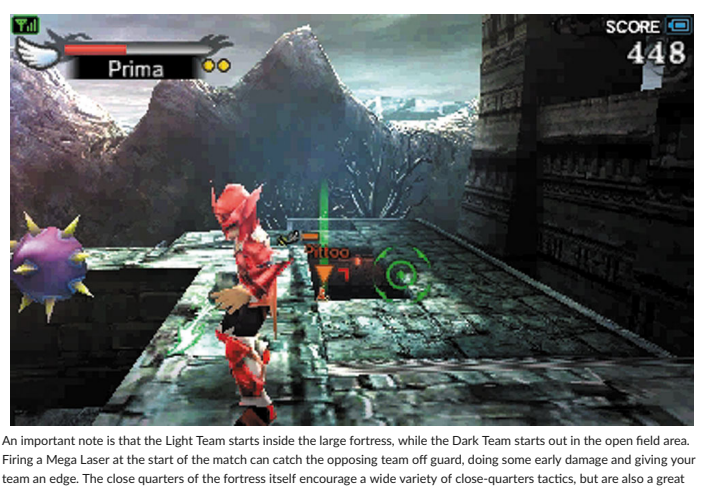
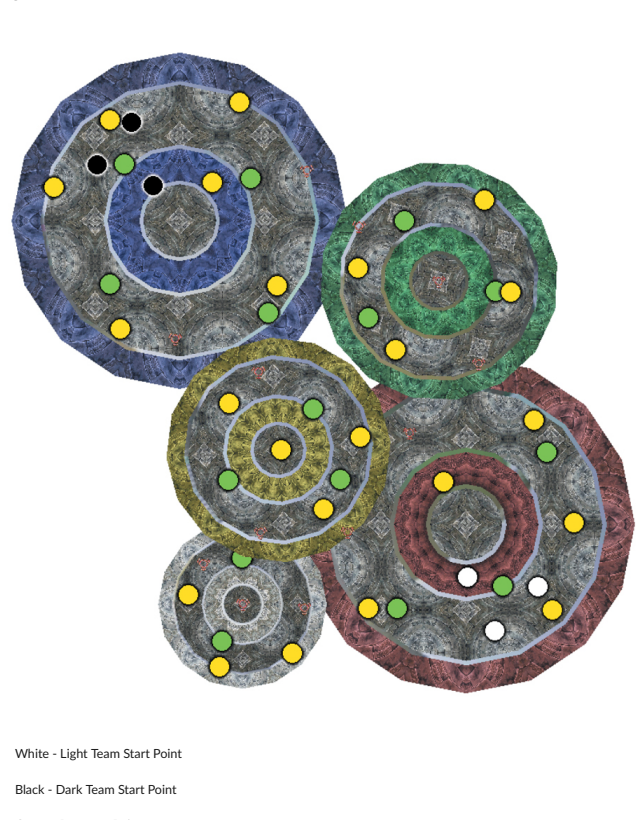
224



An important note is that the Light Team starts inside the large fortress, while the Dark Team starts out in the open field area. Firing a Mega Laser at the start of the match can catch the opposing team off guard, doing some early damage and giving your team an edge. The close quarters of the fortress itself encourage a wide variety of close-quarters tactics, but are also a great inspiration to an opportunistic player with a powerful area-of-effect item. As dangerous as the fortress can be, the open field in front of it is arguably worse. There is very little cover scattered throughout it—a sniper's ideal terrain.

Twilight Stratosphere

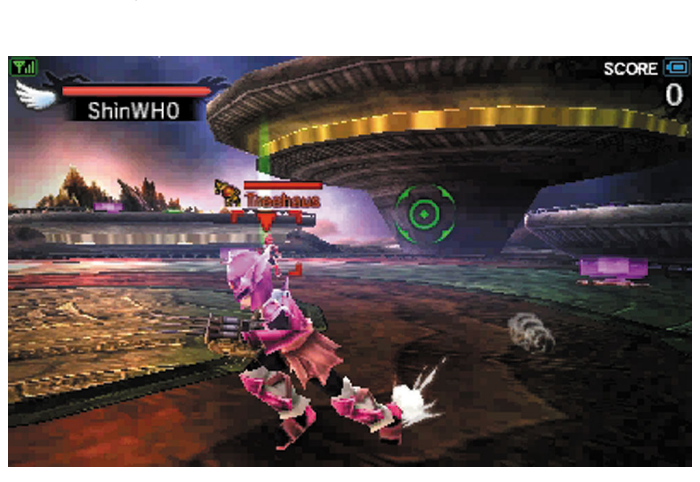


White - Light Team Start Point

Black - Dark Team Start Point

Green - Respawn Point

Yellow - Item Respawn Point



ShinWHO
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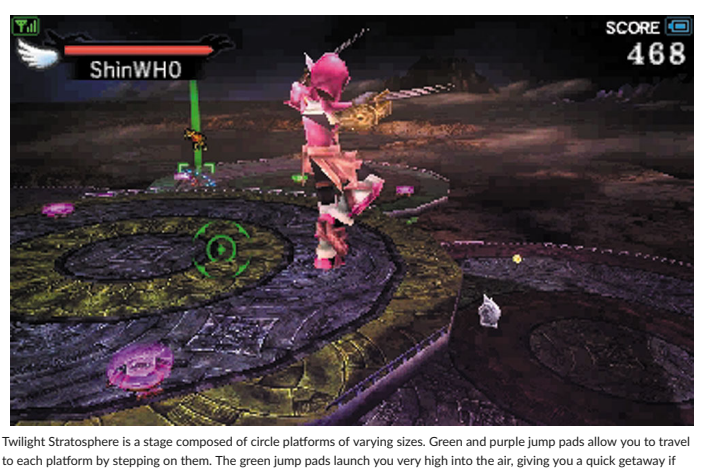
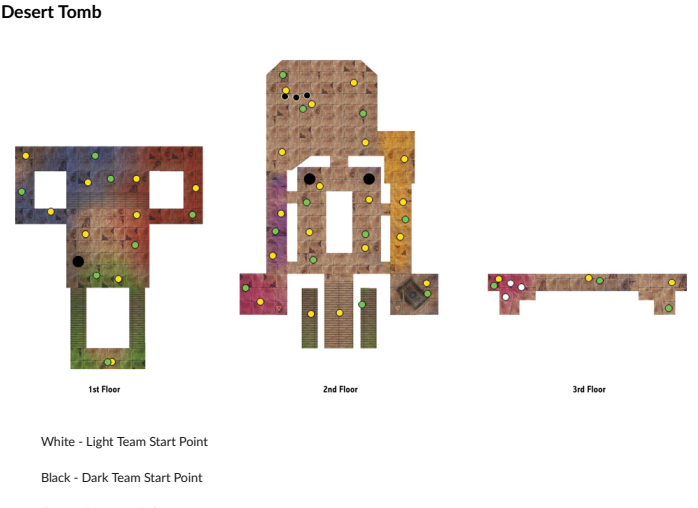
234



Twilight Stratosphere is a stage composed of circle platforms of varying sizes. Green and purple jump pads allow you to travel to each platform by stepping on them. The green jump pads launch you very high into the air, giving you a quick getaway if needed. The purple jump pads simply bounce you up to the next highest platform near you. Twilight Stratosphere encourages mobile tactics. If you're not using the jump pads to get around quickly, you run the risk of being flanked. However, the uppermost platform can be a good base of operations for a team in Light vs. Dark. Observant teams can punish the opposing players the moment they land on the upper platform from using a jump pad.

Desert Tomb



White - Light Team Start Point

Black - Dark Team Start Point

Green - Respawn Point

Yellow - Item Respawn Point

Prima
SCORE
218

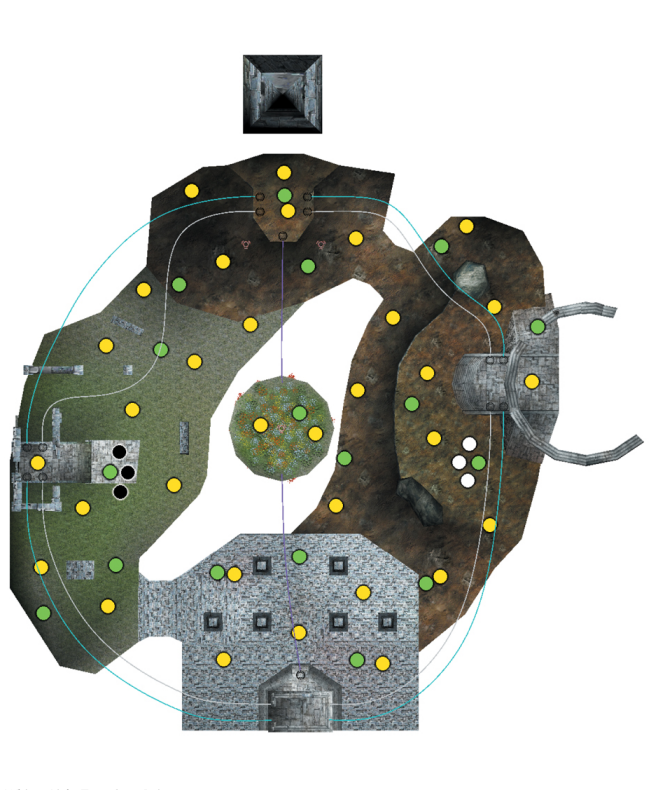
Prima
SCORE
218

Prima
SCORE
872

Desert Tomb is a great stage for close combat weapons due to its narrow passageways and corners to hide in. The multiple levels in the stage make it very easy to get the drop on an opponent from above, or from below via a series of jump pads. The upper level of the Desert Tomb is more open than the lower level, with large courtyards that feed into the main areas the tomb. These courtyards have almost no cover, so if you're caught by opponents in those areas, you'll have to make a break for the center of the tomb if you're looking for shelter.

The central chamber has a smaller upper level accessible via jump pads. It has a clean line of sight on almost the entire middle level. This is a great place for snipers to position themselves.

Rail Temple



White - Light Team Start Point

Black - Dark Team Start Point

Green - Respawn Point

Yellow - Item Respawn Point

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198

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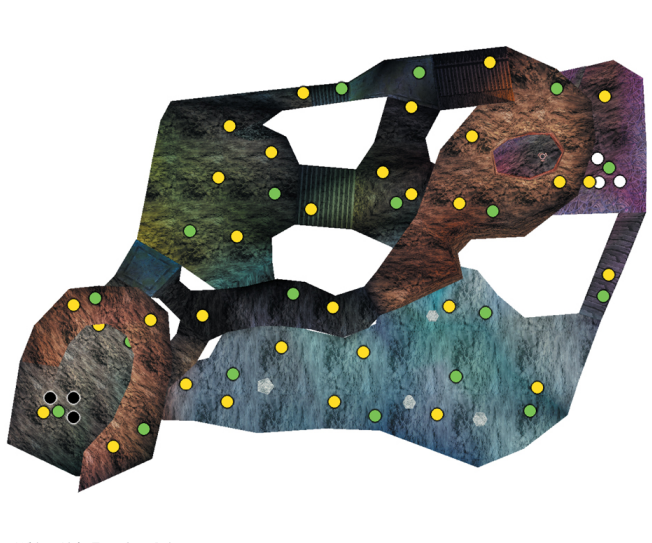
198

Set up as a large circle, the Rail Temple map is defined by the system of grind rails that run a circuit around the side of the map. These rails provide speedy transport throughout the map, which allows skilled snipers a tough-to-counter moving perch over larger battles. During Light vs. Dark battles, the rail system can allow skilled angels a brief reprieve from hostile attacks. They can quickly relocate if they come under fire.

At the center of this large stage is a chasm with an island floating above it. This small perch has good sight lines on the entire outer edge of the Rail Temple and a jump pad that can be used for a quick escape. Don't become too attached to the rail system, as a crafty player can be lying in wait at the end of a track.

Cave of Spirits



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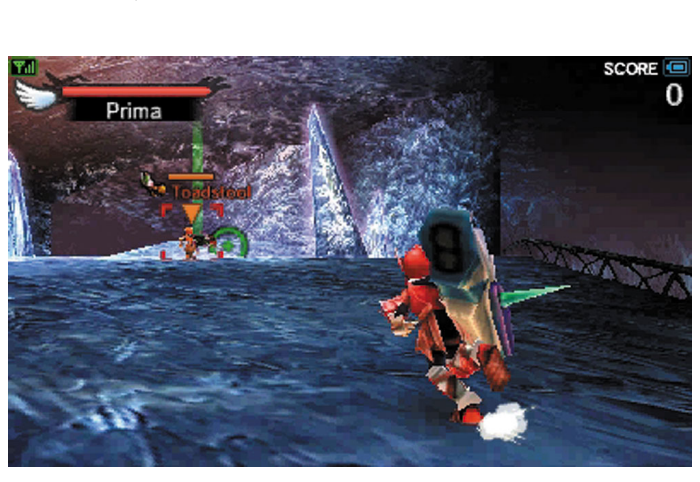
Black - Dark Team Start Point

Green - Respawn Point

Yellow - Item Respawn Point



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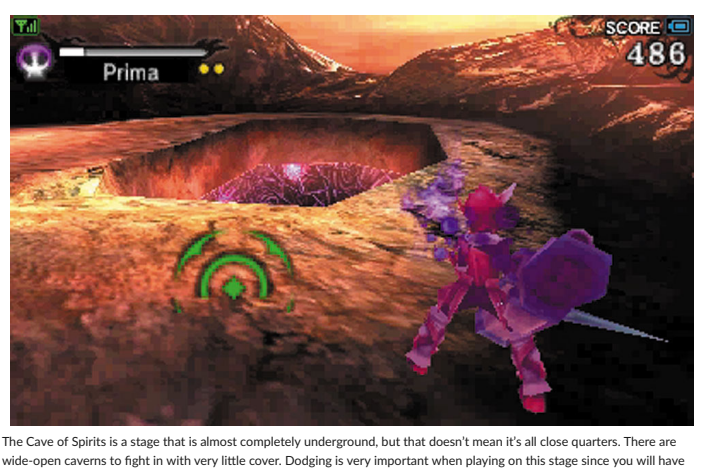
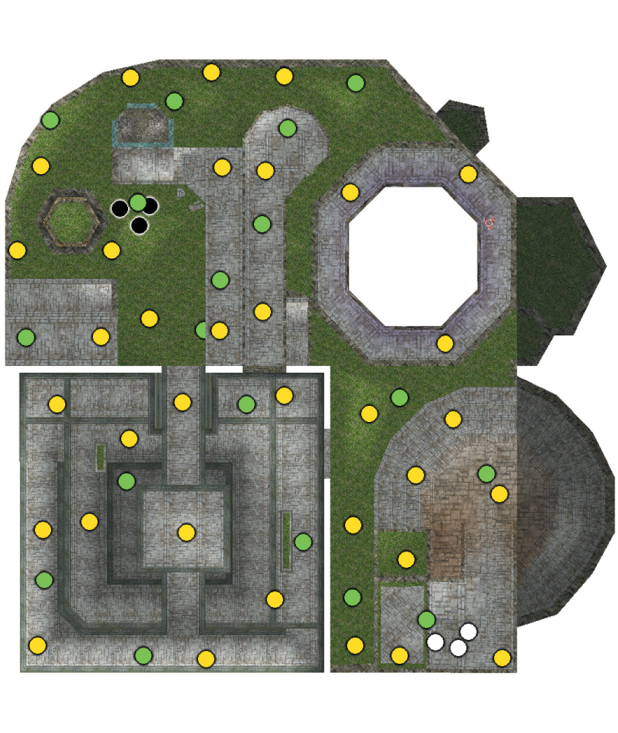
162



The Cave of Spirits is a stage that is almost completely underground, but that doesn't mean it's all close quarters. There are wide-open caverns to fight in with very little cover. Dodging is very important when playing on this stage since you will have almost nothing to hide behind the majority of the time. The interconnected nature of all the tunnels and chambers provides many opportunities to flank inattentive or stubborn players who are trying to hole up in a single location.

There are two outdoors locations in the Cave of Spirits. From these areas, it is possible to drop down into the lower areas of the map, and can be a good way to ambush players.

Forgotten City

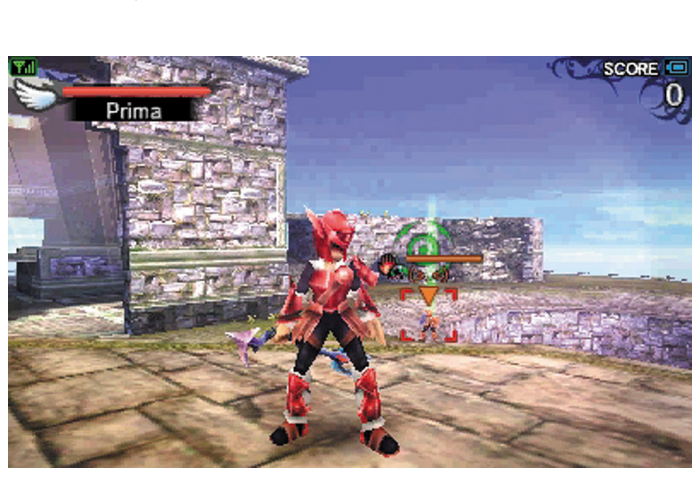


White - Light Team Start Point

Black - Dark Team Start Point

Green - Respawn Point

Yellow - Item Respawn Point



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173

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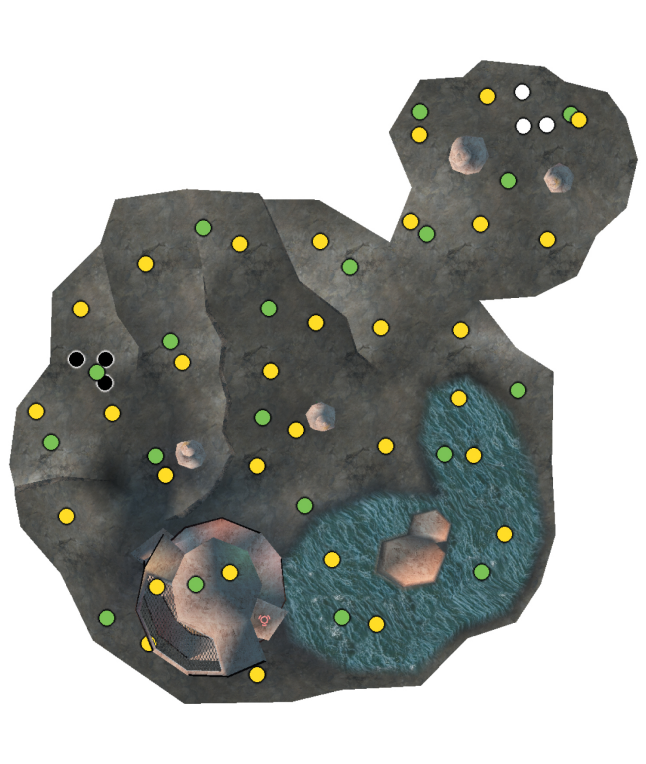
SCORE
173

This stage has a wide variety of settings, such as a giant hole to knock opponents into, higher ground to fire down on foes, and a large room with quite a bit of cover. If you do find yourself fighting near the giant hole, be sure to try to knock enemies into it to instantly defeat them. The winding walkways in the main structure of the Forgotten City provide ample locations for sniping players on the ground level, but are not so protected that players with the higher ground are safe from reprisal. The outdoor locations are fairly open, which can favor ranged combat, but speedy players equipped with claws also have fewer obstacles to worry about, and have little trouble closing the distance.

Spiral Tower

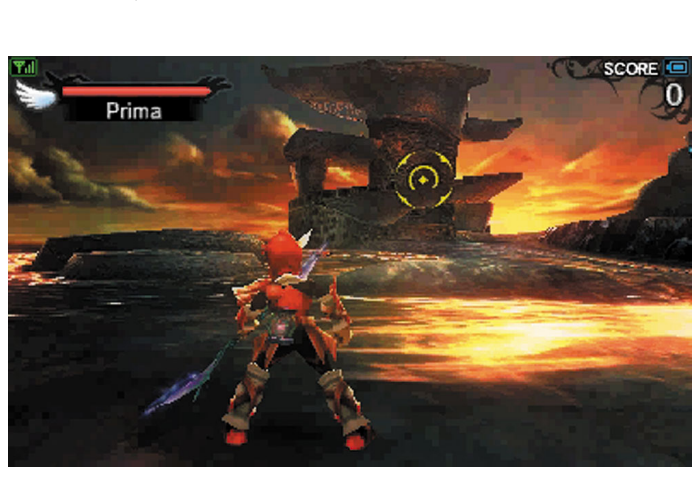


White - Light Team Start Point

Black - Dark Team Start Point

Green - Respawn Point

Yellow - Item Respawn Point



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SCORE
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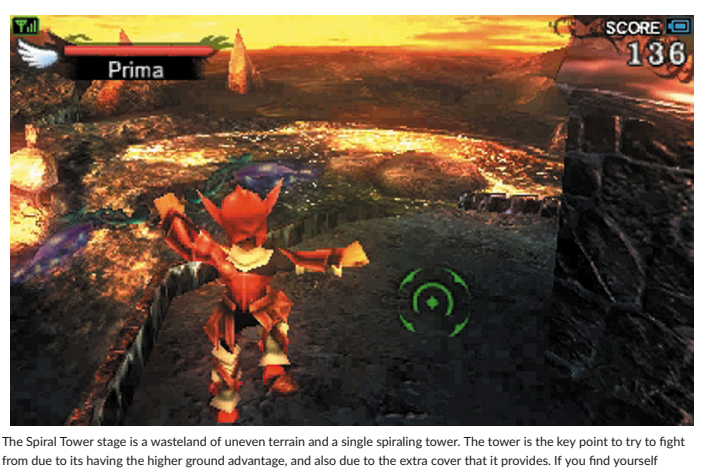
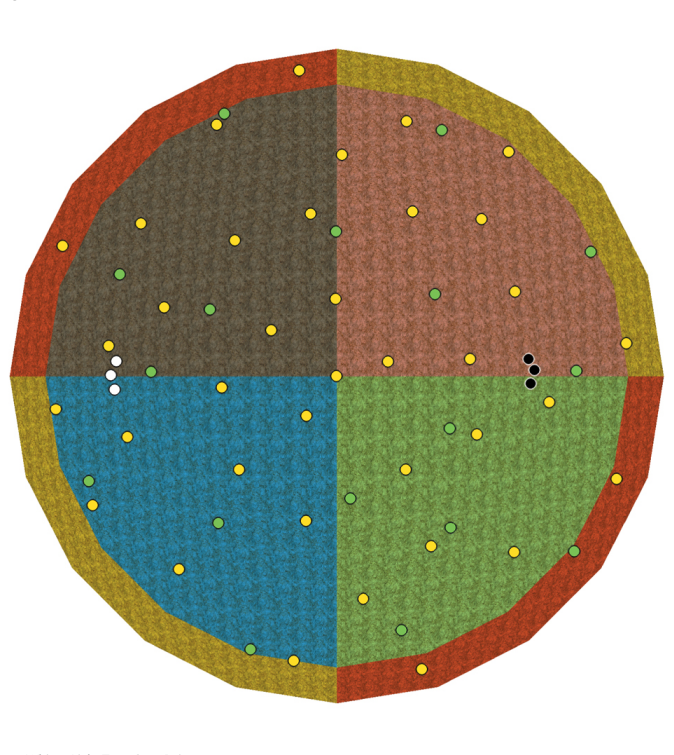


The Spiral Tower stage is a wasteland of uneven terrain and a single spiraling tower. The tower is the key point to try to fight from due to its having the higher ground advantage, and also due to the extra cover that it provides. If you find yourself fighting out away from the tower, you can still use the uneven terrain to get some cover from your enemies' attacks. While the tower itself is highly defensible under normal circumstances, there are some considerations to keep in mind. The small size of the tower makes it easy for players equipped with the Mega Beam power to cover large swaths of the tower in deadly fire. If the Daybreak is assembled by a team outside of the tower during Light vs. Dark, the building can become a very bad place to be, as a well-placed shot can cover almost the entire rooftop.

Large Arena



White - Light Team Start Point

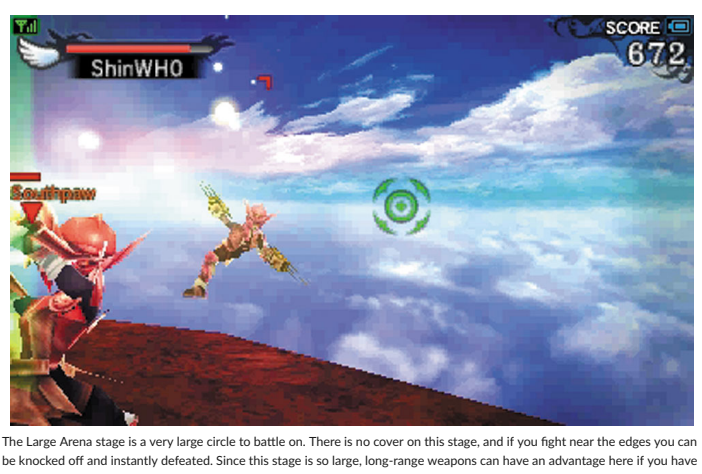
Black - Dark Team Start Point

Green - Respawn Point

Yellow - Item Respawn Point

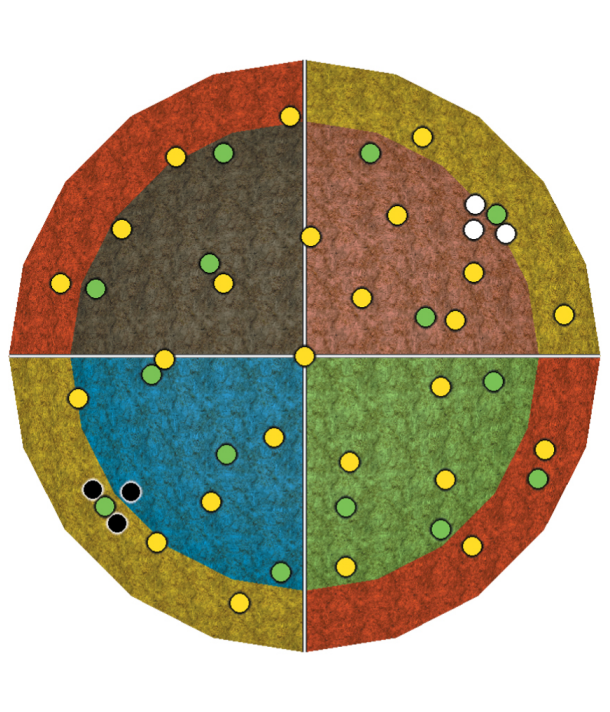
ShinWHO
HIT!
Southpaw
SCORE
0

ShinWHO
SCORE
0



The Large Arena stage is a very large circle to battle on. There is no cover on this stage, and if you fight near the edges you can be knocked off and instantly defeated. Since this stage is so large, long-range weapons can have an advantage here if you have good aim. At the same time, the sheer size of the arena makes it possible for skilled players to dodge just about everything a long-ranged fighter can throw their way as long as they see it coming. Light vs. Dark battles in the Large Arena are interesting affairs. Barring any Powers that prevent it, every player can always know where everyone else is at any given time.

Small Arena

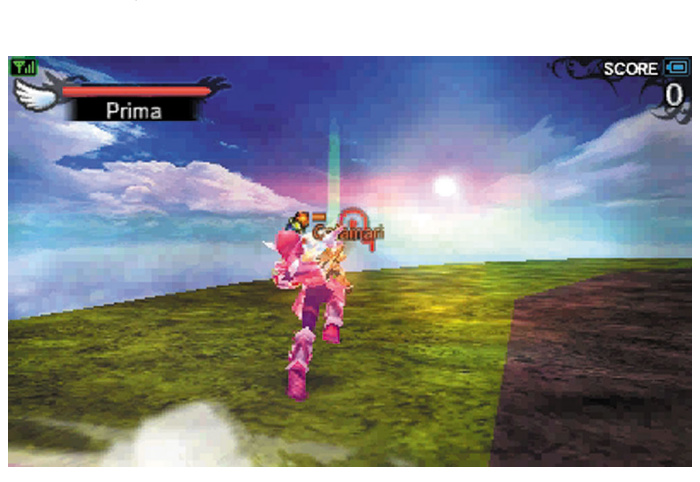


White - Light Team Start Point

Black - Dark Team Start Point

Green - Respawn Point

Yellow - Item Respawn Point



Prima
HIT!
SCORE
246

Prima
SCORE
246

This stage may look exactly the same as the Large Arena at first glance, and in a way it is, just much smaller. This can change which weapon you'll want to take into battle, since sitting back at range and shooting may not be the best option. Just like the Large Arena, you can be knocked off of this stage, so take care not to get too close to the edge. Even if you are careful, there are power ups and weapon bonuses that increase the distance players can be knocked back. If you notice a player taking advantage of such bonuses, do what you can to know where they are at all times.